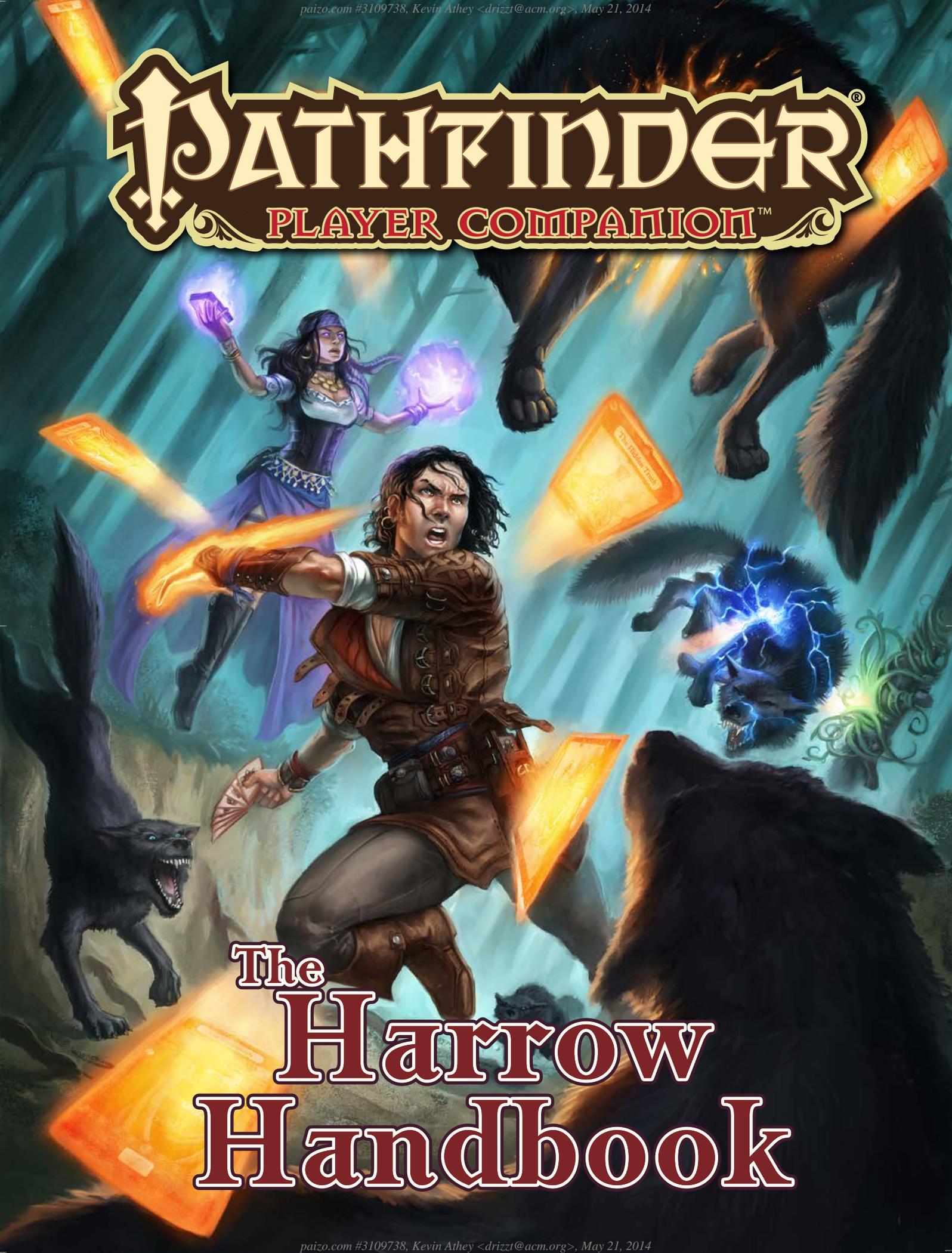


PATHFINDER[®]

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The

Harrow Handbook

The Harrow Deck

The harrow is a tool used by fortune-tellers—typically called harrowers—to aid in divining the future. It consists of 54 cards, which are divided into six suits: books, crowns, hammers, keys, shields, and stars. Cryptic symbols and characters decorate every card, suggesting specific meanings in which a skilled harrower can read the threads of fate. The six suits of the harrow are each

linked to one of the six ability scores possessed by all characters, and each card represents one of the nine different alignments. The cards of the harrow depicted here and on the inside back cover inform the new rules and systems presented throughout this book. Other resources for using the harrow are noted on page 32.

THE SUIT OF BOOKS



THE SUIT OF CROWNS



THE SUIT OF HAMMERS





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ON THE COVER



Two Varisian harrowers defend their caravan from an attack by rabid wolves in this month's cover illustration by Tyler Walpole.

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REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Ultimate Campaign</i>	UCA
<i>Deluxe Harrow Deck</i>	DHD	<i>Ultimate Equipment</i>	UE
<i>The Inner Sea World Guide</i>	ISWG	<i>Ultimate Magic</i>	UM



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For Your Character

FOCUS CHARACTERS

This Pathfinder Player Companion highlights new options specific to characters of the following classes, as well as elements that can apply to a wide range of characters.

BARDS

Few adventurers exemplify the versatility and arcane storytelling powers of the harrow like the talented bard. In addition to being an all-around great class for harrowers of any bent, the bard can find some handy new bardic masterpieces on page 21. Each of the fables presented in these bardic masterpieces is included in the sidebars on pages 19–29.

ROGUES

Rapscallions, scamps, and cons make up a large percentage of the harrow-using population—though true harrowers balk at the nontraditional ways such rogues use the sacred deck. Whether tricking fools out of their coin by becoming Sczarni swindlers (page 13) or manipulating fate and fortune in any of the various other ways unique to their class (pages 20–21), harrow-wielding rogues are valuable allies and dangerous foes.

SORCERERS

While some sorcerers use the harrow deck to empower their divinations (page 9) and conjurations (page 14), others are born imbued with the power of the arcana that grace the cards themselves (page 28).

WITCHES

Easily as mysterious as the harrow deck itself are the witches who specialize in reading its messages. In addition to new rules for owning and operating one's own fortune-telling shop (page 8), witches can benefit from the cartomancer archetype and new witch hexes on page 15.

FOR EVERY CHARACTER

Certain game concepts transcend the particulars of a character's race or class. The following elements detailed in this book work equally well for any character you want to play in the Pathfinder Roleplaying Game, regardless of the character's background, focus, or type.

BACKGROUND GENERATOR

Players looking for an alternative to the usual spell-slinger or sword-slinger can create a brand-new, randomly generated character background using the guidelines on pages 10–11 of this book and the character traits from *Pathfinder RPG Ultimate Campaign*. There are myriad possibilities for characters generated in this fashion!

HARROW GAMES

You don't need to be a spellcaster or a scamp to enjoy a deck of harrow cards. The traditional Avistani games detailed on pages 12–13 can be played for coin or for fun, and do much to add flavor and excitement to your harrow-infused game.

HISTORY AND LORE

The fables of the harrow are as diverse as the harrowers who channel their meaning through their divinatory magic. In addition to providing details on the harrow's history and some of the cards that have vanished from the deck over the years (pages 6–7), this book also includes six popular Varisian fables—one for each suit—that channel the meanings of the harrow cards (pages 19–29).

QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: Harrow Handbook*.

- 1 Is it okay to share copies of the *Pathfinder Cards: Deluxe Harrow Deck*, or should I have my own for my character?
- 2 Is it okay to use alternate methods to represent drawing from a harrow deck (such as rolling dice or drawing standard playing cards)?
- 3 Should we expect to encounter any harrowers in our campaign?

HARROWING WITHOUT A HARROW DECK

While this book is intended for use with the *Pathfinder Cards: Deluxe Harrow Deck*, that product is not necessary to make use of all the rules herein.

If you don't have an actual *Deluxe Harrow Deck* to draw cards from, you can use dice to determine the suit and/or alignment of a card. Roll 1d6 to determine the card's suit (1 = hammers, 2 = keys, 3 = shields, 4 = books, 5 = stars, 6 = crowns), and 1d10 to determine alignment (1 = LG, 2 = NG, 3 = CG, 4 = LN, 5 = N, 6 = CN, 7 = LE, 8 = NE, 9 = CE, 10 = roll again).

You can also use a deck of standard playing cards or a reduced tarot deck to simulate a harrow deck, assigning each card (including the jokers in a standard deck) to a different harrow card.

DID YOU KNOW?

Since the *Deluxe Harrow Deck's* designers knew about his bizarre tastes and sense of humor, artist Kyle Hunter was largely given carte blanche to design whatever characters he wanted for the harrow. The outlandish names, surreal characters, and inscrutable symbolism of the cards came almost entirely from his demented mind.

RULES INDEX

In addition to other rules elements, the following rules options can be found throughout this Player Companion.

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QUICK GLOSSARY

The following terms are used throughout this book.

Alignment: Each suit of harrow cards includes one card for each alignment, represented by the position of the symbol on the face of the card: lawful good, lawful neutral, lawful evil, neutral good, neutral, neutral evil, chaotic good, chaotic neutral, or chaotic evil.

Array: The particular cards laid out or drawn in a harrowing. The cards are often laid out in specific arrangements, the most common being a three-by-three grid of nine cards. Also called a “spread.”

Misaligned: A good card in a row associated with evil, an evil card in a row associated with good, or a good or evil card that's reversed (see page 16). Interpret a misaligned good card in the most negative light, and a misaligned evil card in the most positive light.

Opposite Match: Two harrow cards that depict opposite alignments on both axes; for example, a lawful good card is the opposite match of a chaotic evil card.

Partial Match: Two harrow cards that depict the same alignment along one axis, but not the other; for example, a lawful good card is the partial match of a neutral good card.

Suit: Any of the six sets of nine cards included in a harrow deck, which also represent the six ability scores: hammers (Strength), keys (Dexterity), shields (Constitution), books (Intelligence), stars (Wisdom), and crowns (Charisma).

True Match: Any instance in which two harrow cards have the same alignment along both axes; for example, a lawful good card's true match is another lawful good card.



Introduction



The harrow is imposingly ancient, steeped in local tradition, and dripping with symbolism. Few artifacts of Avistani culture are swathed in as much mystique as the harrow deck. The wandering people of Varisia have been using the harrow's 54 cards to divine their futures, discern their pasts, and seek advice since before the rise of modern human nations. Skeptics consider the harrow deck to be naught but another scam conjured by a widely distrusted people—all part of an elaborate design to separate fools from their coin—but those near and dear to native Varisians can sense more than a hint of magic about the cards.

Those skilled in reading the harrow, appropriately called harrowers, are central figures in the wandering bands of Varisian nomads—rarely leaders but invariably trusted advisors and respected elders. Most claim the cards hold a powerful will and knowledge all their own: a magical link that connects the Varisian people, the harrow, and the magical filaments of the multiverse. Even the least magically inclined harrowers can read the cards and see the will of the universe in their random-yet-meaningful order. The most powerful harrowers can draw preternatural acumen and eldritch power from the harrow, augmenting their magic and channeling incredible power over fate.

PERCEPTIONS OF THE HARROW

The harrow is a common sight in Varisia, Lastwall, Nirmathas, and Ustalav—places where Varisian caravans regularly travel. In the millennia since the deck's invention,

Varisian nomads have spread the harrow across much of Avistan. As Varisia's reputation as a bold new economic frontier has grown, the traditions of its natives have seeped out into the world even beyond the caravans' reach. Today, most cultures across the Inner Sea region have heard tales of the mysterious Varisians and their magical cards.

The colonization efforts of Chelax and Taldor led to significant infusions of Varisian culture into both of those countries. The cards are common enough in and around these regions and are often sold as oddities or gambling aids in many metropolitan towns and cities. Taverns across the old Taldan territories boast nightly tables for towers, a game of bluffing, luck, and strategy built around the harrow deck. Chelax has also embraced the harrow—alongside many other poorly understood foreign occult traditions—since the Thrune family's ascension to the throne. Chelish decks usually depict various fiends in place of the traditional characters on harrow cards.

Magnimar's expanding trade networks with Absalom have kindled an infatuation with the harrow in Absalom. Since Aroden's unexpected death a century ago, many citizens of the City at the Center of the World have eagerly embraced new ways to divine the future, reliable or otherwise. Harrow decks became popular, and many noble families went so far as to import Varisian harrowers to guide their families' fortunes. Local superstitions blended the many tenets of Aroden's worship with harrow readings, including new interpretations of cards and new spreads

unrecognizable to Avistani harrowers. The Sczarni happily took advantage of these sudden inroads into the City at the Center of the World, and their influence helped give the harrow its twin reputation in Absalom as a noble distraction and a cheap con game. A few scandalous scholars even claim that the harrow deck actually originated in Absalom and is tied to her founder, Aroden, citing the many connections between harrow cards and Azlanti heraldry.

Osirion likewise claims to be the true home of the harrow. Eccentric Osirionologists insist the god Nex gifted the Land of the Pharaohs with harrow cards during the period of his rule over the desert nation. Varisians find such claims laughable; all the same, in recent centuries the decks have found a comfortable home in Osirion and Thuvia, where native wizards and summoners use them as foci to call and bind otherworldly creatures. Farther west, the harrow arrived in Rahadoum more recently. For a nation that has turned its back on the gods, secular divination fills an important void. Because the cards are based on fables rather than holy scriptures, harrow decks are popular tools for Rahadoumi bards, who use the tales as inspiration for their own performances, and teachers, who use the symbolism of the cards to teach important morals to children.

HOW TO HARROW

At its heart, a harrowing is all about drawing cards and determining their meaning based on each card's suit, alignment, and position in the cards' array. Traditionally, a harrower lays nine cards in a three-by-three grid, with cards to the left of the reader representing the past and those to the right representing the future. The cards farthest from the reader represent positive influences and the closest represent negative influences. Different arrays and unique meanings for the cards have evolved over the harrow's history, and some decks even use wholly different cards, but the goal of each harrowing remains the same: to glean insight into a subject through the lens of a random selection of familiar stories and symbols.

Much of each harrow card's meaning is literally illustrated on its face. Each card is related to one of the six ability scores of Pathfinder RPG characters—Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma—which are reflected by the card's suit—hammers, keys, shields, books, stars, and crowns, respectively. The suit's position on the card corresponds to the card's alignment, indicating whether it traditionally hails good, evil, lawful, or chaotic intent. Even those not completely versed in harrowing can read a card's basic meaning given this information and a little knowledge of the characters or concepts it depicts.

Players and GMs who want to incorporate regular harrow readings into their adventures should work closely together. The *harrowing* spell (*Pathfinder Campaign Setting: The Inner Sea World Guide* 295) provides obvious mechanical benefits to those who undergo harrow readings, while the harrower prestige class (*The Inner Sea World Guide* 276) allows players to make the harrow an integral part of their characters. A GM can use harrow readings performed by a PC to seed

HARROWERS AS ADVENTURERS

While nearly every Varisian caravan boasts a wizened old fortune-teller, many harrowers are significantly younger and have a wanderlust that cannot be sated by nomadic wanderings. As only the wildest and most hardened harrowers inherit the coveted Varisian caravan positions, many young harrowers turn to adventuring to gain experience, escape troublesome pasts, broaden their understanding of the world, or discover what the cards have in store for their own destinies.

Harrowers often supplement their cards with magical talent, especially magic of the divination and illusion schools. The diligent study required to read the cards lends itself well to other disciplines, breeding adventurers who are educated, patient, and insightful. Skill at harrowing is independent of spellcasting, however, and while many adventuring harrowers can practice arcane or divine magic, just as many are simply gifted card readers and counselors well versed in harrow lore.

Harrow readings are conducted in response to specific challenges or questions. Adventurers can seek guidance before undertaking a new quest or after they are cast blindly into a new environment. While divination is a valuable tool in any adventurer's kit, it should never become a crutch. Many neophyte harrowers make the mistake of relying too heavily on harrow readings for every crisis or decision, which can lead to misreadings and catastrophe when plans don't go quite as expected. While trusting in a higher power relieves some stress, it can just as easily stunt the development of adventurers' own instincts or lead them toward their demise. Therefore, a harrower must learn to trust in her own judgment before she trusts in the cards, and most harrowers walk a fine line between their roles as messengers of imperative portents and blind hands of fate.

plot points or hints for upcoming adventures, either by arranging the PCs' harrow deck beforehand to ensure the appropriate cards appear in the right positions or by pulling the player aside from the group and suggesting interpretations for a given spread.

A harrow card is more than the illustration on its face; crafty adventurers can find abundant uses for these esoteric items beyond simple cartomancy. Avistani mystics and Varisian assassins have used harrow cards as weapons for centuries (see page 15), while shifty rogues and Sczarni cons have devised numerous ways to swindle fools out of their coin (see page 13) or even open locks, using the cards as keys (see page 21). A PC might leave a harrow card at the scene of some exceptional deed or use it as a calling card to communicate with remote allies. Few messages are as succinct as a single, telling card left on a person's doorstep.

History of the Harrow

The Shoanti tell of a man cloaked in ravens who brought the gift of prophecy to Varisia in exchange for the first shaman's tongue. The Varisians claim Desna wept over the joy of creating their people, and her glittering tears fell into Varisians' eyes and taught them to read the stars. The Sczarni have their own myth: that a famous Sczarni crimelord won the first harrow deck by besting Desna in a game of chance. The legend of the harrow grew from all these tales and more, and the history of the harrow deck can be interpreted in as many ways as the cards themselves.

Long before cities dotted the land, bands of wanderers crisscrossed Varisia with the seasons, and their tales offered guidance, history, and morality to listeners. Like most preliterate peoples, the ancient Varisians carved fetishes and invented symbolism to record the details of their folklore. Their rich mythology and symbology eventually birthed many Varisian traditions that still live today, such as the faithful tatchey, the family kapenia, and—once Azlanti refugees arrived, bringing with them the concept of playing cards—the harrow.

At first, each harrower crafted her own deck, emphasizing the tales, lessons, and history that were most important to her clan. Harrowers passed down their unique cards to apprentices, gifted them to allied tribes, or destroyed them to enact powerful rituals, resulting in an ever-changing catalog of decks and hundreds of different cards that could be found throughout the nation.

The harrow deck as it is known today first emerged during the Age of Darkness. In the chaos of Thassilon's destruction, many Varisian family lines were forever wiped out and troves of knowledge lost. The Imlios clan dedicated themselves to preserving the knowledge of Varisia's past, but even this once-noteworthy line of scholars and archivists dwindled in the eternal night of the Age of Darkness. Eventually, a single savant named Sonnorae was the only harrower left from the Imlios tribe. When she too vanished mysteriously, she left behind only her enchanted *Deck of Harrowed Tales*. The few remaining harrowers discovered that the cards of Sonnorae's legendary deck welled up with some otherworldly font of knowledge, and slowly but surely the endless variety of harrow decks converged on a form that closely mimics Sonnorae's now-lost archetype.

Some harrowers claim to feel a curious tug when using a harrow deck and experience visions of mysterious cards,

leading some harrow scholars to speculate that the cards of Sonnorae's *Deck of Harrowed Tales* once numbered 63 and included a now-lost seventh suit.

LOST HARROW CARDS

Thanks to their varied and mysterious origin, hundreds (if not thousands) of harrow cards have vanished into obscurity, and are occasionally uncovered in ancient tombs or lost hoards, or unveiled when the will of the harrow reveals the lost cards in otherwise mundane decks. The following are just a few of the lost harrow cards that have emerged over the years.

The Great Dreamer: Unsurprisingly, the goddess of luck, prophecies, and stars once played a central role in the harrow deck as the only cards that belonged to no suit. Desna gave humans the gift of vision and dream, and extracted the price of endless wanderlust. Varisians struggle daily to follow the path she marks. Her appearance in an array implied the harrowing held sacred importance, and for a time the card was used as the default center for the grid to guarantee accuracy. This presumption supposedly insulted Desna, and the goddess cast out her likeness from all the decks. What remained of The Great Dreamer eventually metamorphosed into The Dance.

The Prince of Wolves: A card of shadowy allies and heritage rediscovered, The Prince of Wolves depicts a lost noble wielding a scepter or sword, surrounded by eager, yellow eyes and with a crown at his feet. It indicates something lost returning unbidden, and foretells blessing accompanied by hardship. The prince's allies cannot or will not reveal themselves, fearing their true nature has no place in this world. This card sometimes replaces The Twin—especially in Ustalav, where harrowers see warnings of impending betrayal as redundant.

The Solstice: The Solstice depicts a barren knoll and the summer night's sky. The stargazer on the hill is an eager student, learning from the world but applying meaning from tradition. This card often served as a teaching aid because of its detailed illustration of the constellations of the summer solstice, and the card represents forthcoming public events and personal growth. It belongs to the suit of hammers, though The Paladin's ubiquity subsumed its importance long ago.

The Wending Way: Once a common card found in every deck, The Wending Way depicted a spiraling road and a lone, dagger-clutching traveler. Depending on its



position, the traveler could mean an approaching danger, knife in hand, or flight from one's troubles, cautious but ready to strike if necessary. The card mysteriously vanished in the middle years of the Age of Enthronement, at about the same time that the elves returned to Golarion from Sovyrian. It was replaced by The Tangled Briar, which shares its suit and alignment, and even today, recreations of The Wending Way inevitably vanish or meet unfortunate ends.

The Yellow Prophet: A long-lost card of the suit of books, The Yellow Prophet depicts a harrower with her face concealed. Her right hand raises a hushing finger while her left draws an array of three cards. The Yellow Prophet is the card of complex futures, false presumptions, and self-fulfilling prophecies, and if laid in her true match (see page 3), a harrower draws three additional cards representing the dark fates to come before the subject is truly safe. Many of the fables describing The Yellow Prophet were lost during the Age of Darkness, and consequently the card's deeper meanings are poorly understood.

HARROW WARDEN (MONK ARCHETYPE)

Some who study the mysteries of the harrow do so to restore lost knowledge and pride to the Varisian people. The harrow warden fulfills this role as she seeks to bring her mind and body into alignment, and she protects her people by invoking the folklore that has guided them for so long. In mastering her own place in fate, a harrow warden learns how to misalign the destinies of others.

Weapon and Armor Proficiency: The harrow warden is proficient with all simple weapons, as well as with the klar (*Pathfinder RPG Ultimate Equipment* 31), rapier, short sword, and starknife. Additionally, harrow wardens treat starknives as monk weapons.

Idiot Strike (Su): At 1st level, the harrow warden can make an unarmed strike against a target and curse the creature with bad luck. Foes damaged by an idiot strike must succeed at a Will save (DC 10 + 1/2 the monk's level + the monk's Wisdom modifier) or become jinxed. A jinxed creature must roll twice whenever it attempts an attack roll, a saving throw, a skill check, or a caster level check for 1 round, taking the lower result in each instance. The harrow warden can use idiot strike once per day per monk level. She must declare that she is using an idiot strike before making the attack roll; thus, a failed roll wastes the attempt. At 4th level and again at 12th level, the jinx effect lasts an additional round. At 16th level, a harrow warden can expend two uses of idiot strike to instead curse her target as the *bestow curse* spell.

This ability replaces stunning fist.

Mute Hag Stance (Su): Beginning at 9th level, the harrow warden can block opponents' metaphysical ties to one another. Enemies threatened by the harrow warden

do not gain the effects of any morale or insight bonuses on attack rolls or skill checks as long as they are within the harrow warden's threatened area. This ability replaces improved evasion.

Big Sky Stance (Su): At 11th level, the harrow warden becomes secure in her role within the larger story. She gains immunity to curses and polymorph effects. This ability replaces diamond body.

Eclipse Strike (Su): Beginning at 15th level, the harrow warden can strike a target with enough force to realign its place in the world. Foes damaged by the harrow warden's idiot strike can attempt a Fortitude save (DC 10 + 1/2 the monk's level + the monk's Wisdom modifier). Those that fail are transmuted into a harmless form, as per the *baleful polymorph* spell. This ability replaces quivering palm.



Divining with the Harrow

Despite its place at gambling tables and in storytellers' circles around Avistan, the harrow deck began as a tool for divining destiny, and its wisest and most skilled practitioners still work this ancient art. Indeed, when the harrow is found outside its traditional domain in Varisia and other parts of northern Avistan, the deck is typically encountered in the hands of a harrower, not a con artist.

Varisians consult harrowers over important goals and suspicious omens, or seek out the cards' magic to cure streaks of bad luck. Rural people across the northlands—too poor to afford flashier magic—consult the cards to overcome hardships, find champions, and decide when to plant crops. Even nobles in metropolitan parts of Taldor and Andoran recruit harrowers to help guide their families' fortunes. No matter where it is found, the harrow is regarded with awe and respect, for its cards hold the power to change lives and alter destiny.

BECOMING A HARROWER

A flair for the dramatic and a little knowledge of lore can carry a harrower further than any magical talent. While spells and magical disciplines exist for those who plumb the arcane depths of the harrow, the vast majority of practitioners are gifted counselors at best or swindlers at worst, with only passing knowledge of true spellcraft. Even those with genuine magic skills do not squander their spells on common clientele, instead proffering vague advice and common sense in answer to visitors' questions. Harrowers associated with a community for many years come to know its residents—and their secrets—and use that knowledge to present seemingly mystic insights.

Varisian harrowers apprentice at a young age to learn their culture's history and folklore in addition to the fine art of counting cards and palming coins. Those who show a knack for magic might learn from a magically inclined master, but many find the insight they need directly from the cards. Most harrowers eventually leave their masters and homes to wander the world and find their own truths. Those who survive the journey might return their old stomping grounds once again or otherwise establish themselves in a permanent community elsewhere.

Players and GMs using the downtime system or kingdom-building rules from *Pathfinder RPG Ultimate Campaign* can augment the buildings in Chapter 2 of that book with the following new building types. These structures represent shops owned and operated by Varisian harrowers, legitimate or otherwise.

CROOKED HARROWER'S SHOP

Create 26 Goods, 3 Influence, 24 Labor, 3 Magic (1,390 gp)

Rooms 1 False Front, 1 Lavatory, 1 Scrying Room, 1 Secret Room, 1 Storage, 1 Storefront

Unscrupulous harrowers dedicate their insight and skill to running simple confidence games, fleecing outsiders, and operating as fences and black marketers.

HARROWER'S SHOP

Create 25 Goods, 4 Influence, 21 Labor, 4 Magic (1,440 gp)

Rooms 1 Book Repository (history or religion), 1 Lavatory, 1 Scrying Room, 1 Storage, 1 Storefront



An established harrower offers mystical insight, but makes her day-to-day living performing hedge magic and selling protective amulets and other tokens to superstitious clientele. Masters of many trades, some harrowers augment their shops with alchemy labs, artisan's workshops, and infirmaries, depending on their role in the community.

NEW SPELL

Whether they gain spells through the harrower prestige class or through other esoteric means, many harrowers make use of the *harrowing* spell (*Pathfinder Campaign Setting: The Inner Sea World Guide* 295). However, very few fortune-tellers on Golarion are powerful enough to perform a *greater harrowing*.

HARROWING, GREATER

School divination; **Level** bard 5, sorcerer/wizard 6, witch 6

Casting Time 10 minutes

Components V, S, F (a harrow deck)

Range touch

Target one creature, plus one additional creature for every 3 caster levels

Duration 1 day/level or until fulfilled

This spell functions as *harrowing*, except it can affect an entire group of creatures and allows its subjects some measure of control over their destiny. Subjects of a *greater harrowing* spell record and spend their accumulated bonuses and penalties individually, according to their own alignment.

Each participant in a *greater harrowing* can gain a special ability to seize control of fate if a card that matches that participant's alignment is drawn. Like the bonuses and penalties granted by the spell, the special ability can be used once before the end of the spell's duration. The exact ability gained depends on the card's suit; if multiple cards that match a participant's alignment are drawn, the participant can select one suit of her choice during the spell's casting.

Hammers: As a standard action, you can grant yourself a +4 enhancement bonus to Strength for 1 minute. While this bonus persists, you can reroll any bull rush, grapple, or sunder combat maneuver checks. You must use the result of this second roll, even if it is worse.

Keys: As a standard action, you can grant yourself a +4 enhancement bonus to Dexterity for 1 minute. While this bonus persists, you gain evasion, as the rogue class feature. If you already possess evasion, you instead gain improved evasion, as the advanced rogue talent.

Shields: As a standard action, you can grant yourself a +4 enhancement bonus to Constitution for 1 minute. While this bonus persists, you gain fast healing 1 and don't die until you reach a number of negative hit points equal to double your Constitution.

Books: As a standard action, you can grant yourself a +4 enhancement bonus to Intelligence for 1 minute. While this bonus persists, you gain a +3 enhancement bonus on checks with all skills you have no ranks in, and you can use those skills even if they can't normally be used untrained.

Stars: As a standard action, you can grant yourself a +4 enhancement bonus to Wisdom for 1 minute. While this bonus

OTHER WAYS TO HARROW

Though insightful, a standard harrowing is a relatively long ordeal that requires years of study to master. Non-harrowers have invented numerous superstitions about the harrow deck, in addition to coming up with hedge magic rituals that serve as simplified versions of true harrow readings.

In Varisia and the rural regions around it, superstitious peasants and nobles alike draw a single card when making a decision. The card's suit determines the card's relevance to the question, and its alignment predicts weal or woe. Those more familiar with the harrow's lore can even interpret the card's deeper meanings.

Another variation, popular in Isger, calls for the harrower to throw the entire deck in the air and gauge the meaning of any cards that land faceup or atop one another. In smaller, mixed communities without a full-fledged harrower, villagers rely on natural forces to cast the cards; the supplicants leave the deck stacked and let the wind scatter it, or they spread the deck before a chicken or goat and allow it to select a card—the unfortunate animal might even be sacrificed to stall a dark fate.

All around the Inner Sea region, those seeking luck might carry a single card to invoke their desires, while unscrupulous types might slip cards of ill fortune into a rival's possession. In Absalom especially, the harrow has mingled with other fortune-telling traditions. A sect of diviners calling themselves the Eyes of the Pharaoh have assigned each harrow card's alignment a numerical value, and they apply Osirian numerology to each array rather than the cards' traditional meanings. A newer fad serves as the centerpiece for masquerades, where attendees dress as various characters from the deck—those attendees whose cards appear in the evening's array know to expect good or ill fortune based on their namesake cards' positions.

persists, you gain immunity to one of the following (your choice): charm and compulsion effects, curse effects, or fear effects.

Crowns: As a standard action, you can grant yourself a +4 enhancement bonus to Charisma for 1 minute. While this bonus persists, whenever you succeed at a Diplomacy or Intimidate check to improve a nonhostile creature's attitude toward you, that creature's attitude toward you becomes helpful for the remaining duration of the Charisma bonus, regardless of the number of steps by which you would normally improve its attitude. The creature reverts to its original attitude after the duration expires.

A single creature can be under the effects of only one *harrowing* or *greater harrowing* at a time. If the subject is targeted with a second *harrowing* or *greater harrowing* spell while a previous *harrowing* or *greater harrowing* is still affecting him, the new spell automatically fails for that subject.

Harrow Backgrounds

For Varisians, rites of passage are not only an excuse for ceremony or celebration; they are also a propitious time for divination. A person's future is never in so much flux as when she is undergoing the transition from one stage of life to the next, and thus individuals often seek guidance during these key moments. A Varisian's first harrowing is often performed before she is even born, and further readings are done as she transitions from child to adult, from apprentice to journeyman, from unwed to married, and so on. While the decision to become of an adventurer is an uncommon life choice, it is certainly one that calls for a harrowing.

GENERATING CHARACTER BACKGROUNDS

This system uses the cross spread (see page 16) to randomly generate a character's background and motivations. Like the background generator in Chapter 1 of *Pathfinder RPG Ultimate Campaign*, this is a completely optional system. It should be used as inspiration to flesh out a character, not

as a straitjacket to limit your options. As with any reading, the harrow cards cannot always be interpreted literally.

For this spread, compare each card's alignment to the signifier's alignment (rather than its position in the spread) to determine whether it is a true match, a partial match, or not a match. For example, if the signifier is lawful good, any card that's good or lawful is considered a partial match, while cards that are neither good nor lawful are not matches.

Each card that's revealed gives you access to a trait based on its suit and whether the card is a partial match or not a match. If the card is a true match, you can choose whether to treat the card as a partial match or not a match. All of the traits listed in this section can be found in Chapter 1 of *Pathfinder RPG Ultimate Campaign* or online at paizo.com/prd.

At the end of background generation, you can choose up to two of the traits you have gained access to. You can choose additional traits if you also take a drawback (*Ultimate Campaign* 64) or the Additional Traits feat (*Pathfinder RPG Advanced Player's Guide* 150).

CARD 1: PAST

Start the reading by revealing the card to the left of the signifier (card 1). This card represents the character's life before she became an adventurer. This could reflect the

character's upbringing, the profession of one or both of the character's parents, or the occupation the character had or was expected to take up.

Suit	Alignment to Signifier	Result	Trait
Hammers	Partial match	You have connections to a military organization	Militia Veteran (regional [any town or village])
Hammers	No match	Your forebears were manual laborers	Life of Toil (social)
Keys	Partial match	You are trained in a useful craft	Artisan (social)
Keys	No match	You've survived (or thrived) on theft	Criminal (social)
Shields	Partial match	Your people are nomads	Weathered Emissary (social)
Shields	No match	You lived on the frontier	Frontier-Forged (regional [any frontier area])
Books	Partial match	You apprenticed to a scholar or arcanist	Classically Schooled (magic)
Books	No match	You were a merchant or trader, or a parent was	Merchant (social)
Stars	Partial match	You have a connection to a religious institution	Child of the Temple (faith)
Stars	No match	You or a parent performed a service job	Trustworthy (social)
Crowns	Partial match	Your parents were nobles, courtiers, or politicians	Influence (social)
Crowns	No match	You were a performer, or a parent was	Talented (social)

CARD 2: CATALYST

Next, reveal the card below the signifier (card 2). This card represents a pivotal event in the character's life. This event is the one that eventually leads the character to become

an adventurer, whether by giving her a thirst for combat or discovery, or else by leaving her with few other means of survival.

Suit	Alignment to Signifier	Result	Trait
Hammers	Partial match	You're renowned for defeating a local villain	Dedicated Defender (combat)
Hammers	No match	You seek to restore your war-ravaged homeland	Battlefield Disciple (combat)
Keys	Partial match	You were banished for a crime	Vagabond Child (regional [urban])
Keys	No match	Something was stolen from you	Axe to Grind (combat)
Shields	Partial match	You overcame a daunting challenge	Courageous (combat)

Shields	No match	You survived a monster attack	Orphaned (social)
Books	Partial match	You discovered your secret birthright	Dangerously Curious (magic)
Books	No match	You were bested by a rival	Indelible Ire (combat)
Stars	Partial match	You experienced a religious epiphany	Indomitable Faith (faith)
Stars	No match	Whether or not you believe it, someone believes you are part of an ancient prophesy	Prophesied (faith)
Crowns	Partial match	You met your true love	Oathbound (faith)
Crowns	No match	You are avoiding a family or social obligation	Seeker (social)

CARD 3: VIRTUE

Next, reveal the card to the right of the signifier (card 3). This card represents a special quality or ability that the character brings to her party. It could represent a useful

specialty the character is pursuing within her chosen profession, or even a hidden talent unrelated to her primary job.

Suit	Alignment to Signifier	Result	Trait
Hammers	Partial match	You have a strong mind for strategy	Tactician (combat)
Hammers	No match	You work and fight well in a group	Dirty Fighter (combat)
Keys	Partial match	You are light on your feet and quick to react	Deft Dodger (combat)
Keys	No match	Your ability to get out of trouble is matched only by your ability to get into it	Reckless (combat)
Shields	Partial match	You are an optimist; when your allies despair, you keep them going	Greater Purpose (magic)
Shields	No match	Your empathy enhances your skills as a healer	Caretaker (faith)
Books	Partial match	You possess a variety of unexpected skills	Worldly (social)
Books	No match	You have a true skill for magic	Magical Talent (magic)
Stars	Partial match	You provide the party with moral guidance	Focused Disciple (faith)
Stars	No match	You are wary and don't take anything at face value	Skeptic (magic)
Crowns	Partial match	You are a skilled spokesperson and negotiator	Mercenary (social)
Crowns	No match	You are well connected	Friend in Every Town (social)

CARD 4: FATE

Finally, reveal the card above the signifier (card 4). This card often represents what the character hopes to achieve as an adventurer. However, fate is fickle (much like

the harrow itself), and sometimes this card represents what actually awaits the character regardless of her own intentions.

Suit	Alignment to Signifier	Result	Trait
Hammers	Partial match	You seek glory in battle, whether through physical strength or magical puiance	Armor Expert (combat)
Hammers	No match	You seek to prove your superiority	Bully (social)
Keys	Partial match	You seek to master a technique, such as a combat style, a craft skill, or a school of magic	Inspired (faith)
Keys	No match	You seek wealth, both mundane and magical	Magic Crafter (magic)
Shields	Partial match	You seek to build something that will outlast you	Mathematical Prodigy (magic)
Shields	No match	You seek apotheosis—the transformation into a greater form	Blood of Dragons (race)
Books	Partial match	You seek the truth of a great secret	Self-Taught Scholar (magic)
Books	No match	Your ideas have the power to change the world	Outcast's Intuition (magic)
Stars	Partial match	You seek enlightenment, perhaps by the grace of your god or through oneness with the universe	Blessed (faith)
Stars	No match	Though you might fight now, your ultimate goal is to foster peace	Ease of Faith (faith)
Crowns	Partial match	You seek to become a ruler	Natural-Born Leader (social)
Crowns	No match	You want to be famous (or infamous), the subject of story and song	Ambitious (social)



Harrow Games and Gambling

Not everyone who uses a harrow deck practices divination or fortune-telling. Many owners of harrow decks use the cards to play games of skill and chance. The Sczarni are typically credited as the first people to use the cards for sport, but the practice has quickly spread throughout the Inner Sea region, from the upper-class card parlors of Cheliox to the underground gambling dens of the Puddles district in Absalom. Indeed, many who play these games might be wholly unaware of the cards' oracular origins.

HARROW GAMES

The most well-known harrow game is called towers, the rules for which are included in the Divination Book that comes with the *Pathfinder Cards: Deluxe Harrow Deck*. The following are just a few of the other games played throughout Golarion that use a harrow deck.

ILLUSIONIST

This bluffing game can be played with three to six players. Remove the true neutral cards from the deck. The dealer shuffles the deck and deals out all the cards.

Starting to the dealer's left, each player in turn states a number from one to six and an alignment (for example, "three chaotic good"). The player then places that many cards facedown on table. With the exception of the first turn of the game, the player must state an alignment within one step of the last alignment stated. For example, if the last alignment was chaotic good, the player must state either chaotic neutral or neutral good.

After a player has played his cards but before the next player's turn, any other player can announce, "I disbelieve!" The acting player turns his played cards faceup. If the cards are as stated, the disbeliever takes all the cards on



the table into her hand. If multiple players disbelieve at the same time, the cards go to the disbelieving player closest the acting player's left. If the cards are not as stated, the bluffing player takes all the cards on the table into his hand. If a play is not disbelieved, the cards remain facedown on the table and play passes to the next player.

A player wins the game when he plays his last card and the play either is not disbelieved or is wrongly disbelieved. When gambling, the other players pay the winner one coin for each card left their hands.

LAST AZLANT

This matching game can be played with two to five players (or more if two decks are combined). The dealer shuffles the deck and deals five cards to each player. She then flips over the top card of the deck to start the discard pile.

Starting to the dealer's left, each player in turn places a card faceup onto the discard pile. The played card must be the same suit as the top card on the discard pile, a true match (see page 3) to it, or an opposite match (see page 3) to it. If a card is played as an opposite match, it has an additional effect based on its suit (see table below).

Suit	Effect
Books	The next player draws three cards.
Crowns	Each other player draws a card. (For two players, the other player draws three cards.)
Hammers	Skip the next player's turn.
Keys	Players pass their hands to the right.
Shields	Take an extra turn.
Stars	Reverse the turn order. (For two players, exchange hands.)

If a player can't play a card on her turn, she must draw a card instead. If the deck is exhausted, immediately shuffle all but the top card of the discard pile back into the deck. If a play leaves a player with one card in her hand, she must declare, "Last Azlant!" or draw two cards. The winner is the first player to empty her hand. In a common variant, true neutral cards can be played as a true match regardless of the card on top of the discard pile.

When played as a gambling game, each player antes five coins at the start of the game and an additional coin each time the player draws a card. Winner takes all.

FALSE READINGS

While Varisians grow up with the harrow, other peoples are often confused by its esoteric symbolism, a fact many Sczarni criminals use to their advantage. Such knaves might rig harrow readings by manipulating or misrepresenting the cards in order to flatter or frighten marks into buying useless amulets and snake oils. Other Varisians look down on this practice, as it discredits true oracles of the harrow.

SCZARNI SWINDLER (ROGUE ARCHETYPE)

If life is a game, the Sczarni play to win. When skill and luck aren't enough, cheating is often the best option.

Let Fate Decide (Ex): At 1st level, the Sczarni swindler can declare two different actions that rely on different types of rolls or checks, such as attacking a creature (an attack roll) or sneaking past the same creature (a Stealth check). As a standard action, the swindler then uses a random method to choose one of the declared activities, such as flipping a coin, rolling a die, or drawing a harrow card. The specific method doesn't matter as long as there is an equal chance of either activity being chosen. If the swindler then performs the chosen activity within the next round, she gains a luck bonus on the roll type required for that activity—attack rolls with a specific weapon, a specific skill check, a specific ability check, or a specific saving throw—equal to half her rogue level (minimum +1) for 1 minute. If the swindler performs any other action (whether declared or not) in the round after using this ability, she becomes shaken for 1 minute instead. The swindler can use this ability a number of times per day equal to 3 + her Charisma modifier. This ability replaces trapfinding.

Quicker Than the Eye (Ex): At 2nd level, when the Sczarni swindler uses Sleight of Hand, creatures take a penalty on their Perception checks equal to half the swindler's class level to notice the attempt. The swindler also reduces the normal –20 penalty by an amount equal to her class level when attempting a Sleight of Hand check as a move action instead of as a standard action. Lastly, the swindler can draw hidden weapons or objects from her person as a move action instead of the usual standard action. This ability replaces evasion.

Poker Face (Ex): At 3rd level, the Sczarni swindler gains a +1 bonus on Bluff, Profession (gambler), and Sense Motive checks. This bonus increases by 1 for every 3 levels beyond 3rd. The Sczarni swindler can also attempt to feint against non-humanoid targets without penalty, though she still takes a –8 penalty on feint attempts against creatures with animal intelligence and she cannot feint against mindless creatures. This ability replaces trap sense.

No Fool (Ex): At 4th level, the Sczarni swindler gains a +1 bonus on Will saving throws. This bonus increases by 1 for every 4 levels beyond 4th (to a maximum of +5 at 20th level). This ability replaces uncanny dodge.

Cheat Fate (Ex): At 8th level, once per day, the Sczarni swindler can reroll any one d20 roll she has just made before the GM has revealed the result. She must take the result of the second roll, even if it is worse. The swindler can use this ability twice per day at 14th level, and three times per day at 20th. This ability replaces improved uncanny dodge.

Rogue Talents: The following rogue talents complement the Sczarni swindler archetype: canny observer^{APG}, fast fingers^{APG}, hard to fool^{APG}, honeyed words^{APG}, major magic, and minor magic.

Advanced Talents: The following advanced rogue talents complement the Sczarni swindler archetype: master of disguise^{APG}, skill mastery, and slippery mind.

Other Ways to Use the Harrow

The harrow has been adopted by cultures outside Varisia, and its uses have expanded beyond just divination and gambling. Harrow cards are popular choices for the names of public houses and dance halls throughout Avistan—especially anywhere Varisians set up shop. Even illiterate Avistani recognize the face of a harrow card on a building’s placard. In large settlements with multiple inns, the harrow card’s connotation often indicates the kind of clientele the establishment attracts (quiet or rowdy, respectable or criminal), though signs, like harrow cards, can be misaligned.

Merchant marines operating out of seaside Varisian cities like Riddleport or Magnimar often use stencils of harrow card images to identify different kinds of cargo. Though standardized among sailors, these symbols are often incomprehensible to landlubbers. Rumor has it that slaving operations based in Riddleport use a similar system when branding or marking their own “merchandise.”

SUMMONING WITH THE HARROW

Though the harrow is most often associated with the divination school of magic, harrow decks are increasingly popular with conjurers as well. If harrow cards can be used to channel the wisdom of great powers, such spellcasters reason, why not use them to summon and control the great powers themselves? Though nearly all harrow-minded summoners can agree that the nine alignments correspond to the nine planes of the Outer Sphere, the meanings of the suits are disputed.

Some conjurers associate them with specific races or

locations within the corresponding plane, while others associate them with the different virtues and sins the planes embody.

HARROWED SUMMONING

Your summoned creatures are empowered by the magic of the harrow.

Prerequisite: Harrowed (*Pathfinder Campaign Setting: The Inner Sea World Guide* 287).

Benefit: When you cast a conjuration (summoning) spell or use a spell-like ability to summon one or more creatures, you can draw two random cards from a complete harrow deck you own. Doing so adds both a somatic component (if the spell does not already have one) and a focus component (the harrow deck) to the spell, but does not increase the spell’s casting time. For the duration of the spell, each summoned creature gains a +4 enhancement bonus to the corresponding ability scores of the drawn card’s suits. If both cards are the same suit, each summoned creature gains a +6 bonus to that ability score instead. If either card’s alignment is a true match for the summoned creatures’ alignment, the duration of the spell is doubled, while drawing an opposite match halves the duration of the spell. If both a true match and an opposite match are drawn, the spell’s duration is unchanged.

A creature summoned in this way is distinctly altered by the cards drawn. Its physical appearance reflects the visual elements of the cards (for example, a creature summoned with *The Publican* might have only one eye). The creature’s personality is also influenced by the cards, but not so much as to alter its alignment (for example, *The Snakebite* might summon a creature that likes to gossip).

CURSE OF THE HARROW

Most harrowers use their skills to give people hope for upcoming positive events or advise them on how to avoid or mitigate future negative events. For some harrowers, however, dire predictions are not warnings, but threats. These doomsayers might be fatalists who believe that bad luck is unavoidable. Other such harrowers are judgmental, predicting karmic retribution for the subject of their reading’s misdeeds. A few harrowers are actively malicious, twisting the future misfortune of others to their own advantage. Perhaps most frightening of all, though, are rumors of harrowers who can manipulate the cards to cause such misfortune.



CARTOMANCER (WITCH ARCHETYPE)

More than mere playing cards, harrow decks allow individuals to communicate with powers beyond mortal ken. A witch who serves the spirits of the harrow in exchange for mystical power is known as a cartomancer. Rather than connecting with a familiar, a cartomancer communes with her patron through a consecrated harrow deck.

Spell Deck: Each cartomancer carries a special harrow deck that allows her to communicate with her patron. Its ability to hold spells functions identically to the way a witch's spells are granted by her familiar. The cartomancer must consult her harrow deck each day to prepare her spells and cannot prepare spells that are not stored in the deck. The spell deck cannot be used for this purpose if any cards are missing. This ability replaces the witch's familiar. The following familiar ability works differently for a cartomancer.

Deliver Touch Spells (Su): At 3rd level, when the cartomancer uses the Deadly Dealer feat with a card from her spell deck, the card is not destroyed and gains the *returning* weapon special ability.

In addition, the cartomancer can deliver a touch spell with a thrown card. This uses the Deadly Dealer feat (see below), except the attack is resolved as a ranged touch attack and the card deals no damage of its own. This ability can be used with any card (not just one from the cartomancer's spell deck).

Deadly Dealer: At 2nd level, a cartomancer gains the Deadly Dealer feat (see sidebar) as a bonus feat, even if she does not meet the prerequisites. The cartomancer gains the benefits of the Arcane Strike feat, but only for the purposes of using Deadly Dealer. This replaces the witch's 2nd-level hex.

Hexes: The following witch hexes complement the cartomancer archetype: evil eye^{APG}, fortune^{APG}, misfortune^{APG}, soothsayer (see below).

Major Hexes: The following major hexes complement the cartomancer archetype: harrowing curse (see below), vision^{APG}.

Grand Hexes: The following grand hex complements the cartomancer archetype: dire prophecy^{UM}.

NEW WITCH HEXES

The following new witch hexes complement the cartomancer archetype.

Hex: The following hex can be selected by any character capable of using hexes.

Soothsayer (Su): The witch's predictions become self-fulfilling prophecies. When the witch uses the evil eye hex, fortune hex, misfortune hex, or retribution major hex, she can choose to delay the effect. If she does so, the hex takes effect the next time the target makes a roll that could be affected by the hex (such as an ability check, attack roll, saving throw, or skill check) or is affected by an action that could be modified by the hex (such as being attacked when the hex would affect the target's AC), whichever comes first (ignoring actions that are not in combat and actions that have no penalty for failure). The duration of the hex begins on the same round as the action that causes it to take effect. The hex is wasted if it is not triggered within 24 hours.

NEW FEAT

Cartomancers, arcane-minded tricksters, and other practitioners of the harrow's less traditional uses often use the following feat.

DEADLY DEALER

Your skill with handling a deck and your arcane talents allow you to turn mundane cards into weapons.

Prerequisites: Arcane Strike, Sleight of Hand 5 ranks.

Benefit: You can throw a card as though it were a dart, with the same damage, range, and other features. You must use the Arcane Strike feat when throwing a card in this way, or else the card lacks the magical force and precision to deal lethal damage. A card is destroyed when thrown in this way.

Harrow cards are treated as masterwork weapons when thrown using this feat, but are still destroyed after they are thrown. A harrow deck can no longer be used as a fortune-telling device after even a single card is thrown.

A spellcaster with this feat can enhance a deck of cards as though it were a ranged weapon with 54 pieces of ammunition. This enhancement functions only when used in tandem with this feat, and has no affect on any other way the cards might be used. Only a character who possesses this feat can use an enhanced deck of cards; she must still use the Arcane Strike feat to activate the cards' enhancement.

Major Hex: The following major hex can be selected by any character capable of using major hexes.

Harrowing Curse (Su): The witch can curse a target creature by touching it with a card randomly drawn from a harrow deck she owns. The target is affected as if by the spell *bestow curse* using the witch's caster level, except that the witch can decrease only the ability score that corresponds to the suit of the card drawn. Whether or not the save is successful, a creature cannot be targeted by this hex more than once in 24 hours. At 15th level, this hex acts as a *major curse* spell (*Pathfinder RPG Ultimate Magic* 215). A witch with the cartomancer archetype can combine this hex with her spell deck's deliver touch spell ability.

HARROW VEXED SPELLBLIGHT

Some harrowers might be affected by or use *bestow curse* to afflict other spellcasters with a distinctive, harrow-related spellblight (*Ultimate Magic* 94–98).

Harrow Vexed: Whenever a magic-user casts a spell, draw a harrow card. If the card is a true or partial match for the caster's alignment, the spell is cast at –2 caster levels (no added benefit for true matches). If the card is an opposite match for character's alignment, the spell is cast at +1 caster level. Otherwise, the spellblight has no effect. *Restoration* and *lesser restoration* cure this effect.

Alternate Harrow Spreads

In addition to the standard harrow spread (often called “The Tapestry”), there are a variety of other ways to read the harrow. Many are traditional Varisian spreads, but an increasing number have been devised by non-Varisians adapting the harrow to their own cultural motifs. The diagram next to each variant spread shows the order in which the cards are placed and read.

Reversing: Several spreads require you to “reverse” half the cards as you shuffle the harrow deck. To do so, simply take roughly half the deck’s cards and rotate them 180 degrees. Shuffle them into the rest of the deck so that half the deck’s cards are oriented one way and half the other. Maintain this alignment when placing each card in a spread; cards that appear upside-down to the harrower are reversed.

THE BRIDGE

This spread provides guidance to the subject with regard to a specific course of action. Reverse half the cards as you shuffle the deck. When reading this spread, treat reversed cards as misaligned (see page 3). Card 1 represents the beginning of the subject’s journey and Card 2 represents the impetus that spurs the subject to begin his quest. Cards 3, 4, and 5 represent the trials and tribulations the subject is destined to encounter; the suits of these cards and their orientations to one another have a major impact on the predicted difficulty of the trials. Card 6 represents the subject’s ultimate goal or prize, while Card 7 represents the person, thing, or idea the subject must sacrifice in order to complete his quest.



THE CROSS

This spread is used to divine an individual’s past and future. Remove from the deck the card that matches the subject’s alignment and primary ability score (typically her highest). This card is called the signifier and is placed at the center of the spread. After the signifier is placed, shuffle the deck and place the rest of the spread in the order shown. Card 1 represents the subject’s beginnings, where she came from. Card 2 represents an event that has impacted or changed the subject. Card 3 represents a talent that the character possesses. Card 4 represents where the subject is going—either her own goal or one chosen by fate.

The Cross can also be used to randomly generate a character’s background (see page 10).



THE PATH

This spread draws on the subject's own insight. Reverse half the cards as you shuffle the deck. When reading this spread, treat reversed cards as misaligned (see page 3). Reveal Card 1. Have the subject choose one of the cards in the row directly above the card just revealed and reveal that card. Repeat this twice more. Card 1 represents the subject's role in upcoming events. The revealed card in the next row (cards 2 and 3) relates to the past. The revealed card in the row above that relates to the present. The revealed card in the final row relates to the future. Don't reveal any of the unselected cards—this muddles the reading and invites bad luck.



THE SWORD

This spread provides guidance and helps point subjects toward new chapters of their lives. Reverse half the cards as you shuffle the deck. When reading this spread, treat reversed cards as misaligned (see page 3). Card 1 represents the root of the problem. Card 2 indicates how the subject should approach the problem. Card 3 represents the challenge that needs to be faced. Cards 4 and 5 represent two things that will contribute to the subject's quest or join in the journey as tools, allies, or ideas. They are generally positive, and the subject will need them to overcome the challenge. Card 6 represents the outcome of this experience.



THE FORBIDDEN PATHS

As with any mystical art, there are secrets even accomplished harrowers refuse to use their powers to divine. While most consider questions regarding wealth or revenge gauche, such topics are certainly not forbidden. Most, however, refuse to entertain questions aimed at revealing the details of the subject's death. Worse than revealing the mystery of another's death is revealing one's own. Harrowers universally agree that anyone who deals the cards to reveal details of her own death is inviting not just its quick arrival, but a cursed fate.

Beyond the standard spreads harrowers employ, some diviners devise their own unique spreads. Yet all harrowers know the danger of laying the cards in spreads that have no branches. All common spreads are designed to allow for fate's unpredictable twists. Those harrowers who allow for only a single path risk condemning the reading's subject into a single fate, either by creating a self-fulfilling prophecy or by trimming possibilities from the branches of fortune. Despite many a patron's desire for a specific reading, harrowers know that those who attempt to shackle the future soon become its slaves.

The Suit of Hammers

Concerned with farmers and warriors, champions and slavers, and the awesome force of natural disasters, the suit of hammers typifies strength both tempered and unchecked. Various warrior traditions and martial societies across northern Avistan mark their property with harrow hammers, as well as secret meeting places, and even members. Individuals aligned with the suit of hammers are invariably proactive and apply themselves to the world rather than the other way around. They might be hulking warriors, canny hunters, inspired athletes, or engines of destruction, but they invariably employ their strength of both body and character to achieve their goals. The suit of hammers is the suit of cavaliers, fighters, paladins, and rangers, and it lends itself well to evokers, transmuters, conjurers, and summoners who rely on brute force over wit or subtlety.

The harrow hammer appears on the gates and silver jewelry of Janderhoff, though the dwarves insist the icon of Torag inspired the harrow suit, not the other way around. Halfling slaves in Cheliah—especially those with ties to

northern lands—sometimes stitch hammers into their clothing as a sign of solidarity and quiet resistance.

ORDER OF THE HAMMER (CAVALIER ORDER)

Cavaliers of the order of the hammer respect might over all, and believe that those who prove their strength have earned the right to make decisions for the weak. When the cavalier's own goals conflict with those of a mighty ruler, the cavalier must prove that her own strength and ideals are superior.

Edicts: The cavalier must continually strive to prove her own strength as well as the strength of those she is allied with, especially when faced with adversity or by those who would seek to best the cavalier's brawn.

Challenge: An order of the hammer cavalier can attempt a free grapple check or free sunder combat maneuver check anytime she takes the full-attack action against the target of her challenge. This free combat maneuver does not provoke an attack of opportunity.

Skills: An order of the hammer cavalier adds Acrobatics (Dex) and Knowledge (local) (Int) to her list of class skills. In addition, whenever the cavalier uses Acrobatics to jump, she can add her Strength bonus to the check in addition to her Dexterity modifier, and she receives a bonus on Acrobatics checks to jump equal to 1/2 her cavalier level (minimum +1).

Order Abilities: A cavalier belonging to the order of the hammer gains the following abilities as she increases in level.

Mighty Bash (Ex): At 2nd level, the cavalier does not provoke attacks of opportunity when she attacks foes while unarmed so long as she is dealing nonlethal damage. In addition, the cavalier's unarmed strikes deal more nonlethal damage than usual; she is treated as having a number of monk levels equal to her cavalier level for the purpose of determining how much nonlethal damage her unarmed strikes deal. For example, a 12th-level cavalier of the order of the hammer would deal 2d6 points of nonlethal damage with her unarmed strike. The cavalier must still select the Improved Unarmed Strike feat if she wants to deal lethal damage with her unarmed strike, and lethal damage dealt with her unarmed strike is not increased by this ability.

Crushing Grapple (Ex): At 8th level, the cavalier gains Chokehold (*Pathfinder RPG Ultimate Combat* 92) as a bonus feat, even if she does not meet the prerequisites. She does not take the –5 penalty on grapple checks to put an opponent in a chokehold.

Inspiring Flex (Ex): At 15th level, the cavalier can display her own brawn to inspire greater strength in his allies. As a standard action, she can grant herself and any allies



within 30 feet a +4 morale bonus on melee attack rolls, combat maneuver checks, Fortitude saves, and Strength checks. The cavalier can maintain her inspiring flex as a free action, and she can use this ability for a number of rounds per day equal 1/2 her cavalier level; this duration need not be continuous.

COMBAT FEATS

Throughout the ages, several combat styles have evolved that utilize the philosophies of the harrow in battle—and some even use the cards themselves. Some of Varisia's scoundrels fling cards as lethal projectiles (*Varisia, Birthplace of Legends* 10). Even beyond the homeland of the Varisian people, harrow-themed battle tactics have evolved, many of which are inspired by the cards of the suit of hammers.

ALL-CONSUMING SWING (COMBAT)

You deliver unchecked destruction when you stand against multiple foes, sometimes to your own detriment.

Prerequisites: Str 13, Power Attack, Cleave, Vital Strike, base attack bonus +8.

Benefit: Whenever you use Cleave or Great Cleave, you can apply the additional damage you would gain from Vital Strike, Improved Vital Strike, or Greater Vital Strike to the initial target of your attack. When you do so, the strain on your body causes you to take an amount of damage equal to the extra damage dealt by your Vital Strike feat. This self-inflicted damage is not reduced by damage reduction.

BEAR'S BALANCE (COMBAT)

Your anger is always available below the surface, but can be carefully directed. Those who would force you to lose control encounter an unpleasant surprise.

Prerequisites: Iron Will, rage class feature.

Benefit: You gain a +2 bonus on Intimidate checks when not raging. When you fail a saving throw against a fear effect, you can choose to enter your rage rather than succumb to fear. You can not voluntarily end your rage until the fear effect expires or is ended in some other way (such as due to the death of the fear-inducing creature) or you exhaust your rounds of rage for the day. This feat has no effect if you are already raging when exposed to a fear effect.

MERCILESS BEATING (COMBAT)

When you have the numbers on your side, you can lend your strength to the group to give your shared enemy a savage pummeling.

Prerequisites: Int 13, Combat Expertise, Gang Up^{APG}.

Benefit: Whenever you and two or more allies threaten an opponent, you can choose to forgo your flanking bonus to grant each of your allies a +1 flanking bonus on their attack rolls against the threatened creature. This bonus stacks with any flanking bonuses your allies might already have.

STORY OF THE BIG SKY

Long ago and far away, the great Sky Sovereign ruled from atop his clouds, squatting over the world just beyond the reach of all. From his throne, the great Sky Sovereign claimed the whole of the world below as his own, and the people of the land as well. "Behold," he would bellow from the thunderheads, "for I have given you water this day. I have given you life! And you shall serve me another day."

But the Sky Sovereign's gift of water arrived with thunder and lightning and floods and the beating wings of terrible beasts. Daily, his people huddled cold and shivering in caves, hiding from the Sky Sovereign's impetuosity. Left unattended, the people's homes burned down and their crops washed away and their sheep fell to the winged beasts.

While his people quaked and hid within their cave, a lone youth named Berrum climbed to the mountaintop and leaped to the Sky Sovereign's clouds to approach the towering ruler. "Dear sir," he pleaded, "our crops wash away and our homes burn and our sheep fall before your beasts. Please, spare us the glory of your rains so we might rebuild."

And the Sky Sovereign glowered and harrumphed. "What would you know, Berrum? You mewling peasants hide from my gifts. If you are too cowardly to be my vassals, then I shall shackle you as my slaves. And you will show your love for my gifts or I shall move away, and without my presence your enchanted shackles will enslave you forevermore." And with the next afternoon's storms, the terrible beasts chained the people below and set them to work in the driving rain.

"You are a fool, Berrum," his people said. "Before, we were dry in our caves. Now we toil in the driving rain! You shall labor quietly now, and appreciate what you have, or surely we will never be free."

But Berrum would not listen, and the next day the youth once again climbed to the mountaintop and leapt to the Sky Sovereign's clouds. "You are the fool, Sky Sovereign," he shouted. "And your chains have made no slaves. You call yourself sovereign, but you rule only in your mind." At this, the Sky Sovereign raged and howled and cast Berrum down to the ground below.

"What have you done?" cried Berrum's people. "You have doomed us!" The Sky Sovereign departed, true to his word, and his clouds parted, showing the shining sun and the endless skies above. Those who took pride in Berrum's words and actions saw their chains buckle and shatter in the light, and hailed Berrum as their new sovereign. And also true to the Sky Sovereign's words, the shackles of those who doubted King Berrum tightened as he forced his people to toil harder than ever in the blistering sun.

The Suit of Keys

Some fear the future, and worry that the harrow imprisons knowledge seekers within an ironclad destiny; the suit of keys represents freedom in mind and in action and its prominence in an array hints at how much influence an individual might have over her coming fate. Holding sway over thieves and children, artisans and entertainers, the suit of keys is the suit of grace, skill, and bravado. Adventurers and would-be heroes versed in Varisian lore invoke the suit of keys and its various cards in their gear, fashion, and even tattoos, hoping to harness the wit of the Rabbit Prince or the grace of the Dancer. The Sczarni and many lesser thieves' guilds use the cards from the suit of keys as their calling cards as well, embracing the suit's emphasis on skill, stealth, and duplicity. Those aligned with the suit of keys are cautious but never slow. Whether silent assassins, colorful performers, or gamblers who make

their own luck, they are creatures of practiced and measured reaction to all that the world offers. The suit of keys is the suit of rogues, unsurprisingly, but also of nimble fighters, fast-footed monks, and the steady hand of the gunslinger.

The suit of keys holds a special significance as it pertains to the Varisians' caravans and their lives on the open road, and young troubadours who set out alone receive a card from the suit or jewelry incorporating a key to bring them swift escape from danger. The churches of

Shelyn and Cayden Cailean have absorbed various symbols and fables from the harrow into their own traditions, especially the Drunken Hero, whose followers are not shy about borrowing philosophy from other sources. Among half-elven communities like Erages in Kyonin, keys are taken as symbols of liberation, of independence from both their elven and human parentage and renouncing their heritage in favor of personal identity.

ROGUE TALENTS

The Sczarni have developed many tricks and techniques for taking advantage of the harrow, some inspired by its arcane powers and others that use the deck as a tool in their criminal endeavors.

Card Sharp (Su): The rogue gains Deadly Dealer (see page 15) as a bonus feat, even if she does not meet the prerequisites. Thrown cards are treated as darts, but the rogue cannot imbue cards with additional power unless she has the Arcane Strike feat. This talent otherwise functions as the Deadly Dealer feat.

Demon Lantern (Sp): Once per day when she casts *dancing lights*, the rogue can conjure a single demon's lantern instead of the usual four lights. A demon lantern acts in all ways as a *hypnotic pattern* spell cast by a wizard, except it also casts light as a torch and it fascinates only a single target whose Hit Dice do not exceed the rogue's class level. The save DC of this effect is equal to 11 + the rogue's Intelligence modifier. The rogue must have an Intelligence score of at least 11 to select this talent. A rogue must have selected the minor magic rogue talent and selected *dancing lights* as her spell of choice or otherwise be able to cast *dancing lights* before choosing this talent.

Grig Jig (Su): Once per day, the rogue can weave a bit of old Varisian magic into her footwork, dancing with an infectious passion that compels another nearby to join in. The rogue can target one humanoid within 30 feet and attempt a Perform (dance) check as a full-round action that does not provoke an attack of opportunity. Her target must succeed at a Will save (DC equal to the rogue's Perform [dance] check) or it begins to dance uncontrollably. So long as the rogue continues to spend a full-round action dancing each round, the affected target does so as well. If the target is attacked or otherwise in immediate danger while dancing, the effect ends. Each round on its turn, the target can attempt an Acrobatics or Perform (dance) check or a Will save (target's choice) against the rogue's Perform (dance) check to end the effect. A target who resists the jig can not be affected by the same rogue's jig for 24 hours. The grig jig is a mind-affecting effect. The rogue must have an Intelligence score of at least 12 to select this talent. A rogue can use this ability once per day, plus one additional time per day for every 5 rogue levels she possesses.



Papercraft Tools (Ex): Traditional thieves' tools might be suspicious, but no guard looks twice at a common deck of cards. So long as the rogue has access to a deck of cards, she can destroy one card to attempt a single Disable Device check as if she had a set of thieves tools. If she uses a harrow card for this purpose, she can treat the card as a set of masterwork thieves' tools (granting her a +2 circumstance bonus on the Disable Device check), though the card is still destroyed after use.

Rapid Boost (Ex): Once per day, the rogue can roll two dice while attempting a Sleight of Hand check and take the better result. She must choose to use this talent before attempting the Sleight of Hand check. A rogue can use this ability one additional time per day for every 5 rogue levels she has.

ADVANCED ROGUE TALENT

This new advanced rogue talent can be selected by any rogue of 10th level or higher who meets the prerequisites.

Harrow Strike (Ex): Once per day while making a sneak attack against a creature, you can draw a random card from a harrow deck you own. If your attack hits, instead of dealing sneak attack damage as normal, you deal a number of points of ability damage equal to your number of sneak attack dice. The ability score damaged is the score affiliated with the suit of the harrow card drawn. You can use this ability an additional time per day at 15th level and 20th level.

BARDIC MASTERPIECES

Countless stories surround the symbols depicted in the harrow, many of which bards might learn as masterpieces (*Pathfinder RPG Ultimate Magic* 21). Several of these tales are detailed throughout this book.

ILLUSION'S DECREE (COMEDY, ORATORY)

These stories of wiliness and mystery inspire listeners to see through deceptions.

Prerequisite: Perform (comedy) 5 ranks or Perform (oratory) 5 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: These tales include the stories of The Marriage, The Queen Mother, and The Rakshasa, among others.

While performing this masterpiece, you gain a +4 bonus on saving throws to disbelieve illusions. You can expend 1 round of bardic performance for each ally other than yourself whom you want to gain this bonus.

Use: 1 bardic performance round per round, +1 round per ally affected.

Action: 1 full round.

TALES OF TWISTING STEEL (ACT, ORATORY)

This medley of tales inspires listeners to new heights of bravery and self sacrifice.

Prerequisite: Perform (act) 3 ranks or Perform (oratory) 3 ranks.

Cost: Feat or 2nd-level bard spell known.

STORY OF THE RABBIT PRINCE

In the wake of the world's forging, many terrible things still lurked in the dark ashes at the corners of the multiverse. To fight against these cinders of wrathful, dark energy, the gods created rabbits to serve as their vigilant soldiers. Graced with speed, keen senses, and valor beyond measure, the rabbits stood firm against the evil remnants of what came before—all but one rabbit, that is, for Brambleson, the Prince of All Rabbits, was born without courage. As his subjects threw themselves into glorious battle, Brambleson could only cower and covet their heroism.

That is, until the Endless Darkness came. The greatest of the gods' wrathful children, the Darkness was so strong that it turned away blades like stone, and so terrible that none could stand strong before it or dared confront it a second time. Legions of rabbits tried to fight the Darkness, only to turn and flee just as those before. "What shall we do?" cried the rabbits once the last of their numbers were swallowed or cowed by the Endless Darkness. "Who shall defeat this monster if not us?"

To this, Brambleson proposed a plan. "I have not faced the Endless Darkness," he announced. "Lend me your courage, for the courage of a hundred soldiers will stand strong where one might falter. Lend me your courage and I shall slay the Darkness!"

"No," cried the rabbits. "For you are a trickster and a coward, Brambleson. You would break your word and keep our courage for yourself!"

"Never, my subjects! I shall forge my promises to each of you into a sturdy sword, for no soldier would break his own sword. And once the Darkness is slain, I shall return your courage to you." And so the rabbits nodded in agreement, and the rabbit smiths forged Brambleson's thousand promises into a sword as the rabbits all gave him their valor.

Brambleson stood alone before the Endless Darkness, and as it bellowed and loomed, he stood without fear and raised his sword of promises. And as ever, the Darkness's hide turned aside his blade, shattering it and the promises it held. Robbed of his weapon and his courage, Brambleson fled into the night, leaving the Darkness to lurk in the darkest corners of Golarion. And so rabbits remain vigilant, but forever without courage until the Darkness is slain or their wayward prince returns.

Effect: This collection includes the stories of The Big Sky, The Rabbit Prince, and The Sickness, among others. When you complete the performance, choose one adjacent creature. You and that creature are affected as if you had cast *shield other*.

Use: 3 bardic performance rounds.

Action: 3 rounds.

The Suit of Shields

The suit of shields represents history and tradition. It also represents safety and protection, and warns the Varisian people of impending danger. It is the suit of stamina, pride, and preparedness, favored by travelers, guards, and healers. Superstitious travelers carve the icon into a coin to be spent at their destination. The suit of shields is the suit of warriors, and as such, mercenaries, soldiers, and knights alike work the various cards of the suit of shields into their armor, shields, weapons, and heraldry. Individuals aligned with the suit of shields are stalwart and unwavering, choosing their own direction and slogging forward, unimpeded by the world. It is the suit of barbarians, inquisitors, and paladins, as well as abjurers and others who mark their path in the world with resistance and pure stubbornness.

The suit of shields appeals to humans, a race best known for its adaptability and resistance. Taldan scholars argue whether prominence of the suit of shields in their people's heraldry descends from the harrow suit or vice versa. Dwarves and ratfolk, likewise known for their fortitude, also hew to the suit of shields, and their future influence might be signaled by the suit's presence.

SUIT SEEKER (INQUISITOR ARCHETYPE)

Though surrounded by meaning and tradition revered by most harrowers, the harrow is a tool that could be abused. Those inquisitors known as suit seekers take grave offense at the misuse of this ancient power, and dedicate their considerable skills to hunting and eliminating any who would abuse the harrow's magic and the heritage it represents. No two suit seekers seem to share the same vision, though, and so most of these harrow-wielding inquisitors end up at odds with other diviners throughout Avistan and even one another.

Alignment: A suit seeker's alignment must be neutral on the good-evil axis, the lawful-chaotic axis, or both.

Class Skills: The suit seeker removes Knowledge (dungeoneering), Ride, and Survival from the inquisitor's list of class skills, and adds Knowledge (history) and Use Magic Device to the list.

Domain: A suit seeker must select the Knowledge or Luck domain; the Memory or Fate subdomain; or the Fate, Fervor, or Illumination inquisition (*Pathfinder RPG Ultimate Magic* 41–42).

Improvised Array (Su): The suit seeker can call upon the harrow to help her choose an appropriate judgment and bolster her effectiveness with that judgment. As part of activating her judgment ability, the suit seeker can draw an impromptu array of two cards from a complete harrow deck she owns. Once drawn, the array remains the same until the judgment effect ends, though the inquisitor can change her judgment at any time as a swift action, as normal. The act of drawing an improvised array requires a free hand, though the suit seeker can keep a drawn array in her belt or otherwise on her person to perform actions with both hands while still maintaining the cards' benefits.

At 1st level, as long as the suit seeker has at least one card in her improvised array that matches her current judgment, she increases her effective inquisitor level by a number of levels equal to the number of matching cards for the purpose of determining that judgment's effects. At 8th level, when a suit seeker gains her second judgment, she can forgo pronouncing a second judgment and instead draw four cards for her improvised array. At 16th level, she can forgo pronouncing a second and third judgment and instead draw up to six cards for her improvised array, or she can forgo only her third judgment and draw an array of four cards.

In addition to increasing her effective inquisitor level for the purpose of the corresponding judgment, a suit seeker



with three or more cards of the same suit in her improvised array gains immunity to ability damage to the corresponding ability score. A suit seeker with five or more cards of the same suit in her improvised array gains a +4 enhancement bonus to the corresponding ability score. These benefits last until the suit seeker's judgment effect ends.

Suit	Judgment	Ability
Books	Piercing	Intelligence
Crowns	Smiting	Charisma
Hammers	Destruction	Strength
Keys	Protection	Dexterity
Shields	Resiliency	Constitution
Stars	Healing	Wisdom

A suit seeker does not gain access to and cannot use the justice, resistance, or purity judgments. A suit seeker makes the following adjustments to her judgments.

Smiting: At 6th level, while the suit seeker has her smiting judgment active, her weapons can only count as an alignment type (chaotic, evil, good, or lawful) for the purpose of bypassing damage reduction if the selected alignment is represented on one of the suit seeker's cards in her current improvised array. If multiple alignments are represented in the improvised array, the suit seeker must select one. If the array contains only neutral cards, the suit seeker cannot benefit from this judgment. She can change the alignment of her judgment to another alignment represented in the array as a swift action.

Resiliency: At 10th level, the DR provided by this judgment can change from magic to an alignment type (chaotic, evil, good, or lawful) only if the selected alignment is represented on one of the suit seeker's cards in her current improvised array. If multiple alignments are represented in the improvised array, the suit seeker must select one. If the array contains only neutral cards, the suit seeker cannot benefit from this judgment. She can change the alignment of this judgment to another alignment represented in the array as a swift action.

This ability modifies judgment, second judgment, and third judgment.

Eye of the Harrow (Su): At 2nd level, a suit seeker can use the magic of her improvised array to hone her attacks against targets that match the cards' alignment. If any of the cards in her improvised array matches the alignment of an enemy creature within 60 feet on either the good-evil axis or the lawful-chaotic axis, the card glows faintly and the inquisitor gains a +1 sacred bonus on attack rolls against enemies of the matching alignment as long as the card is in her array. If a card matches the alignment of an enemy within 60 feet on both alignment axes, the card glows brightly and the inquisitor gains a +1 sacred bonus on attack rolls and damage rolls against enemies of the matching alignment.

This ability replaces *detect alignment*.

Unravel Array (Su): At 20th level, a suit seeker can tear apart a target's place in destiny, rendering the creature immobile or possibly dead. As long as she has an improvised

STORY OF THE SICKNESS

On the edge of a vast desert dwelled a farmer and her three sons. One year, the desert marched forward and swept away the family's crops, and soon Death knocked at their door to take the farmer's three children away.

"Please, do not take my children," the farmer pleaded. "I have but three onions. Without them I will wither and die. Take them instead of my children."

"An onion does not compare to the life of a child," said Death. "No matter what its absence means to you. But your life will save me another journey. I would gamble my fine robe against your onions."

"And is your gown worth the life of a child?" asked the farmer, knowing how Death loved his games.

"It might well be." And the farmer cast her dice against Death and won his fine robe, and again and won his noble cloak, and a third time to win his glittering jewelry. "I would not walk back to the Boneyard naked," Death finally relented. "You may take your children if I may take my dignity."

But the farmer thought that a foolish offer, for her children would need food to eat and a better home. "I am no fool, Death. Your wealth is beyond measure and destiny is on my side, and I will wager one more time, for my children and your great power!"

The mother rolled her dice, but luck is impartial to individual whims.

"Our game is at an end," said Death, "but I am not a miser. I will let you have my fine robe, my noble cloak, and my glittering jewelry, and your onions so you will not wither away. But our exchange has left me a poor opinion of you, and I think we shall not meet again." And Death gathered up her children and bade the farmer, forever garbed in Death's regalia, farewell for good.

array drawn, the suit seeker can destroy one of the cards in her array and designate a single creature within 30 feet as the target of the harrow's magic. The designated creature must succeed at a Will save (DC 10 + 1/2 the inquisitor's level + the inquisitor's Wisdom modifier) or one of its ability scores is immediately reduced to 0, which can immobilize, render unconscious, or kill the creature. The ability score reduced corresponds to the ability score of the card destroyed.

Regardless of whether or not the target succeeds at its save, it becomes immune to the inquisitor's unravel array ability for 24 hours. Once this ability has been used, it cannot be used again for 1d4 rounds. The destroyed harrow card is removed from the harrow deck. The suit seeker can continue to use the reduced deck for the purpose of her suit seeker powers as long as she wants, though she has no chance of drawing the destroyed card until she purchases a new harrow deck.

This ability replaces true judgment.

The Suit of Books

The suit of books represents knowledge, learning, tradition, and numbers, and an array rife with books indicates that study and careful planning should be undertaken in preparation for future events. It is the suit of scholars, tricksters, arcanists, and moneychangers—anyone whose fortunes hail from deliberate forethought. Those aligned with the suit of books' influence are studious and inquisitive, but also inventive; their place is neither in acting nor reacting, but rather in learning from the past and shaping the direction of the future, just as a scribe informs the reader and alters the reader's perception accordingly. Superstitious academics across northern Avistan, including applicants to the Bloodstone Conservatory in Irrisen and students at the Battlemage Academy in Vigil, sometimes slip cards from the suit into their schoolbooks to encourage the words to flow freely from the page to their minds. The suit of books is the suit of alchemists and wizards, but it also holds significance for summoners and witches, and especially for well-studied bards and for cavaliers who aspire to lead great armies.

While traditional elven culture has little room for human superstitions, many of the fables that make up the suit of books' cards call back to even older elf fairy tales, and the new human interpretations are the subject of some amusement for the folklorists of Kyonin. The bizarre hybrid of the harrow and Osirian numerology found in Sothis and Absalom places the

highest values on the various cards of the suit of books, making arrays with The Hidden Truth, The Inquisitor, and The Rakshasa—cards of order—the most valued.

CARD CASTER (MAGUS ARCHETYPE)

Though it is known primarily as a tool of knowledge, the harrow is also an instrument of defense and even war. The card caster is an ancient, martial offshoot of the traditional harrower, learning to not only draw power from the harrow, but also to invest each card with deadly power.

Deadly Dealer (Su): At 1st level, the card caster gains Deadly Dealer (see page 15) as a bonus feat, even if he does not meet the prerequisites. A card caster can invest cards with enough magic to deal lethal damage even without the Arcane Strike feat so long as he has at least 1 point in his arcane pool.

Arcane Pool Focus (Su): A card caster's arcane pool can be used to augment only ranged weapons. At 5th level, a card caster can use his arcane pool to add the following weapon special abilities to ranged weapons: *brilliant energy*, *distance*, *flaming*, *flaming burst*, *frost*, *icy burst*, *returning*, *seeking*, *shock*, *shocking burst*, and *speed*. He can use his arcane pool to augment an entire harrow deck as if it were ammunition. All cards from a deck enhanced with a special ability, such as *flaming*, must share the same bonus. This ability modifies arcane pool.

Harrowed Spellstrike (Su): Beginning at 2nd level, a card caster can invest a single thrown weapon with a single touch or ranged spell as part of the spell's normal casting time. The spell must target a single creature, and the spell's range changes to match the thrown weapon's range increment. This ability otherwise functions identically to spellstrike, except it can only be applied to thrown ranged weapons instead of melee attacks. This ability replaces and modifies spellstrike.

Role Dealer (Su): Beginning at 3rd level, whenever the card caster randomly draws and throws a harrow card matching one axis of his alignment, the card's critical threat range increases to 19–20. If the card caster draws and throws a harrow card matching his alignment exactly, the attack's critical multiplier also increases to $\times 3$ and the magus gains a +4 bonus on his confirmation roll. This ability replaces the magus arcana gained at 3rd level.

NEW MAGUS ARCANA

The following arcana complement harrower magi.

Arcane Dealer (Su): The magus gains the Deadly Dealer feat



(see page 15), even if he does not meet the prerequisites. He can use his arcane pool to grant a deck of cards an enhancement bonus as though it were a ranged weapon with 54 pieces of ammunition. The magus must use either Arcane Strike or his arcane pool to enhance the cards in order to use them as weapons. The magus must be at least 6th level before selecting this arcana.

Rakshasa's Fortune (Su): Whenever the magus casts a spell of the polymorph subschool on himself, he can draw a card from a complete harrow deck he owns as a free action. If the card's alignment and the magus's alignment are a true match, the spell's duration is doubled and the magus can select two additional monster abilities granted by the polymorph spell (such as scent or grab for *beast shape II*), even if the form assumed by the magus doesn't normally grant that ability. On a partial match, the magus can select an additional ability granted by the polymorph spell, even if the form assumed by the magus doesn't normally grant that ability. On an opposite match, the duration of the spell is halved and the magus must forgo one of the abilities granted by his form. The magus must be at least 9th level before selecting this arcana.

STORY SUMMONER (SUMMONER ARCHETYPE)

Story summoners rely on the harrow to weave the paths they walk, turning their tales into reality. They channel magic through their harrow decks to influence the strange extraplanar beings they summon, bringing familiar and fateful characters to life. Some focus on the more whimsical figures of the harrow, while others bring its darkest icons into the real world.

Storykin Eidolon: Unlike most eidolons, a story summoner's eidolon cannot touch or attack creatures warded by *protection from evil* and similar effects that prevent contact with summoned creatures. As a standard action while his eidolon is summoned, the story summoner can draw a random card from a complete harrow deck he owns. For a number of rounds equal to $1/2$ the summoner's class level (minimum 1), the eidolon's alignment changes to match that of the harrow card drawn, and the eidolon gains a +4 enhancement bonus on the ability score linked to the drawn card's suit. The eidolon continues to follow its summoner's orders regardless of its alignment. The story summoner can use this ability a number of times per day equal to 3 + his Charisma modifier.

Summon Arcana: At 2nd level, a story summoner can use a complete harrow deck he owns as an additional focus component for his *summon monster* spell-like ability. When he does so, the summoner draws a random card from the deck and applies a simple template to the summoned monster based on the card's alignment: celestial (any good), fiendish (any evil), resolute (any lawful), or entropic (any chaotic). If a card has more than one alignment—such as a lawful evil or chaotic good card—the summoner can choose which template to apply to the summoned creature. This ability allows

STORY OF THE RAKSHASA

A fine gentleman appeared at the edge of the village one day, his legs weak and his coat heavy with the dust of the road. "Please," he begged of the people, "I need a place to sit, for my legs will take me no farther." And being goodly people, they allowed the fine gentleman to rest his weary legs.

"Please," the fine gentleman pleaded once he had rested, "you must share with me your food or I fear I shall lack the strength to stand again." And being goodly people, they shared their food.

"Please," the fine gentleman implored once he'd eaten his fill, "you must share with me your tea, for your food has left me parched." And being goodly people, they let him drink his fill.

"Please," the fine gentleman asked once his thirst was slaked, "you must lend me a staff to bear my weight for my long journey, for I am so full I can barely stand." And being goodly people, they lent him a staff for his journey.

"But wait," the fine gentleman observed, "the sun is setting. You must let me stay the night, or else I will surely die in the darkness, and all your fine hospitality will be for nothing." And being goodly people, they agreed their visitor should not die.

In the morning, the fine gentleman met with the villagers again. "You have all benefited from my insight, and my legs are still weary," said the fine gentleman. "Perhaps I should stay here and help guide you." And the goodly people were unsure, but the fine gentleman had been right so far.

"Please," the fine gentleman commanded, "you must bow. I need a place to sit, for my legs will take me no farther."

a story summoner to summon and command creatures normally prohibited by their alignment. This ability replaces bond senses.

Evolve Base Form (Su): Starting at 8th level, whenever he gains a level, the story summoner can change his eidolon's base form to a new base form. Once chosen, this base form is set until the story summoner gains another summoner level. This ability replaces transposition.

NEW EIDOLON MODEL

Story summoners often summon eidolons with the following eidolon model (*Pathfinder RPG Ultimate Magic* 74).

STORYKIN

The eidolon appears as an amalgam of shifting cards.

27 Points: Base Form biped; **Primary Evolutions** flight, magic attacks, spell resistance; **Secondary Evolutions** basic magic^{UM} (*dancing lights*, *daze*, *detect magic*, or *mage hand*) blindsense, dimension door^{UM}, immunity, large, no breath^{UM}, reach, unnatural aura^{UM}, wing buffet.

The Suit of Stars

Considered by many to be the soul of the harrow, the suit of stars governs insight, divination, and the gods; many harrowers interpret its presence in an array as symbolizing importance of one's faith or instincts in overcoming challenges. The stars speak not only for harrowers, but also for priests, healers, historians, and serfs. Individuals whose destinies intertwine with the suit are epitomized by their dual reliance on themselves and forces greater than themselves. The suit of stars is the suit of clerics, druids, inquisitors, oracles, and ascetic monks, as well as anyone who places herself at the mercy of the gods or forces of the unknown.

Befitting their role as tools of divination, oracles often employ the harrow to facilitate their predictions and strange visions. While many harrow-using oracles indulge in the ancestor^{UM}, heavens^{APG}, and lore^{APG} mysteries, some instead take inspiration from the stories represented by the suit of stars. While some say the star depicted on the cards within the suit is Golarion's sun, others suggest it is the great star Cynosure, Desna's northward pointing and eternally visible palace in the heavens. In either case, such oracles draw their power from the eternal light of the sky and the unflinching visions shown by the suit of stars.

SOLAR MYSTERY

Aimless wanderers and restless nomads, oracles of the solar mystery uncover meaning in the ever-changing positions of the sun and the stars in the sky.

Deities: Desna, Gozreh, Iomedae, Keltheald, Lalaci, Nurgal, Sarenrae, Ymeri.

Class Skills: An oracle with this mystery adds Fly, Knowledge (geography), Linguistics, and Survival to her list of class skills.

Bonus Spells: *Faerie fire* (2nd), *flaming sphere* (4th), *daylight* (6th), *dimension door* (8th), *planar adaptation*^{APG} (10th), *sirocco*^{APG} (12th), *sunbeam* (14th), *sunburst* (16th), *prismatic sphere* (18th).

Revelations: An oracle with the solar mystery can choose from any of the following revelations.

Astral Caravan (Su): As a full-round action, you can step into the planar border where the Astral Plane abuts the Material Plane, pulling up to one additional person per class level with you. You can't travel fully into the Astral Plane or any of the other planes it borders, but while using this ability you can cover incredible distances, traversing 50 miles per hour, as per the *shadow walk* spell. You can travel for up to 1 hour per day per oracle level. This duration need not be continuous, but it must be spent in 1-hour increments.

Blistered Caress (Su): You can channel the hostile, unforgiving heat of the sun into your touch. This is a melee touch attack that deals 1d8 points of fire damage per 2 oracle levels (Fortitude half).

Against a plant creature, this touch heals or damages the creature (your choice) for 1d6 points of fire damage per oracle level. At 7th level, a creature that fails its save against this revelation becomes sickened for 1d4 hours in addition to taking fire damage. At 15th level, your touch is so intense that a creature that fails its save is also staggered for 1d6 rounds. You can use this ability once per day plus one additional time per day at 10th level.

Luminous Form (Su): You can transform your body into churning light, granting you the effects of *blur* and causing your body to shed light as a sunrod. At 7th level, creatures that end their turn adjacent to your luminous form become blinded for 1 round (Fortitude negates). At 13th level, creatures that end their turn adjacent to your luminous form are blinded for 1d4 rounds (Fortitude reduces to 1 round). At 18th level, your luminescence is as bright as natural sunlight, and creatures affected by natural sunlight are so affected if they end their turn adjacent to your luminous form. You can maintain your luminous form for up to 1 minute per day per oracle level; this duration need not be continuous, but it must be used in 1-minute



increments. You can forgo the *blur* and blinding aspects of this ability to instead simply shed light as a torch, though this still counts against the ability's duration for the day.

Many Roads (Su): You gain an insight bonus on Fly and Survival checks equal to 1/2 your oracle level. Further, you learn to speak and read three languages in addition to those you already know.

Serpent in the Sun (Su): So long as you are exposed to at least 4 hours of sunlight per day, you no longer need to eat to survive and you gain +2 bonus on saves against diseases. At 5th level, you become immune to nonmagical diseases and no longer need to drink water to survive. At 10th level, you become immune to magical diseases, gain a +2 bonus on saving throws against poisons, and only need to sleep half as long to rest or recover from fatigue or exhaustion. At 15th level, you become immune to poison and fatigue. You lose these benefits if you fail to spend at least 4 hours in sunlight in a 24-hour period.

Solar Wind (Su): You can unleash a blast of searing wind at a single target within 30 feet as a ranged touch attack with no range increment. Your solar wind deals 1d6 points of fire damage + 1 for every 2 oracle levels you possess. At 7th level, you can also knock an opponent back, treating the blast as a bull rush combat maneuver that uses your caster level + your Charisma modifier in place of your CMB. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Starlight Agility: You gain Dodge as a bonus feat. At 8th level, you gain Wind Stance as a bonus feat. At 15th level, you gain Lightning Stance as a bonus feat. You do not need to meet the prerequisites to receive these feats.

Sun Stride: You can travel between areas of natural sunlight as if by means of a *dimension door* spell. This ability does not function in areas of less than bright light, though it does work within the area of a *daylight* spell. At 5th level, you can sun stride up to 40 feet per day; this can be a single stride of 40 feet or four strides of 10 feet each. At 9th level and every 4 levels thereafter, the distance you can sun stride doubles (80 feet at 9th level, 160 feet at 13th level, and 320 feet at 17th level). This amount can be split among many strides, but each one, no matter how small, counts as a 10-foot increment. You must be at least 5th level to select this revelation.

Sungazer (Sp): You can study the sun and gaze upon any place its light touches. You can use *clairaudience/clairvoyance* as a spell-like ability, but only for visual observation and you can only place your sensor in places currently being touched by sunlight. At 10th level, you can instead use *scrying* to observe any area touched by sunlight. At 15th level, you can use *greater scrying* instead. You must be at least 5th level to select this revelation. You can sungaze for 1 minute per day per oracle level; the duration need not be continuous, but it must be used in 1-minute increments.

Torch Touch (Su): As a move action, you can alter the amount of light shed by any nonmagical light source within 60 feet so that its light radius is either halved

STORY OF THE QUEEN MOTHER

Before the age of kingdoms, there once was born a queen. To have a home over which to rule, she raised a mighty army and carved a beautiful palace from the stones. When she was done, the queen looked upon her work and remarked, "I am indeed the greatest creator the world shall ever know."

Still young and prideful after the world's birth, Shelyn took offense that a mortal would place herself above the goddess of beauty and creation. She appeared before the queen. "Very well, mortal. We shall pit your creations against my own." And Shelyn created the color red, so she might craft the first rose, whose beauty brought a tear to each eye in the kingdom. In response, the queen crafted the first poem to describe a rose and the kingdom openly wept.

"Now that I have proven myself better than a god, I claim my reward. Not your flower, but the color you gave it." And so she became the Crimson Queen, with dominion over the rose and sunrise and lifeblood.

But this imbalance of creation disgusted Shelyn and the gods, and Abadar appeared before the Crimson Queen. "Very well, mortal. We shall pit your creations against my own." And after a year and a day Abadar presented the first city, endlessly complex. And the Crimson Queen presented her infant son.

"Your creation is a marvel, Master of the First Vault, but with time it will weather and crumble and tarnish. In the same time, my creation shall grow only stronger and better, and raise many cities of his own." And Abadar stamped and bellowed but eventually relented, for he had been bested. "And now I claim my reward," said the Crimson Queen. "I will have you declare me the greatest creator in the world, so the gods will ignore me and leave me in peace."

"So be it." And Abadar transformed the Crimson Queen into the first ant, so that she might revel in her gift of creation and no longer be bothered by the gods.

or doubled. At 1st level, you can affect light sources up to the size of a torch. At 7th level, you can affect any Medium or smaller nonmagical light source (such as a campfire). At 14th level, you can affect Large or smaller nonmagical light sources (such as bonfires) and magical light sources up to the size of an everburning torch. If a creature is holding the light source you are trying to affect, the creature can attempt a Reflex save to avoid the effect.

Final Revelation: At 20th level, yours becomes a journey without end. You cease aging, no longer suffer age-related penalties to ability scores, and cannot be magically aged. Any spells you cast of the conjuration (teleport) subschool or with the fire or light descriptor are automatically enlarged without affecting their spell level.

The Suit of Crowns

Outsiders often believe the harrow's powers are the main reason for its importance. While harrowers value the mystical abilities the cards provide, it is the common heritage and sense of community the harrow communicates across the disparate caravans that truly makes it valuable to Varisians. The suit of crowns is the suit of kings and

queens—as well as parents, children, and lovers—and it marks the influence of community, politics, leadership, and compassion. It is the suit of bards, paladins, sorcerers, and enchanters, and an array heavy with crowns suggests the importance of family or firm leadership, while an array devoid of crowns advises self-reliance. Those aligned with the suit of crowns are natural leaders or romantics; their fates and lives intertwine closely with others', and they find difficulty affecting the world alone. The suit is also associated with dreams, and harrowers might pull a lone card of the suit of crowns to help them interpret recurring dreams. Because of the suit's connection to passion and whimsy, the suit of crowns is strongly associated with fey and gnomes, and might portend their interference.

Among Varisians, the harrow crown is an important symbol of trust for authorities. Caravan leaders must swear loyalty on one of the cards of the suit of crowns to be recognized by their fellow travelers, and many southerners who settled in Varisia and Ustalav have adopted this tradition for their mayors and governors. Various secret political societies in Absalom—beginning with the Sczarni but long since adopted as common practice—use the harrow crown symbol to mark and disseminate simple messages or warnings.

HARROW BLOODLINE

Just as knowledge of the harrow has passed from generation to generation since time immemorial, so too has a deep spiritual connection to the otherworldly forces bound by the harrow passed through the ages.

Your family line might trace back to a branch of the ancient Imlios clan (see *History of the Harrow* on pages 6–7), or one of your ancestors might have once escaped the Harrowed Realm, carrying its influence back in his blood. Perhaps you are descended from exceptionally powerful harrowers, and their skill naturally resonates within you. Regardless, your connection to the mysterious deck grants you magical power over the cards of the harrow, visions of the future, and the ability to call down ephemeral forces.

Class Skill: Knowledge (history).

Bonus Spells: *ill omen*^{APG} (3rd), *augury* (5th), *harrowing*^{ISWG} (7th), *shadow conjuration* (9th), *contact other plane* (11th), *legend lore* (13th), *greater harrowing* (15th; see page 9), *moment of prescience* (17th), *weird* (19th).



Bonus Feats: Alertness, Craft Wondrous Item, Extend Spell, Fortune Teller^{ISWG}, Harrowed^{ISWG}, Skill Focus (Knowledge [history]), Varisian Tattoo^{ISWG}.

Bloodline Arcana: Whenever you cast a divination spell that requires a percentage roll, add 5 to the result of your roll. In addition, you can roll the percentage dice twice and use the result you prefer. Your maximum percentage chance of receiving a meaningful and accurate reply for divination spells is 100%, instead of the usual 90%.

Bloodline Powers: Your connection to the harrow gives you uncanny insight into both the future and the motivations of mortals.

Twisted Fortune (Sp): At 1st level, you can use your supernatural insight to hijack the fortunes of a single target within 30 feet. For 1 round, the target becomes confused and cannot directly control its actions (Will negates). Once a creature has been affected by twisted fortune, it is immune to the ability's effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Cha modifier.

See It Coming (Su): At 3rd level, you gain a +1 luck bonus on the saving throw type of your choice (Fortitude, Reflex, or Will). As a full-round action, you can change which saving throw your luck bonus applies to. At 7th level and every 4 levels thereafter, this bonus increases by 1, to a maximum of +5 at 19th level.

Invoke the Harrow (Su): At 9th level, you can draw a random harrow card from a complete harrow deck you own as a standard action and channel the aspects of the card into your body. You take on superficial traits featured on the card and gain a +4 enhancement bonus to the ability score associated with the card's suit. You can invoke the harrow for a number of minutes per day equal to your sorcerer level; the duration need not be continuous, but it must be used in 1-minute increments.

Harrowed Home (Sp): At 15th level, your otherworldly connection is so strong that your subconscious cleaves off a small portion of the Harrowed Realm for use as your own private sanctuary. Your harrowed home is created the first time you use this ability, and is decorated as a garish reflection of your personality. Thereafter, you always visit this same home. You can place a portal to your harrowed home once every 24 hours, but placing a new portal destroys the previous one, and you can not move the entrance while you are inside. As long as you are not in your harrowed home, time ceases to pass for anything and anyone still in your pocket dimension; creatures cannot move, objects do not decay, and everything remains exactly the same as you left it the last time you visited the plane. Time continues as normal whenever you are inside your harrowed home. This ability is otherwise identical to *mage's magnificent mansion*.

Kin to the Old Tales (Su): At 20th level, your soul becomes host to the otherworldly energies of the harrow. You gain DR 10/cold iron and immunity to curses, paralysis, and sleep. You can always act in the surprise round of combat, and you cannot be caught flat-footed. You gain unlimited use of your invoke the harrow ability.

STORY OF THE MARRIAGE

When the world still churned and groaned under the burden of creation, the gods set Fire and Water apart, for they were the most passionate of elements. Water spread herself across the whole of the globe, while Fire rumbled beneath the earth below. Fire's majesty enchanted Water, and Water's unyielding persistence and endless complexity inspired Fire's admiration. Entranced but separated, the two forbidden elements fell madly in love.

By night, as the gods slept, Fire would visit Water, and the lovers would embrace one another. From their many unions, Fire and Water gave birth to the first islands. Though the gods chastised the lovers for their indiscretion, Fire and Water loved their children. But islands were not of Water even though she cradled them on all sides, and they were not of Fire even though he danced in their hearts and warmed their underbellies. Neither parent understood their bizarre new children and, in time, their passions overwhelmed them. Water's waves churned and Fire's volcanoes erupted, and their bickering soon became a howling rage. The couple's fight spilled over onto their island children, and Water and Fire were appalled at what their feud had wrought. Ashamed, they both fled, Water to her seas and Fire to his home beneath the world's crust.

But Fire and Water are capricious, and distance finds a way to rekindle even the most stagnant of passions. The two elements still visit one another, Water reaching toward Fire with her subterranean rivers and Fire pouring through fissures and volcanic mountains just long enough to meet Water's cool embrace. But just as often their arousal sours into rage, and their meetings are violent, hateful affairs. To this day, when their passions can no longer be held in check, Fire and Water embrace and bring new children into the world.

ARCANE HARROWERS

Harrowers come from many callings, but most use their power to encourage and shape their arcane abilities—Varisian spellcasters in particular are likely to become harrowers. While some harrowers might be oracles, most are sorcerers, wizards, or witches. Harrower sorcerers should consider taking the destined, dreamspun^{APG}, starsoul^{APG}, or visionary^{UM} bloodlines. The tattooed sorcerer archetype (*Pathfinder Campaign Setting: Inner Sea Magic* 40) can also help steep one's magic in the culture and traditions that birthed the harrow. Wizards who employ the harrow are usually diviners, though some illusionists and enchanters make bombastic harrowers. Harrowing witches usually have the ancestors^{UM}, portents^{UM}, spirits^{UM}, or wisdom^{APG} patron.

Harrow Equipment

For many harrowers, providing a consistent environment for harrowings is a sign of respect for the cards they hold dear, and the following gear is useful for any harrower.

EQUIPMENT

The following pieces of equipment are essential tools for professional harrowers.

Item	Price	Weight
Harrow carrying case	10 gp	2 lbs.
Harrow mat	80 gp	1 lb.

HARROW CARRYING CASE

PRICE 10 GP
WEIGHT 2 lbs.

This small darkwood case contains a recessed area to hold a harrow deck and a harrow mat, as well as a compartment for incense. Nonmagical harrow cards are protected against rips, tears, water damage, bending, and flames so long as they are stored in a harrow carrying case.

HARROW MAT

PRICE 80 GP
WEIGHT 1 lb.

This thick leather mat is large enough to fit all the cards necessary for a standard harrow reading. If you use a harrow mat as part of a reading, you gain a +4 circumstance bonus on Bluff or Diplomacy checks (harrower's choice) to convince the subjects of your harrowing that your words are true.

MAGIC ITEMS

The harrow has long been an inspiration for travelers, spellcasters, and artificers. The following magic items include items found not only in many a harrowers' possession, but also in the hands of those directly inspired by the harrow's fables.

BACKBITER'S FOCUS

PRICE 7,800 GP

SLOT none **CL** 7th **WEIGHT** 1 lb.

AURA moderate evocation

This small darkwood rod is adorned with a carving of a figure whose own weapon is curled backward as if to strike the figure. Three times per day, the user can speak the rod's command word to curse a single manufactured weapon within 30 feet. If the weapon is magical, it can attempt a DC 16 Will save to avoid the curse. Whenever the cursed weapon damages a creature, it deals half as much damage to its wielder as well; only the weapon's base damage and the wielder's Strength bonus are factored into this damage—bonus damage from a magic weapon's special abilities, from its wielder's class features and feats, or from other effects are not factored into the damage dealt to the wielder. This is a curse effect that lasts for 7 rounds.

CONSTRUCTION REQUIREMENTS **COST** 4,900 GP

Craft Rod, *bestow curse*

BASTION BOOTS

PRICE 10,500 GP

SLOT feet **CL** 10th **WEIGHT** 4 lbs.

AURA moderate transmutation



These metal boots are engraved with the imagery of The Keep, and evoke the unwavering determination represented by that card. The boots can be used as an *immovable rod*, even when worn. If the boots are moved, the wearer moves with

the boots. Even while not activated, *bastion boots* grant the wearer a +4 bonus to her CMD against combat maneuvers to move her.

CONSTRUCTION REQUIREMENTS **COST** 5,250 GP

Craft Wondrous Item, *levitate*

DECK OF SLIVERING FATE

PRICE 13,000 GP

SLOT none **CL** 7th **WEIGHT** —

AURA moderate evocation

The 54 cards in this +1 *limning*^{UE} *harrow deck* have more violent imagery than a standard harrow deck, and each card has a thin metallic frill around its edges. When the wielder uses a card from this deck with the Deadly Dealer feat (see page 15), the metallic frills become taut and sharp. When they are used in this way, the cards deal slashing damage instead of piercing, and the bonus damage from the Arcane Strike feat is doubled.

CONSTRUCTION REQUIREMENTS **COST** 6,500 GP

Craft Magical Arms and Armor, Craft Wondrous Item, Deadly Dealer, *magic missile*

FATE-READER'S LENSES

PRICE 11,250 GP

SLOT none **CL** 5th **WEIGHT** —

AURA strong divination



Fate-reader's lenses consist of two specially crafted harrow decks. The decks sport a stylized image of an eye on the back of each card—one deck's eyes are red, and the deck's eyes are blue. Each

card in the red deck is linked to its corresponding card in the blue deck. The owner can peer through the eyes of any card from the red deck to see whatever is in front of the corresponding blue-eyed card, as if using *enter image* (*Pathfinder RPG Advanced Player's Guide* 219).

The owner can peer through any red card at will; drawing a random card and peering through it is a standard action, while going through the deck and selecting a specific card is a full-round action. If the corresponding blue card is still shuffled in with the rest of the blue deck, it is automatically moved to the top of that deck, ready to be drawn by whoever bears it. Once a blue card is drawn, it can be placed on a creature's person with a successful Sleight of Hand check or stuck to any sturdy

flat surface, where it remains until moved again by either you or another creature.

Only a single pair of cards can have a visual link between them at any time, and placing a red card at the bottom of its deck causes the eye on the matching blue card to close, ending the visual link until the red card is peered through again. While the blue cards can be meted out and separated however the owner desires, the red cards lose their magic if separated from the red-eyed harrow deck for more than 10 minutes. If a blue card or a red card is destroyed, the matching card of the opposite deck loses its magic.

CONSTRUCTION REQUIREMENTS	COST 5,625 GP
----------------------------------	----------------------

Craft Wondrous Item, *enter image*

MAN MOUNTAIN ARMOR		PRICE 32,350 GP
SLOT armor	CL 15th	WEIGHT 75 lbs.
AURA strong transmutation		

Three times per day, as an immediate action when struck by a melee attack while he is touching the ground, the wearer of this +1 *titanic*^{UE} *stoneplate*^{UE} can cause the earth around him to shake, turning the area into difficult terrain. The radius of this effect is equal to 1d4 × 5 feet, and any creature in the affected area must succeed at a DC 15 Reflex save or fall prone.

CONSTRUCTION REQUIREMENTS	COST 17,150 GP
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Craft Magical Arms and Armor, *earthquake*

MEDIUM'S HARROW MAT		PRICE 2,500 GP
SLOT none	CL 7th	WEIGHT 1 lb.
AURA moderate necromancy		



This harrow mat allows a harrower to tap into the ancestral knowledge of nearby spirits. If a harrower uses this mat as an additional focus component while casting *harrowing* or *greater harrowing*, she treats her caster level as 1 higher. When this mat is used to perform a harrowing (magical or not) over a grave or other burial site, the spirit of the interned body influences the harrowing; for each card drawn related to the past, the harrower can draw from the deck twice and choose which card to place.

CONSTRUCTION REQUIREMENTS	COST 1,250 GP
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Craft Wondrous Item, *speak with dead*

MUTE MARIONETTE		PRICE 16,500 GP
SLOT none	CL 7th	WEIGHT 2 lbs.
AURA moderate enchantment		

Every *mute marionette* appears as a hag with its lips sewn shut. The creator of a *mute marionette* chooses a creature type or subtype from the ranger's list of favored enemies to which the doll is attuned. If the doll's owner is within 30 feet of one or more creatures of the attuned type, the owner can shake the doll as a standard action. Creatures of the attuned type must attempt a DC 11 Will save; on a failure, for the next hour, affected creatures have a 10% chance of failing to cast spells or spell-like abilities as long as they remain within 30 feet of the

doll. Regardless of the result of its save, a creature cannot be targeted by a *mute marionette* more than once per 24 hours. Once per day, a *mute marionette* can be presented forcefully to cast *confusion* (DC 16) at an area within 170 feet, affecting all creatures of the attuned type in a 15-foot-radius burst.

CONSTRUCTION REQUIREMENTS	COST 8,250 GP
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Craft Wondrous Item, *confusion*, *fumbletongue* (*Pathfinder RPG Ultimate Magic* 221)

TRAVELER'S GRANDIOSE CARRYING CASE		PRICE 1,200 GP
SLOT none	CL 5th	WEIGHT 2 lbs.
AURA moderate illusion and transmutation		

This masterwork harrow carrying case protects the harrow deck within from harm. When the case is used as part of a harrowing, the light level within 15 feet of the case darkens to dim light and miniature illusions of the interpreted cards appear in front of the harrower and her subjects. While stored in a *traveler's grandiose carrying case*, a harrow deck gains a +2 bonus on saves against effects that specifically target the deck.

CONSTRUCTION REQUIREMENTS	COST 600 GP
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Craft Wondrous Item, *darkness*, *endure elements*, *major image*

RABBIT'S BLADE		PRICE 22,307 GP
SLOT none	CL 7th	WEIGHT 1 lb.
AURA moderate evocation		

The blade of this unassuming longsword is permanently broken, snapped at an angle halfway along the blade. In spite of this, the sword can be wielded as a +2 *short sword* without penalty. As long as the wielder of a *rabbit's blade* is threatening two or more foes and he has no allies within 15 feet, he gains the use of the Cleave feat. If he is threatening three or more foes and has no allies within 30 feet, the wielder gains the use of the Great Cleave feat instead. Each threatened foe must have Hit Dice equal to or greater than 1/2 the wielder's character level in order to count toward this weapon's ability.

CONSTRUCTION REQUIREMENTS	COST 11,307 GP
----------------------------------	-----------------------

Cleave, Craft Magical Arms and Armor, Great Cleave, *divine power*

SNAKEBITE DAGGER		PRICE 9,760 GP
SLOT none	CL 10th	WEIGHT 1 lb.
AURA moderate enchantment		



The blade of this +1 *living steel*^{UE} *dagger* (*Ultimate Equipment* 51) is always slightly damp to the touch. The save DC of any injury poison coating this blade increases by 2. Once per day, the wielder of a *snakebite dagger* can speak the weapon's command word to cause the dagger to seep a bright green neurotoxin. For 1 hour, the next time the wielder damages a creature with the dagger,

the creature must succeed at a DC 16 Will save or be affected by *modify memory* as if the wielder had spent 5 minutes modifying the target's memory.

CONSTRUCTION REQUIREMENTS	COST 4,880 GP
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Craft Magical Arms and Armor, *modify memory*

Next Month!

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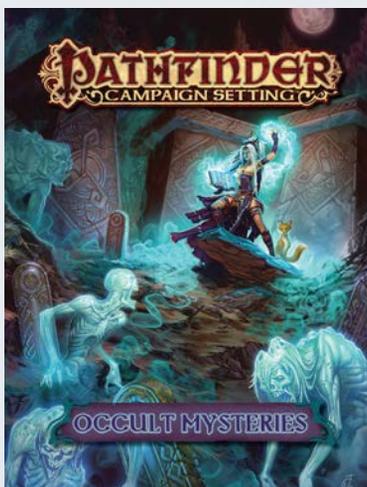


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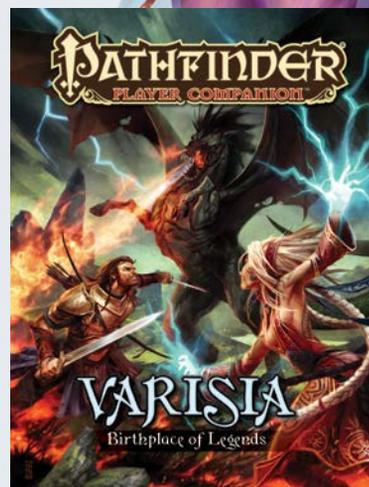
The mysteries and potential of the harrow are boundless! Unlock new secrets for your harrower character or completely change the way you use the harrow deck in your game with these esoteric options.



Ready to really put the harrow to work in your game? Check out the *Deluxe Harrow Deck*, a beautiful game prop that gives you everything you need to tell fortunes and manipulate fate like a true harrower.



Use the harrow deck in entirely new ways with *Pathfinder Campaign Setting: Occult Mysteries*. New rules for using a harrow deck as Plot Twist cards bring the harrow to the forefront of your game like never before!



Learn more secrets about the Varisian wanderers, the people famed for their creation and use of the harrow and the undisputed masters of its secrets, in *Pathfinder Player Companion: Varisia, Birthplace of Legends*.

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Pathfinder Player Companion: The Harrow Handbook © 2014, Paizo Inc; Authors: Crystal Frasier, Will McCardell, and David Schwartz.

Creating Harrow Decks

While harrow decks can be purchased in many shops specializing in curios and arcane goods, they're usually pricey—rarely costing less than 100 gp each. Most true harrowers place a great value on the intimate bond between the fortune-teller and her personal harrow deck, however, and would never think of using store-bought cards. Crafting a harrow deck requires

Craft (cards), Craft (calligraphy), Craft (paintings), or a similar skill. Using such a skill to make a standard harrow deck requires a successful DC 15 Craft check and costs 33 gp in raw materials. When a character completes more than 1,000 sp worth of work, the harrow deck is complete. (See page 91 of the *Pathfinder RPG Core Rulebook* for details on crafting items.)

THE SUIT OF KEYS



THE SUIT OF SHIELDS



THE SUIT OF STARS





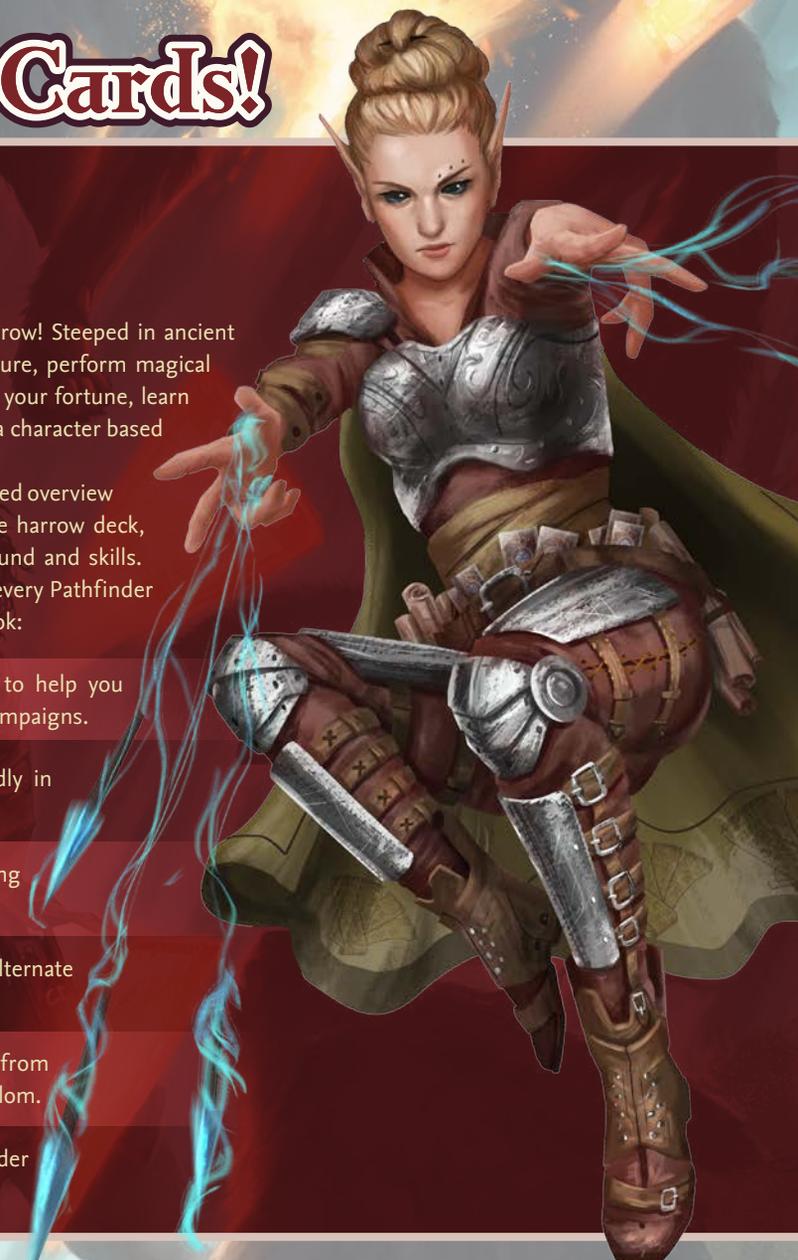
It's in the Cards!

Pierce the veil of mystery surrounding the occult symbolism of the harrow! Steeped in ancient tradition, harrow decks have been used for centuries to foretell the future, perform magical feats, send coded messages and warnings, and manipulate fate. Divine your fortune, learn games of skill and chance, summon allies, curse enemies, or even build a character based on harrow archetypes as you delve into the lore and secrets of the cards.

Pathfinder Player Companion: Harrow Handbook presents a player-focused overview of the history, fortune-telling practices, and non-divinatory uses of the harrow deck, including ways to incorporate harrowing into your character's background and skills. Every Pathfinder Player Companion includes new options and tools for every Pathfinder RPG player. These are just a few of the features you'll find inside this book:

- ▶ New archetypes, building types, equipment, feats, spells, and traits to help you incorporate the mystic secrets of the harrow into your characters and campaigns.
- ▶ A guide to the lost harrow cards that sometimes appear unexpectedly in harrow decks, or are discovered in ancient tombs and lost hoards.
- ▶ A new system for generating character backgrounds and motivations using the harrow deck, with associated traits.
- ▶ Instructions for performing a harrow reading, and information on alternate harrow spreads used in telling fortunes.
- ▶ Rules for games that use the harrow cards and are played everywhere from upper-class card parlors in Chelax to underground gambling dens in Absalom.

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game, but can easily be incorporated into any fantasy world.



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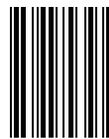
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