



Narrow Deck

RULEBOOK

You think they're just cards? Just pictures and words good for gambling or faking townsfolk out of a few coppers? Go on and think that—I don't mind. My cards know where you've been and where you're going. And it's not pretty. Not at all. So, walk away. Or stop and learn to turn the few remaining pages of the story of your life into a novel worth the telling. Or don't. After all, they're only cards.

—Riana, Varisian harrower

THE HARROW DECK

Harrow is a tarot-like deck usable in everyday life or in any roleplaying game. Regardless of where you use it, use it with care. A harrow deck is loaded with power, so you must learn to read the cards correctly or else suffer an ignominious fate.

In these pages, you will learn to perform a harrowing, which is a reading of the cards in such a way that you wrest information out of someone's life. It's a difficult process for your subject, as their entire past, present, and future is laid bare. Sometimes, the deck talks of good tidings, sometimes of ill. Rarely is it wrong.

The most important thing is to treat your harrow deck with respect. Disrespect the deck, and the deck will disrespect you. That way surely leads to ruin. You don't want ruin, do you? You want to know how to read these cards.

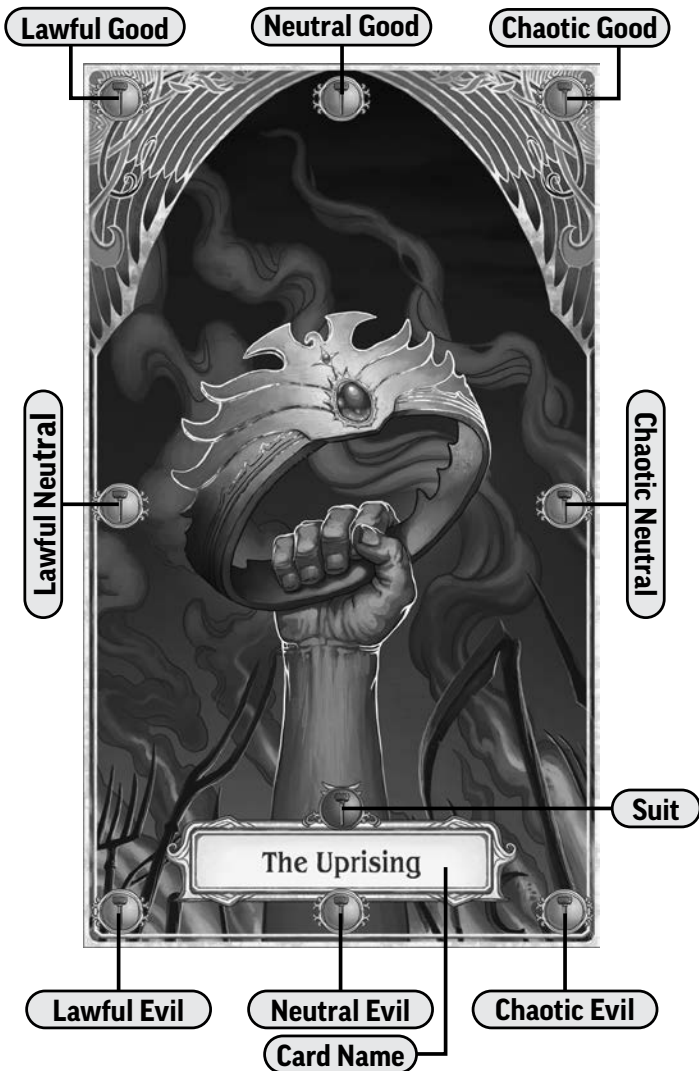
Reading a Harrow Card

A harrow deck contains 54 cards. Each card has one of six symbols corresponding to six abilities—this is the card's suit. The suit's symbol is located along the card's edge in one of eight positions corresponding to the eight non-neutral alignments. The suit's symbol also appears at the bottom of the card.

The Paladin, for example, has a hammer (the symbol for Strength) in the upper left corner (the position for lawful good), so it's the lawful good Strength card. Similarly, *The Liar* has a crown (Charisma) in the lower right corner (chaotic evil), so it's the chaotic evil Charisma card.

Note that cards that are entirely neutral (*The Bear*, *The Trader*, *The Owl*, *The Peacock*, *The Teamster*, and *The Twin*) do not have any symbols for the card suit along the card edges—true neutral cards only show their suit's symbol at the bottom of the card.

The following pages detail how to conduct a harrow reading, explaining the general meaning of each card and details of its placement. These factors all influence a prediction, but it's up to the individual harrow reader to tie together and interpret the cards' suggestions with their target's fate. Interpretations are often vague and metaphorical, and harrowers shouldn't feel obligated to craft specific meanings into their interpretations of the cards—vagaries and multiple interpretations are all part of a harrower's mystical art. Ultimately, the purpose of the harrow deck is to help facilitate a mystical encounter, not to force the harrower to accurately read a specific message from a pattern of cards to determine a specific future. So long as the reader can use the deck as a springboard to make broad predictions, destiny and other players' interpretations can fill in the gaps.



*Cards that are entirely neutral have none of the border symbols highlighted.

Many people claim to know how to read the ancient cards, but most of them are just out to fleece a few townies. Others waste their time gambling with the cards. A select few actually know the art of reading the harrow deck. And for those who do have the knack, the harrow deck can reveal crucial threads in the tapestry of anyone's life—past, present, and future.

—Riana, Varisian harrower

PERFORMING A HARROWING

The following is a brief primer on how to become a harrower—one who knows how to read a harrow deck. This merely scratches the surface of how to use the deck, but it will allow you to use the deck to glean important information about yourself and those you encounter.







Before you conduct a reading, set the stage for a dramatic encounter. Clear the table, and place the deck in front of you.

The reading is conducted in two parts: first you'll perform the choosing, and then you'll perform the spread.

The Choosing

Ask your subjects—those who come to you for a reading—what they seek from it. Phrase the request in the form of a single question, then decide which of the six following abilities best suits that question. For example, a question of health might indicate the suit of Shields (Constitution), while a question regarding love might indicate the suit of Crowns (Charisma). Ultimately, it is up to you to choose which suit most fits—a question regarding love could just as well draw upon the suit of Stars (Wisdom), for example.

ABILITIES AND SOME CORRESPONDING TOPICS

	Hammers (Strength): Battle, honor, cruelty
	Keys (Dexterity): Children, risks, trouble
	Shields (Constitution): Health, home, pain
	Books (Intelligence): Money, secrets, stories
	Stars (Wisdom): Faith, morality, trust
	Crowns (Charisma): Family, love, politics

Remove the nine cards of the suit you have chosen from the harrow deck and shuffle those nine. Spread the cards you chose facedown in front of you. Instruct your subjects to each pick one card. The chosen card has a message for that person about their current

place in the world and in relation to the question at hand. Using the descriptions on pages 9–14, interpret each card to define that subject’s role for the upcoming series of events.

If this card appears in the spread that follows, it applies most strongly to the person who chose that role and should be interpreted accordingly.

The Spread

Once each person knows their role, shuffle the cards together (including those just chosen) and then lay out a spread facedown. The spread is laid out in a three-by-three grid of nine cards.

When interpreting the cards, each one’s placement in the spread determines whether it relates to the past, present, or future. The placement also tells the harrower if the card should be interpreted in a positive, unclear, or negative light. The following table shows the placements and their alignments and meanings:

	Lawful	Neutral	Chaotic
Good	positive past	positive present	positive future
Neutral	unclear past	unclear present	unclear future
Evil	negative past	negative present	negative future

Any cards in the top (good) row are interpreted in a positive light, while cards in the middle (neutral) row are unclear, and cards in the bottom (evil) row are interpreted negatively. The lawful column represents the past, the neutral column denotes the present, and the chaotic column signifies the future.

For example, a card in the upper left placement refers to something in the past that was positive.

Reading the Cards

Turn over and read the cards one column at a time. Each column relates to a different period in the subjects’ lives.

Placement: The left column refers to past actions or events that affect the current situation. The middle column refers to actions or events that might happen now or in the very near future that affect the current situation. The right column refers to actions or events in the future that might happen to the subjects. The future can change, of course, but the results can give insight into what might be.

Turn all of the cards in the past column faceup first. Examine the cards according to the rules below, selecting one or more cards to interpret. After you finish with the past, turn the cards over in the present column. When you finish with the present, go on to the column representing the future. Select the cards to interpret in each column by looking for chosen cards and cards that relate to their placement in one of three ways, called matches.

Chosen Cards: Whenever a chosen card that was revealed by one of the subjects appears in a spread, it must be interpreted, because it is of great import to that subject.

True Matches: A true match occurs whenever a card appears in its “correct” placement in the spread (that is, in the placement corresponding to the position of its alignment symbol on the card). For example, if *The Paladin* appears in the upper left corner of the spread, that’s a true match, since lawful good is symbolized in the upper left corner of the card. Interpret the card based on its general meaning (see pages 9–14).

Opposite Matches: An opposite match occurs when a card is in the placement diametrically opposed to its alignment. Thus, if *The Juggler* (chaotic good) is in the lower left placement (lawful evil), that’s an opposite match. Interpret the card based on the opposite of its general meaning (see pages 9–14).

Partial Matches: A partial match occurs if a card matches only the correct row or column, but not both. So if *The Cricket* (neutral good) is found in the upper right placement (chaotic good), it is a partial match (matching good only). Interpret the card based on its general meaning (see pages 9–14), but with some aspect of its meaning altered (at your discretion).

Selecting Cards to Interpret: You can interpret any number of cards in a column, but you must interpret at least one per column. All role cards, true matches, and opposite matches are always interpreted. If none of those appear in the column, look for a partial match. If that doesn’t appear, then choose any one card in the column.

Cards in Misaligned Placements: If a good card, such as *The Trumpet*, appears in the bottom row, you should interpret it in its most negative light (see card descriptions for more details). Likewise, if an evil card, such as *The Beating*, appears in the top row, it should be given a positive interpretation. These cards are considered misaligned. (Cards which are neither good nor evil are never misaligned.)

When cards appear in the middle row, interpret them normally, unless the context of the reading suggests you should treat them as misaligned. Once you’ve interpreted each column, the reading is over.

The Harrow in Adventures

To perform a harrowing as part of an adventure, you can adjust a reading by doing the following:

- Decide which of the six suits best matches the theme of the adventure. Select the nine cards with that ability.
- Conduct a choosing. Have each player draw a choosing card from the nine cards. Record the character names and their chosen cards. Make notes of several events in the adventure where a player’s chosen card suggests an appropriate effect. You can use a three-by-three grid to record the cards and their positions during the reading.
- Shuffle all of the cards and conduct a spread. Record the cards drawn and their positions. When a card of import (a choosing card or a match) appears, select an encounter in which it will be meaningful, and make a note of this. Note if true (T), partial (P), or opposite (O) matches occur. You don’t need to record an encounter for every card. When you begin one of the chosen encounters, apply the effects of that encounter’s card to the encounter.

A Sample Adventure: The GM is running an adventure in which the players are defending a castle from monstrous invaders. The GM noted that Harsk's player drew *The Keep*, and the GM decided that Harsk gains an advantage when defending the walls of the castle. While conducting the spread, *The Avalanche* appeared in the lower left corner (a true match), so the GM has decided that card will affect an upcoming battle at a drawbridge, and notes that the bridge will collapse while the characters defend it. *The Forge*, Seelah's chosen card, is an opposite match, so something big awaits Seelah at an armory the PCs eventually visit.

Making the Harrow Work for You

Consider these two notes when using a harrow deck in your game.

Reading the Cards for Evil Characters: When doing readings for evil folks, you might want to do a “reverse reading.” In this type of reading, you interpret negative cards as being bad for the evil character's foes, and positive cards as positive for the character's foes. You may do a normal reading instead, if you so choose.

Stacking the Deck: While it's fun to let randomness and fate influence what cards come up in a harrow reading, sometimes GMs might want to stack the harrow deck to have more influence over the cards revealed. This is a tactic that should be utilized only by a GM trying to craft a specific story, and never by PCs.

A Harrowing Ritual

The following ritual can be used to grant spellcasters the ability to use a harrow deck to create supernatural effects. Full rules for running rituals in your game appear on page 408 of the *Pathfinder Core Rulebook* (Second Edition).

HARROWING

RIITUAL 1

UNCOMMON

DIVINATION

FORTUNE

Cast 1 hour; **Cost** rare pigments and inks worth a total value of 20 gp × the target's level

Primary Check Fortune-Telling Lore (trained) or Occultism (expert)

Range touch; **Target** 1 willing creature

Duration 1 month or until fulfilled

The typical harrow reading does not magically manipulate fate, but when you perform a *harrowing* ritual to infuse a reading with occult power, you can impart real magical benefits to the target of the reading that give them agency and control over a task or goal in their immediate future. The first 50 minutes of this ritual's casting are spent preparing the target creature for the reading by meditating, concentrating on the task or goal to be focused on, and allowing you to paint or ink occult symbols from the harrow onto the target's body to link them to the upcoming reading. The final 10 minutes of the ritual comprise the reading itself, during which the symbols placed on the target fade away while infusing their fate.

The target of *harrowing* must describe one set of events or course of action they intend to attempt in the near future—something like “hunting down a specific wanted criminal” or “traveling to Varisia to investigate the Storval Stairs.” You can roleplay out the actual harrow reading if you wish, using any spread to perform the reading, but at the ritual's completion,

a single potential opportunity for the target to manipulate fate bonds to their destiny, depending on the result of your primary skill check to perform this ritual.

As long as this ritual's duration persists, the creature is temporarily immune to further *harrowing* rituals.

Critical Success The target gains agency over fate and chance while in the pursuit of their goal, gaining a “wild card.” Randomly determine a harrow suit, either by rolling 1d6 or by drawing a card from a full harrow deck, and then consult the Associated Suit Checks table below. At any point during *harrowing*'s duration, the creature can expend this wild card to immediately reroll any associated check they just made, gaining a +4 status bonus to the reroll. They must use the second result. Once this reroll is taken and the wild card is spent, the *harrowing* ritual's effects end.

Success As critical success, but the wild card does not grant a status bonus to the reroll.

Failure As success, but the wild card instead grants a -4 status penalty to the reroll.

Critical Failure The target's destiny is beyond their capability to manipulate. The wild card has no effect, and further *harrowing* rituals cast on the target for one month automatically result in critical failures.

Heightened (+1) The target gains an additional wild card. Attempt a primary skill check for each additional wild card drawn to determine that card's benefits. The *harrowing*'s duration ends as soon as the target spends all of their wild cards.

ASSOCIATED SUIT CHECKS

Suit	Associated Check
1—Hammers (Str)	Strikes (both melee and ranged)
2—Keys (Dex)	Reflex saving throws
3—Shields (Con)	Fortitude saving throws
4—Books (Int)	Skill checks
5—Stars (Wis)	Will saving throws
6—Crowns (Cha)	All other checks (including flat checks)

The cards are your family—your cousins, sisters, sons, and parents. Never will you feel greater love or more fierce hate than when looking into their souls. Approach each card as a unique individual. No one gives their secrets to someone they don't trust. Be sure the cards trust you.

—Riana, Varisian harrower

INTERPRETING THE CARDS

Each card in the harrow deck has its own meaning. These meanings are influenced by circumstances, and giving a true reading of the cards is something only a skilled harrower can accomplish. Yet even those with only basic knowledge of the harrow deck can glean some information from it.

Cards in a choosing are interpreted by their most basic meaning. However, cards in a spread can have their meanings modified based on their placements in the spread. Good and evil cards have different meanings when they are in misaligned placements (a good card appearing on the bottom row of the spread or an evil card appearing on the top row). Cards that are neither good nor evil are never treated as misaligned.

Hammers

The Paladin (lawful good, Strength) symbolizes standing strong in the face of adversity. *The Paladin* does not back down under any circumstances. This card usually indicates the need to stay the course or do what one knows is right, even if it takes a heavy toll. If the card is misaligned, such a course might be foolhardy.

The Keep (neutral good, Strength) is a symbol of quiet strength, one that can shift when necessary, yet stand firm through the greatest hardship. Those represented by *The Keep* are not shaken by any force. If *The Keep* appears misaligned, it can mean giving way to temptation or falling in the face of greater strength.

The Big Sky (chaotic good, Strength) shows an epic moment as downtrodden prisoners are freed. The prisoners' freedom specifies momentous and powerful change, as old shackles are cast off in the light of day. If it is misaligned, those castoff shackles might be replaced with worse ones.

The Forge (lawful neutral, Strength) evokes strength through diversity of materials and traditions. The blacksmith represents those who can survive supernatural trials by fire, but *The Forge's* fire is so strong it burns many to cinders instead. This card often represents a dangerous event that requires many sources of strength to overcome.

The Bear (neutral, Strength) is pure strength. People often make the mistake of thinking *The Bear* can be tamed or trained. When someone believes they have *The Bear* under control, that person eventually learns the error of their ways. Brute force might be required here, but the consequences of its use might be severe.

The Uprising (chaotic neutral, Strength) represents being caught in the clutches of something more powerful than you. It is an overwhelming strength that crushes what comes in contact with it. The crown signifies an overthrowing of a leader of some sort. In the spread, it indicates a force much stronger than the person receiving the reading.

The Fiend (lawful evil, Strength) depicts a devil swallowing innocents. It can indicate the deaths of many in a great calamity or, if misaligned, salvation from the same disaster. *The Fiend* can also indicate that a sinister and intelligent creature is in the area, endangering the populace.

The Beating (neutral evil, Strength) signifies coming under attack from all sides, but it can also indicate the dissolution of the self—mentally. Whether the strength is of the flesh or the mind, it dissolves under the relentless attack. Misaligned, this card suggests that during the assault, undiscovered strength is found.

The Cyclone (chaotic evil, Strength) is a force that tears through whatever it meets. This disaster does not come in the course of natural order but is one that comes from the plots of intelligent beings. *The Cyclone* signifies war, arson, or other events that destroy everything they touch. Misaligned, this card can indicate renewal after a blustery trial.

Keys

The Dance (lawful good, Dexterity) is a rich and delicate framework that, like the universe itself, requires everyone within it to abide by its rules, lest the entire construct collapse. It advises staying in perfect step, knowing your place in the greater good. Those who step out of the pattern do so at their peril. Misaligned, that pattern might be hypnotic, but not to the good of all.

The Cricket (neutral good, Dexterity) represents a creature whose mind is as quick as its body. It represents speed and quick passage. Although *The Cricket* is commonly associated with travel, the fruit represents treasure found at the end of a journey. If *The Cricket* is misaligned, the journey will go poorly, and the treasure will be one that is lost rather than found.

The Juggler (chaotic good, Dexterity) represents fate, the gods, or those who play with the lives and destinies of others. If *The Juggler* can keep up his rhythm, he will achieve his goals. But in a misaligned placement, he falters, and tragedy and failure are assured for those whose lives he meddled in.

The Locksmith (lawful neutral, Dexterity) presents the subject with the keys they need to unlock their destiny. They find the tools to access a new location, clue, or treasure. The card does not grant insight into how or where to use the tools granted. This card often represents a strange, ancient, or magical object.

The Peacock (neutral, Dexterity) is a creature of astonishing and colorful appearance, one that can cause the onlooker to freeze in their tracks at the sight of such beauty or ugliness. Wiser people accept the passage of time and dance out of *The Peacock's* way. Its appearance always signifies a sudden personal shift in attitude or societal change.

The Rabbit Prince (chaotic neutral, Dexterity) is a quirky fellow who represents the vagaries of hand-to-hand combat. *The Rabbit Prince* is battle personified and nothing if not capricious. As his broken weapon symbolizes, any combatant can fall in battle, no matter how brave or skilled. This card sometimes stands for younger members of royalty or other powerful households.

The Avalanche (lawful evil, Dexterity) is disaster. It is an unthinking, unreasoning thing that overruns all who get in its way. It can represent physical disaster or the disaster that comes from a panicked crowd or other unthinking group or entity. If the card is misaligned, the calamity is likely to be averted, though not without consequence.

The Crows (neutral evil, Dexterity) are a dangerous bunch who indicate violent taking of that which is loved. When *The Crows* appear, murder, theft, or other loss occurs. If the card is misaligned, such acts can be averted or the thievery is a just one.

The Demon's Lantern (chaotic evil, Dexterity) is the card of traps and tricks, sleight of hand and sleight of mind. The glowing orbs represent worlds of opportunity used to lure one into peril. Misaligned, *The Demon's Lantern* represents an opportunity or a guide arriving at a perfect moment to show the way.

Shields

The Trumpet (lawful good, Constitution) is a declaration of power. This card shows an aggressive force who wades into the direst situations without hesitation in the cause of right. Misaligned, it suggests the motives aren't noble, bringing injury and crumbling strength. It is a card that grants all or nothing at all.

The Survivor (neutral good, Constitution) represents a person who has been through an ordeal of some kind. Surrounded by his fallen comrades, the figure represents someone or something thought lost forever, but found once more. It can also represent rebirth. Misaligned, *The Survivor* can evoke terrible news or a profound loss.

The Desert (chaotic good, Constitution) is an environment so bleak that none can survive without aid. For those who find aid, the journey across the wastes can lead to great things. Misaligned, it implies the subject can't rely on the help of others and will be lost. The creature on this card can refer to a source of aid from an unexpected source.

The Brass Dwarf (lawful neutral, Constitution) shows a mechanical figure who represents invulnerability to a current danger. Although others might fall, *The Brass Dwarf* remains hale and strong. *The Brass Dwarf* can also mean a failure or dark fate for one, which in turn might save all others around them from a greater danger.

The Teamster (neutral, Constitution) is a driving external force that keeps the subject going, no matter what. This force can be physical or mental, as a person who exhorts others to continue on when they have no more strength to give. The force can be for good or ill but can't be ignored. The larger figure depicted is leading a life of constant toil, but for their own betterment.

The Mountain Man (chaotic neutral, Constitution) signifies an encounter with a physical power outside of one's control. *The Mountain Man* could personify an authority, an army, an earthquake, or even a desperately needed rainstorm in a parched land. Acceding to the force might be wise, but surviving it is paramount.

The Tangled Briar (lawful evil, Constitution) is a card of ancient deeds. It indicates an object or person from long ago that will somehow have great influence on the situation. The object or person in question is one lost or murdered in some foul way. Misaligned, the thorny past brings not just pain, but hope for the future.

The Sickness (neutral evil, Constitution) represents plague, pestilence, famine, and disease. It can also indicate corruption of the soul. If misaligned, *The Sickness* represents either great health or a chance to stop such a disaster.

The Waxworks (chaotic evil, Constitution) is a place of helplessness and physical entropy. The mind might be willing, but the flesh is frozen in this place of horror. It is also the card of torture and imprisonment, signifying literal inability to move or a paralysis of a more prosaic kind. Misaligned, this card indicates an abundance of energy at a crucial moment that changes all.

Books

The Hidden Truth (lawful good, Intelligence) symbolizes the ability to see past the obvious and the banal to a greater truth within. Sometimes this discovery is an esoteric one, sometimes it is a literal find, such as an item revealed within a room. Regardless, it is a card with the power to reveal secrets. Misaligned, it can mean a secret being revealed to the subject's detriment.

The Wanderer (neutral good, Intelligence) shows the belongings of a collector. *The Wanderer* appreciates that which others regard as junk or trash. *The Wanderer* appears to those clever enough to find the true worth in something others ignore or treat as worthless. Misaligned, *The Wanderer* signifies a loss of values, or the inability to see what is truly valuable in a person or situation.

The Joke (chaotic good, Intelligence) shows a terror that must be overcome—but not by physical means. This terror can be defeated by trickery or artifice. This card can represent the value of humor in finding the way past a difficult person or task. When misaligned, it often signals that the joke will be on you.

The Inquisitor (lawful neutral, Intelligence) accepts nothing but truth. *The Inquisitor* represents immutable reality, that which can't be fooled or swayed in any way. To attempt to go against this unchangeable object, person, or idea is to court disaster.

The Trader (neutral, Intelligence) is the card of spies and peddlers alike. Any who trade in information are subject to this card's influence. A bargain made under this card's auspice always concludes true, but the ramifications of the pact might be shocking for those who do not understand its implications.

The Vision (chaotic neutral, Intelligence) represents obscure or supernatural lore. Such knowledge can take the form of visions or cryptic words. This card often means an encounter with an inscrutable person, but it can also signify a brush with genius.

The Rakshasa (lawful evil, Intelligence) is the card of dominance and mind control. The creature standing before a statue indicates an exterior force imposing itself upon another. On occasion, this imposition is literal, but more often it is mental domination. Misaligned, this card means that the control can be cast off in the face of new information.

The Fool (neutral evil, Intelligence) is a card of grave foolishness and greed. It can mean bribery, blackmail, or naivety so grand it can see no evil. The situation *The Fool* finds themselves in represents the knowledge that loss of dignity can precede loss of life. Misaligned, this card might indicate feigning of ignorance to disguise one's gifts.

The Snakebite (chaotic evil, Intelligence) is a vile, poisoned weapon. Poison takes many forms—not all of them physical. *The Snakebite* represents the death of ideas and freedom, as well as the ability to turn friends against each other or poison the minds of the virtuous. Misaligned, this card can mean a mental leap, a new friendship, or a discovery.

Stars

The Winged Serpent (lawful good, Wisdom) is a powerful being. Knowledge and prudence are separate keeps bridged by understanding. *The Winged Serpent* represents this bridge, knowing whether now is the time to strike. Misaligned, this card means either not seizing a moment or doing so ill-advisedly.

The Midwife (neutral good, Wisdom) is a conduit to creation, although *The Midwife* does not create on their own. *The Midwife* is a key that lets new life or information into the world. Their heart can see the good in even the worst situation. They can see the import of any new arrival, but if the card is misaligned, the new arrival will likely not inspire much joy.

The Publican (chaotic good, Wisdom) represents fellowship and camaraderie, and a place of refuge for those in need. Most would find *The Publican* inconsequential, but they have insights relevant to the reading or a quest. Misaligned, *The Publican* represents refuge yet to be found or false information given at a crucial moment.

The Queen Mother (lawful neutral, Wisdom) is knowledge personified. *The Queen Mother* knows all but reveals nothing to those who do not show proper worship. *The Queen Mother* is fond of the powerless and the underclasses, for they serve when the more powerful refuse. They represent the need to become part of a society, or to bow before those who know more than you.

The Owl (neutral, Wisdom) represents the eternal wisdom of the natural order. It is the harsh realism that causes a pack of wolves to cull the weak in the herd. It is tragic for the culled deer, but through such actions the herd grows stronger. *The Owl* binds life together, but just as easily can pick that life apart.

The Carnival (chaotic neutral, Wisdom) is the card of illusions and false dreams. This card can heighten the power of the supernatural world, but depending on such whimsical forces can be risky. For others, this card depicts imprudent plans or unrealistic ambitions.

The Eclipse (lawful evil, Wisdom) represents self-doubt and loss of purpose. This card afflicts faith, symbolizing how powers and convictions can falter under great distress. It can also indicate a loss of way along a path. If misaligned, it can augur an unheralded ability coming to the fore or a concealed location revealed.

The Silent Hag (neutral evil, Wisdom) might be silent, but still sees into the hearts of those they meet. *The Silent Hag* invokes blood pacts and poisonous secrets, the kind that turn sibling against sibling and child against parent. It is a card that performers loathe, as it leaves them stumbling over their words and songs. Misaligned, it indicates unshakable loyalty and lucidity of speech.

The Lost (chaotic evil, Wisdom) is the card of emptiness and loss of identity. The figure shown is destroyed, lost in worlds of nightmares, tormented vistas, and killers. For those under its influence, the world makes no sense. It evokes times where all is babble, as when meeting someone who speaks only in another tongue. Misaligned, *The Lost* can indicate clarity of mind under duress.

Crowns

The Empty Throne (lawful good, Charisma) has a sense of loss that is palpable. *The Empty Throne* signifies that those who are gone will always be with us. They taught us important lessons, if only we choose to listen. This card can bring information from a far-off or ancient source. If *The Empty Throne* is misaligned, the ghosts of the past are restless, and might require effort to set at peace.

The Theater (neutral good, Charisma) represents the “stage that is life.” The puppets act out a scene, just as the prophet acts out a scene in which she has no part. The prophet is the audience and their predictions are the show. They have no influence on what they see, and its importance is often not recognized until too late. If *The Theater* is misaligned, the story is just for show.

The Unicorn (chaotic good, Charisma) is a card that generously offers that which the subject seeks, such as an unexpected gift from an equally unexpected source. When misaligned, the card means betrayal, poisoning, or a false friend.

The Marriage (lawful neutral, Charisma) can be a union of people, ideas, kingdoms, or other distinct things. The progeny promises a union that might bring forth new power from both parties, or one that might be a ruinous joining of that which should never have been united. Once wedded, the two can't be parted. This is the card of permanent change.

The Twin (neutral, Charisma) signals duality of purpose or identity, and can just as easily represent physical duplicates as much as spiritual or mental ones. This figure can also mean indecision, as a person or group wavers between very different options. It can also mean divided loyalties abound. The card makes a harrower wary, as it can also mean the entire spread has a hidden or reversed meaning.

The Courtesan (chaotic neutral, Charisma) is the card of political intrigue. The mask embodies the social niceties that must be followed. If it slips, negotiations can take an unexpected turn. The card can also indicate a figure of power who shapes events. How they are treated decides the outcome of the situation.

The Tyrant (lawful evil, Charisma) indicates a ruler who is a blight upon those ruled, or someone whose control is toxic to those they should be caring for. The dragon might indicate a monarch, overseer, or head of a household. Whoever this person is, they do harm to those over whom they hold sway, whether they realize it or not. Misaligned, this card might indicate a tyrant revealed or dethroned.

The Betrayal (neutral evil, Charisma) is selfishness incarnate. Envy twists the spirit and leads ultimately to devastation. It can also indicate a person whose loveliness hides an evil heart. Misaligned, the card means self-sacrifice or turning away from the material world and its temptations.

The Liar (chaotic evil, Charisma) is love at its most treacherous. This is not the love that moves mountains— this is the love that rips the heart in two and causes lovers to leap to their deaths. *The Liar* can mean obsession, unrequited passion, or doomed love. Misaligned, the card can indicate a new relationship beginning, although disguised as something much less beautiful.

A SAMPLE HARROWING

Merisiel has come to Riana for a reading. Riana calms herself as Merisiel asks her whether her plans to marry Kyra are good ones. Riana thinks on what type of question this is, and decides that it best fits Charisma.

She takes the nine Charisma cards out of the deck and carefully shuffles them for the choosing. She then spreads them out, facedown, in front of her. Merisiel takes one and turns it over—it is *The Empty Throne*. Riana tells Merisiel that this role card represents her place in relation to the question. Merisiel has felt love before, but it has often vanished, leaving behind a vacancy that aches as much as a nation without a leader—yet just as a nation still needs leadership, so too does the heart need one to love.

With that done, Riana puts the Charisma cards back into the deck and shuffles. She then deals out nine cards, facedown, in the three-by-three pattern of the spread. Riana starts by turning over the three cards in the left column—those that represent the past. The cards revealed are, from top to bottom, *The Owl*, *The Marriage*, and *The Cricket*.

Riana checks to see if there are any true matches in this column. There is one: appropriately enough, *The Marriage*. It is a lawful neutral card in the lawful neutral placement in the spread. Riana contemplates the meaning of this card to the question. Since Merisiel's question is about a wedding, the card is especially meaningful. Riana tells Merisiel that since this card appears in the past, it represents the strength of her existing relationship with Kyra, suggesting in a way that they have been wedded in soul all along. Since there are no other true matches, Riana moves on.

She turns over the three cards in the middle, representing the present. Top to bottom, she sees *The Unicorn*, *The Dance*, and *The Tangled Briar*. None of them are true or opposite matches. Thus, Riana looks for partial matches. She finds two. *The Unicorn* matches the good aspect of the top middle space, while *The Tangled Briar* matches the evil in the lower middle space. Riana looks at *The Unicorn* and tells Merisiel that the marriage has the potential of bringing great happiness. *The Tangled Briar* warns that something in her past may bring conflict to the wedding—but as the card appears in the middle column (and is associated with the present), the potential conflict it warns of can be dealt with if things are taken care of soon—before the wedding takes place.

With that, Riana turns over the final three cards in the spread, those representing the future. Here she finds, top to bottom, *The Tyrant*, *The Silent Hag*, and *The Keep*. She finds no true matches, but there is one exact opposite: *The Tyrant*, a lawful evil card in the chaotic good placement. *The Tyrant* in this placement is misaligned, and indicates a tyrant overthrown. In this case, Riana believes it means that the danger represented by *The Tangled Briar* will be overcome, and that the wedding will be strong and last for many years—provided the danger itself is not allowed to fester beyond the present day.

Merisiel vows to confront this lingering danger and to confide in Kyra by confessing her past association with criminal elements in the city of Magnimar—where the wedding is scheduled to take place. With these shameful secrets revealed to her love, Merisiel hopes to rely upon Kyra's support, should the danger the cards warn of come to pass. Riana smiles.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ["Wizards"]. All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes, and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game Content by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE

portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Pathfinder Harrow Deck Rulebook © 2023, Paizo Inc.; Authors: James Jacobs, Kyle Hunter, F. Wesley Schneider, Mike Selinker, and James L. Sutter.

CREDITS

Art: Firat Solhan

Concept: James Jacobs, Kyle Hunter, F. Wesley Schneider, Mike Selinker, and James L. Sutter

Divination Design: Teewynn Woodruff

Development: James Jacobs

Art Direction and Graphic Design: Sonja Morris

Editor: Leo Glass

Publisher: Erik Mona

Special Thanks: Wolfgang Baur,

Jason Bulmahn, James Ernest, Kyle Hunter,

Dan Katz, Scott Kim, Ann Kuykendall,

Nicolas Logue, Tanis O'Connor, John Rateliff,

Sarah Robinson, Anne and Sigfried Trent,

Jeremy Walker, and the rest of the Paizo Staff.

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game (Second Edition).

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

Open Game Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.



Pathfinder Harrow Deck © 2023, Paizo Inc. All Rights Reserved. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, and GameMastery are registered trademarks of Paizo Inc.; Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, Pathfinder Tales, and Rise of the Runelords are trademarks of Paizo Inc.

Printed in China.