



HARROW

REVELATIONS OF THE PAST, PRESENT, AND FUTURE

“Time is a path we walk all but blind, glimpsing only the ground at our feet. Looking back, we see shadowy traces of what has passed. Looking forward, there is naught but mist. The Harrow sheds light on the path of time. Its cards are stepping stones, which we walk up and down upon to see what has been, what is, and what might be. These sights can weigh on a harrower’s soul, but they also grant great opportunities to change not only what might be, but what has been, and everything in between.”

—Madame Niska Mvashti, Sandpoint Harrower

Time doesn't restrict Varisians as it does others. Aged and wise Varisian elders learn to predict the ways of the world and commune with spirits outside of time. Yet, for all of these skills and practices, no tradition of Varisian revelation proves more potent than harrowing.

Harrowing is a Varisian method of fortune-telling, wherein past, present, and future are laid bare. Using a Harrow deck, a trained reader draws upon the knowledge of spirits beyond the mortal world. During the Curse of the Crimson Throne Adventure Path, players are destined to encounter harrowers and Harrow decks several times. The Harrow deck allows a GM to perform in-game divinations. If you have a Harrow deck—available from your local game store or at paizo.com—consult the included divination book to learn how to conduct a harrowing. If you don't have a Harrow deck, this article details alternate methods of running Harrow encounters and explains the meanings of these mysterious cards.

DIVINING WITH A HARROW DECK

The Harrow deck itself is a prop for GMs to create colorful fortune-telling encounters. Once the cards from the Harrow deck are laid upon the table, it's up to the GM to interpret their meaning. Although the following pages detail the general meanings of every card, it's up to you to weave the vagaries of each one into a reading relevant to the character and topic focused upon. The specific placement of each card also suggests a particular meaning and corresponds to one of the nine alignments.

Harrowing with Playing Cards

By utilizing a simple deck of playing cards, a GM without a Harrow deck can approximate a harrowing. Each of the Harrow deck's 54 cards corresponds to a playing card, as detailed on page 60, but the divination technique remains the same. To perform a harrowing using playing cards, simply follow these steps:

- Get a normal deck of playing cards, including both jokers. Mark one joker with a star (*).
- Pull out the nine cards representing the current adventure's suit (see page 12).
- Conduct a "choosing." Each player randomly selects one of these nine cards. Interpret this "role card" for that player's character. If it comes up in the spread, it has great importance.
- Replace the nine cards and shuffle the deck.
- Conduct a "spread." Draw nine cards and place them facedown in a three-by-three pattern. This arrangement relates to each of the nine alignments and implies an aspect of the past, present, or future of the topic of the reading.
- Reveal the left (lawful) column, which represents the secrets of the past that might affect this reading. Interpret the meanings of these cards (see sidebar).

INTERPRETING A HARROWING

There are placements within a Harrow spread where certain cards have increased or altered significance, as summarized below.

True Matches: Any card that is of the same alignment as the placement it is laid in is of extreme importance.

Opposite Matches: Cases where a card's alignment is exactly opposite of the placement it is laid in—such as a chaotic good card appearing in the lawful evil (lower right) position—are always misaligned and infer a momentous happening.

Partial Matches: When one part of a card's alignment matches its placement (like a neutral good card in a lawful good position), the card has increased importance. Partial matches can sometimes be misaligned.

Role Cards: If a player's role card comes up, this card has a special significance to the player in relation to the card's meaning and where it appears in the spread.

Misaligned Cards: When a good card appears in the bottom row, or an evil card appears in the top row, it is misaligned. Use the Misaligned interpretation of the card's meaning. Cards that are neither good nor evil are never misaligned.

| | Lawful | Neutral | Chaotic |
|---------|---------------|------------------|-----------------|
| Good | Positive Past | Positive Present | Positive Future |
| Neutral | Unclear Past | Unclear Present | Unclear Future |
| Evil | Negative Past | Negative Present | Negative Future |

- Reveal the central (neutral) column, which represents the events of the present. Conduct this as you did with the left column.
- Reveal the right (chaotic) column, which represents the events of the future that might come to pass. Conduct this like you did with the other two columns. This completes the harrowing.

Harrowing with Dice

You can also perform a harrowing by using a d6 and a d10. Follow the same steps as you would if you were using playing cards, but every time you would flip a card roll the dice. Roll 1d6 to determine the card's ability/suit, and 1d10 to determine its alignment (rerolling results of 10). GMs might find it helpful to write down the results and placements of their rolls as there are no cards to serve as placeholders.

CURSE OF THE CRIMSON THRONE

| Card | Harrow Card | Align. | Ability |
|------|--------------------|--------|---------|
| K♥ | The Paladin | LG | Str |
| Q♥ | The Dance | LG | Dex |
| J♥ | The Trumpet | LG | Con |
| 10♥ | The Hidden Truth | LG | Int |
| 9♥ | The Winged Serpent | LG | Wis |
| 8♥ | The Empty Throne | LG | Cha |
| 7♥ | The Keep | NG | Str |
| 6♥ | The Cricket | NG | Dex |
| 5♥ | The Survivor | NG | Con |
| 4♥ | The Wanderer | NG | Int |
| 3♥ | The Midwife | NG | Wis |
| 2♥ | The Theater | NG | Cha |
| K♦ | The Big Sky | CG | Str |
| Q♦ | The Juggler | CG | Dex |
| J♦ | The Desert | CG | Con |
| 10♦ | The Joke | CG | Int |
| 9♦ | The Publican | CG | Wis |
| 8♦ | The Unicorn | CG | Cha |
| 7♦ | The Uprising | CN | Str |
| 6♦ | The Rabbit Prince | CN | Dex |
| 5♦ | The Mountain Man | CN | Con |
| 4♦ | The Vision | CN | Int |
| 3♦ | The Carnival | CN | Wis |
| 2♦ | The Courtesan | CN | Cha |

| Card | Harrow Card | Align. | Ability |
|------|---------------------|--------|---------|
| K♠ | The Cyclone | CE | Str |
| Q♠ | The Demon's Lantern | CE | Dex |
| J♠ | The Waxworks | CE | Con |
| 10♠ | The Snakebite | CE | Int |
| 9♠ | The Lost | CE | Wis |
| 8♠ | The Liar | CE | Cha |
| 7♠ | The Beating | NE | Str |
| 6♠ | The Crows | NE | Dex |
| 5♠ | The Sickness | NE | Con |
| 4♠ | The Idiot | NE | Int |
| 3♠ | The Mute Hag | NE | Wis |
| 2♠ | The Betrayal | NE | Cha |
| K♣ | The Fiend | LE | Str |
| Q♣ | The Avalanche | LE | Dex |
| J♣ | The Tangled Briar | LE | Con |
| 10♣ | The Rakshasa | LE | Int |
| 9♣ | The Eclipse | LE | Wis |
| 8♣ | The Tyrant | LE | Cha |
| 7♣ | The Forge | LN | Str |
| 6♣ | The Locksmith | LN | Dex |
| 5♣ | The Brass Dwarf | LN | Con |
| 4♣ | The Inquisitor | LN | Int |
| 3♣ | The Queen Mother | LN | Wis |
| 2♣ | The Marriage | LN | Cha |

| Card | Harrow Card | Align. | Ability |
|--------|--------------------|--------|---------|
| A♥ | The Bear | N | Str |
| A♦ | The Peacock | N | Dex |
| A♠ | The Teamster | N | Con |
| A♣ | The Foreign Trader | N | Int |
| Joker* | The Owl | N | Wis |
| Joker | The Twin | N | Cha |



LAWFUL GOOD CARDS

THE PALADIN (STR)

Traditional Standing fast under adversity

Misaligned Standing fast is foolhardy

THE DANCE (DEX)

Traditional Staying in perfect harmony

Misaligned Staying in lockstep is perilous

THE TRUMPET (CON)

Traditional Declaration of power

Misaligned Power for power's sake

THE HIDDEN TRUTH (INT)

Traditional Seeing past the obvious

Misaligned A dangerous secret

THE WINGED SERPENT (WIS)

Traditional Knowing when to strike

Misaligned Failing to seize the moment

THE EMPTY THRONE (CHA)

Traditional Loss brings good fortune

Misaligned Loss brings bad tidings

NEUTRAL GOOD CARDS

THE KEEP (STR)

Traditional Unshakability when threatened

Misaligned Temptation is stronger

THE CRICKET (DEX)

Traditional Speed and quick passage

Misaligned The journey goes poorly

THE SURVIVOR (CON)

Traditional Rebirth through ordeal

Misaligned Tragic news or profound loss

THE WANDERER (INT)

Traditional Finding worth in cast-off things

Misaligned Inability to see value

THE MIDWIFE (WIS)

Traditional New life or new information

Misaligned Dangerous new arrivals

THE THEATER (CHA)

Traditional Prophecy is true

Misaligned Prophecy is unreliable

CHAOTIC GOOD CARDS

THE BIG SKY (STR)

Traditional Freedom from bondage

Misaligned New shackles replace the old

THE JUGGLER (DEX)

Traditional Fate is on your side

Misaligned Fate is not on your side

THE DESERT (CON)

Traditional Traversing a bleak passage

Misaligned A passage with little hope

THE JOKE (INT)

Traditional Danger overcome by artifice

Misaligned The joke is on you

THE PUBLICAN (WIS)

Traditional Fellowship and camaraderie

Misaligned Refuge cannot be found

THE UNICORN (CHA)

Traditional What you seek is yours

Misaligned Friends are untrustworthy

LAWFUL NEUTRAL CARDS

THE FORGE (STR)

Traditional Strength through diversity
Misaligned Never misaligned

THE LOCKSMITH (DEX)

Traditional Keys to a new destiny
Misaligned Never misaligned

THE BRASS DWARF (CON)

Traditional Invulnerability to current peril
Misaligned Never misaligned

THE INQUISITOR (INT)

Traditional Immutable reality
Misaligned Never misaligned

THE QUEEN MOTHER (WIS)

Traditional Knowledge through fealty
Misaligned Never misaligned

THE MARRIAGE (CHA)

Traditional Union of persons or ideas
Misaligned Never misaligned

NEUTRAL CARDS

THE BEAR (STR)

Traditional Brute force reigns
Misaligned Never misaligned

THE PEACOCK (DEX)

Traditional Sudden personal shift
Misaligned Never misaligned

THE TEAMSTER (CON)

Traditional Driving external pressure
Misaligned Never misaligned

THE FOREIGN TRADER (INT)

Traditional An informative pact
Misaligned Never misaligned

THE OWL (WIS)

Traditional Wisdom of the natural order
Misaligned Never misaligned

THE TWIN (CHA)

Traditional Duality of purpose or identity
Misaligned Never misaligned

CHAOTIC NEUTRAL CARDS

THE UPRISING (STR)

Traditional An overwhelming groundswell
Misaligned Never misaligned

THE RABBIT PRINCE (DEX)

Traditional Capriciousness of combat
Misaligned Never misaligned

THE MOUNTAIN MAN (CON)

Traditional An external physical power
Misaligned Never misaligned

THE VISION (INT)

Traditional Arcane knowledge
Misaligned Never misaligned

THE CARNIVAL (WIS)

Traditional Illusions and false dreams
Misaligned Never misaligned

THE COURTESAN (CHA)

Traditional Political or feminine intrigue
Misaligned Never misaligned

LAWFUL EVIL CARDS

THE FIEND (STR)

Traditional Many losses in a calamity
Misaligned Salvation from a calamity

THE AVALANCHE (DEX)

Traditional Unrelenting, unthinking disaster
Misaligned Disaster can be averted

THE TANGLED BRIAR (CON)

Traditional Ancient triumphs return
Misaligned Old evils endanger the present

THE RAKSHASA (INT)

Traditional Dominance and mind control
Misaligned Enslavement is shaken off

THE ECLIPSE (WIS)

Traditional Self-doubt and loss of purpose
Misaligned Unheralded abilities

THE TYRANT (CHA)

Traditional A paternal influence brings pain
Misaligned A dark influence is overruled

NEUTRAL EVIL CARDS

THE BEATING (STR)

Traditional Attack from all sides
Misaligned Hidden strength under assault

THE CROWS (DEX)

Traditional Taking of loved ones or items
Misaligned Thievery can be stopped

THE SICKNESS (CON)

Traditional Disease of body or soul
Misaligned Great health in an epidemic

THE IDIOT (INT)

Traditional Grave foolishness and greed
Misaligned Clever feigning of idiocy

THE MUTE HAG (WIS)

Traditional Blood pacts and dark secrets
Misaligned Unwavering loyalty and lucidity

THE BETRAYAL (CHA)

Traditional Selfishness leads to ruin
Misaligned Noble self-sacrifice

CHAOTIC EVIL CARDS

THE CYCLONE (STR)

Traditional Tumultuous, evil plots
Misaligned Renewal after a blustery trial

THE DEMON'S LANTERN (DEX)

Traditional An impossible situation
Misaligned A guide lights a way out

THE WAXWORKS (CON)

Traditional Helplessness and entropy
Misaligned Abundance of energy

THE SNAKEBITE (INT)

Traditional Poisonous powers or ideas
Misaligned Mental leap or discovery

THE LOST (WIS)

Traditional Emptiness and loss of identity
Misaligned Clarity of mind under duress

THE LIAR (CHA)

Traditional Love at its most treacherous
Misaligned A new relationship begins