

SECOND EDITION

# PATHFINDER<sup>®</sup>



## Stolen Fate

ADVENTURE PATH

## PLAYER'S GUIDE

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# PATHFINDER

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## Stolen Fate

ADVENTURE PATH

# Player's Guide

### How to Use this Player's Guide

Drawing from a Harrow Deck

### A Harrowing Vision

Choosing Your Card

Investing Your Card

Harrow Cards

### Character Suggestions

Alignments

Ancestries

Classes

Faiths

Languages

Skills and Feats

Archetypes

Gear

Backgrounds

### Harrow Player Options

Ritual: Harrowing

Archetype: Harrower

Sorcerer Bloodline: Harrow

3

3

3

4

4

4

5

6

6

6

8

8

8

9

9

9

12

12

13

15



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## Player's Guide

### How to Use This Guide

Welcome to the Stolen Fate Adventure Path!

The *Stolen Fate Player's Guide* will help you to prepare for this sprawling, epic campaign, where your characters must band together to track down the scattered components of a powerful deck of magic harrow cards in order to protect destiny itself from those who seek to control it. In this campaign for Pathfinder Second Edition, you'll start with 11th-level characters who have already established themselves as heroes in an adventuring group, only to discover several strange and magical cards in your possession that tie to a vision that pulls you toward the Grand Bazaar in Absalom, the City at the Center of the World. As the campaign progresses, you'll travel across the world of Golarion (and even beyond to other planes) in pursuit of the scattered 54 cards of this magical harrow deck, but as you chase down these powerful treasures, you'll come to discover that your group isn't alone in seeking these cards!

To play in this campaign, all you need is the *Pathfinder Core Rulebook* and a character sheet. With your Game Master's permission, you can also use Pathfinder Second Edition supplemental rulebooks, campaign setting books, and other accessories to further customize your character. While not required to enjoy the Stolen Fate Adventure Path, having at least one copy of the official *Pathfinder Harrow Deck* (available at local shops or on [paizo.com](http://paizo.com)) at your table at your table to reference will help not only with verisimilitude but to aid your group in keeping track of which cards from the mysterious harrow deck that you've recovered and which ones are still out in the wild awaiting discovery. Some of the player options you'll find later in this Player's Guide are built around the harrow, and having a real deck to draw cards from makes for a fun and interactive way to play the game. Of course, without a harrow deck, you can mimic a draw by rolling dice or even using a deck of regular playing cards. If you use playing cards, the easiest solution is to simply write the name of each harrow card onto a corresponding playing card (you'll need to use both Jokers in this case to have a full set of 54 cards to draw from).

On the following pages, you'll find specific suggestions to help create a new 11th-level character or customize an existing character to work well in the Stolen Fate Adventure Path. This Player's Guide is organized into the following sections:

- **A Harrowing Vision (page 3):** This describes the unusual vision your PC experiences just before you begin the Stolen Fate Adventure Path as well as presents rules

### WHERE ON GOLARION?

Unlike many Adventure Paths, Stolen Fate does not stick to one part of the world—or even to the Material Plane! While the campaign begins in the city of Absalom, and thus your characters need a reason to gather there at the start, it won't be long before you're traveling to the far reaches of the world. It's best to be prepared for anything, anywhere!

for the mysterious magical harrow cards each PC starts play with.

- **Character Suggestions (page 5):** Guidance, practical advice, and specific tips for creating an 11th-level character who fits seamlessly into this campaign.
- **Harrow Player Options (page 12):** Rules for a new archetype, a new ritual, and a new bloodline for harrow-themed sorcerers are presented here. Note that these options are all uncommon, but for Stolen Fate, they should be made available for all PCs to choose from.

### DRAWING FROM A HARROW DECK

Often during Stolen Fate, you'll need to draw a card from a harrow deck. If you don't have a harrow deck to draw from, you can instead roll a d6 and a d10 to simulate a draw using the table below.

### ROLLING HARROW CARD DRAWS

d6	Suit	d10	Alignment
1	Hammers (STR)	1	Lawful Good
2	Keys (DEX)	2	Lawful Neutral
3	Shields (CON)	3	Lawful Evil
4	Books (INT)	4	Neutral Good
5	Stars (WIS)	5	Neutral
6	Crowns (CHA)	6	Neutral Evil
		7	Chaotic Good
		8	Chaotic Neutral
		9	Chaotic Evil
		10	Roll Again

### A Harrowing Vision

The event that kicks off Stolen Fate is a shared vision. Whether this vision manifests in the form of a vivid dream, sudden hallucination, potent resurfaced memory, or something else entirely is up to you, but regardless of the medium by which your PC experiences the vision, it's shared by each PC alike. The contents of this vision are presented below.



## Player's Guide

Memories of your past, realities of your present, and fears and hopes for your future suddenly overwhelm you with a torrent of emotion. So many choices you've made! So many more to go! Do they even matter? Are your choices yours, or are they always what you'd choose? Do you have a fate that's set in stone, or do you get to decide your future? Suddenly, you're standing on a street corner—one you somehow know is in the Grand Bazaar within the city of Absalom. Before you is a wooden building flanked by a flower shop and an open-air meat vendor. A sign above the building's door reads "Three Moves Ahead," and déjà vu washes over you. You've never been here... or have you? Will you? Should you? A blood-curdling scream shatters the building and, after a brief sense of pain and loss, the vision fades. As your senses return, you realize that clutched in your hand is something new. A single beautifully illustrated harrow card. You don't remember finding it, but you instinctively know it has always been yours. Though you only now hold it, your fate has been tied to it for a long time.

When you recover from this vision, the card you clutch in your hand reveals some of its powers to you. Discovering the full nature of the card and its other powers, as well as the cause of your vision, are pursuits you and your fellow players will unravel as you begin play in *Stolen Fate*—but the fact that all of you had the same vision, and all of you now own a different card from the same strange harrow deck presents a difficult-to-ignore conundrum. Does the shop Three Moves Ahead in Absalom's Grand Bazaar have the answers you seek?

### CHOOSING YOUR CARD

The first thing you'll need to do as you create or prepare your character for *Stolen Fate* is work with your GM and the other players to decide which of the four mysterious cards your character begins with. Each of these cards is a magic item with its own powers, as detailed below, but there are other elements of this card that you'll need to discover through play. Work with the other players so you all come to a decision on which PC starts with which card—you'll be able to mix and match the cards as you wish once the game begins, but at

the start, each of you owns one piece of the puzzle of *Stolen Fate*.

If your group has fewer than four players, the card or cards not chosen will be found somewhere in your adventures ahead. Likewise, if your group has more than four players, your GM will provide additional details on the extra cards the group can choose from. All of this information is provided in the first adventure of *Stolen Fate*.

Keep in mind that while a card's associated ability score and alignment can influence the type of powers it has, it has no impact on the character who selects that card. For example, a lawful good paladin whose highest ability score is Strength would receive no additional bonus for selecting *The Paladin*, nor would a chaotic neutral elf who loathes metalwork and has a low Constitution be penalized for selecting *The Brass Dwarf*.

### INVESTING YOUR CARD

Each card grants a passive boon and an activated ability. There's no need to Identify Magic once you hold one of these cards in your hand—the function of the card is imparted automatically to you as soon as a card is touched. Once invested, a card need only be carried on your person to function or grant you its activated ability, whether you hold the card in hand, carry it in a pouch, or tuck it into a boot, belt, or hatband.

While each PC starts with only one card, you'll find more as you play *Stolen Fate*. You can have up to five cards invested at any one time, but regardless of how many cards you invest, the cards collectively count only as a single item. In effect, one to five cards comprise a single invested "hand" that grants numerous effects. In this way, as your party discovers more and more cards, each PC can customize their hand as needed, swapping cards out each time they Invest an Item.

The specific details of the four cards you begin this campaign with are presented below.

### THE BRASS DWARF

ITEM 20

UNIQUE ABJURATION ARTIFACT INVESTED MAGICAL

Usage carried; Bulk —

Suit Shields (Con); Alignment lawful neutral

*The Brass Dwarf* represents invulnerability. When you invest *The Brass Dwarf*, you gain resistance to fire equal to your level.

**Activate** ♦ envision; **Frequency** once per hour; **Effect** Choose acid, cold, electricity, fire, mental, poison, or sonic. You can't choose the damage type for which *The Brass Dwarf* currently gives you resistance. You gain



## Player's Guide

resistance to the damage you chose equal to your level, and you lose the prior resistance that *The Brass Dwarf* gave you. For 1 minute, you gain weakness equal to half your level to the damage type of the prior resistance.

### THE EMPTY THRONE

### ITEM 20

UNIQUE ARTIFACT DIVINATION INVESTED MAGICAL

**Usage** carried; **Bulk** –

**Suit** Crowns (Cha); **Alignment** lawful good



*The Empty Throne* represents great loss and wisdom from those who are now gone. As long as you have *The Empty Throne* invested, it grants you a +2 item bonus to Society and Lore checks made to Recall Knowledge regarding individuals who are no longer alive (such as checks to learn about Talдор's historical founder but not to learn about its current empress). This increases to a +3 item bonus if you are at least 17th level.

**Activate** ◆ envision; **Frequency** once per day;

**Effect** You overwhelm a target you can see within 60 feet with feelings of helplessness and loss. The creature must attempt a Will DC equal to your class DC.

**Critical Success** The target is unaffected.

**Success** The target can't benefit from circumstance or status bonuses for 1 round.

**Failure** The target can't benefit from circumstance or status bonuses for 1 day, and the target's allies are unable to benefit from circumstance or status bonuses while within 15 feet of the target.

**Critical Failure** As failure, except the duration is 1 week.

### THE PALADIN

### ITEM 20

UNIQUE ABJURATION ARTIFACT INVESTED MAGICAL

**Usage** carried; **Bulk** –

**Suit** Hammers (Str); **Alignment** lawful good

*The Paladin* represents righteousness and resolute defense. As long as you have *The Paladin* invested, you gain the Shield Block general feat (*Core Rulebook* 266). If you already possess this feat, you gain an additional reaction at the start of your turn that can only be used to Shield Block.



**Activate** ➤ envision; **Trigger** You fail or critically fail a saving throw; **Frequency** once per day; **Effect** Adjust the result of your saving throw up by one degree of success.

### THE RABBIT PRINCE

### ITEM 20

UNIQUE ARTIFACT DIVINATION INVESTED MAGICAL

**Usage** carried; **Bulk** –

**Suit** Keys (Dex); **Alignment** chaotic neutral

*The Rabbit Prince* represents the unreliability of hand-to-hand combat and how even cunning foes can lose to lucky novices. As long as you have *The Rabbit Prince* invested, it grants you a +1 status bonus to attack rolls you make as a readied action.

**Activate** ➤ (fortune) envision;

**Trigger** You miss a creature with a melee weapon Strike;

**Frequency** once per day; **Effect**

Reroll the triggering Strike with a +1 status bonus. If you hit,

attempt a DC 15 flat check; on a failure, your weapon gains the broken condition (if your weapon is already broken, it's destroyed). If you're at least 14th level, this flat check is DC 10. If you're at least 17th level, this flat check is DC 5.



## Character Suggestions

Once you've worked with the other players and your GM to determine which card your PC starts with, it's time to begin the process of creating your character. Since *Stolen Fate* begins with the party being 11th level, character creation will be more involved, but the notes and advice on the following pages will help you create a PC who is thematically appropriate for the Adventure Path. You can, of course, use existing 11th level characters. In fact, this option works quite well if you and the other players are already part of an established group, with *Stolen Fate* representing your group's latest adventure. The start of *Stolen Fate* assumes your group has gathered and already know each other, and have already arrived at Absalom's Grand Bazaar. The mysterious Three Moves Ahead shop from your vision is only a few blocks away!

Though you're free to make any kind of character you like for the *Stolen Fate* Adventure Path, taking the



## Player's Guide

following suggestions into consideration will help you get the most out of this campaign.

### ALIGNMENTS

In *Stolen Fate*, you and your friends set off on an epic treasure hunt across the world of Golarion and beyond. Your initial motivation—be it curiosity, wanderlust, a search for power, or anything else will, as the campaign progresses, be augmented by the fact that your group finds themselves as the defenders of fate itself, and you'll face those who wish to manipulate fate and secure grand futures for themselves that could eradicate the very concept of free will and choice. The plot assumes that your group will want to preserve agency and free will rather than risk being railroaded into a future you have no control over, and as such, chaotic alignments are slightly more thematically appropriate overall. But in the end, no one alignment is required—the most important thing is that your PC and the others in your party are allied and supportive of each other.

### ANCESTRIES

*Stolen Fate* sends your PCs across the world, and even visits other planes, but you won't be spending a particularly long time in any one location. As a result, any ancestry is potentially appropriate for play in this Adventure Path. As the campaign begins in Absalom, ancestries commonly found there make logical sense, but during the course of *Stolen Fate* you'll visit many other lands. Work with your GM if you wish to play an uncommon or rare Ancestry, but note that ancestries more at home in aquatic environments won't have much of an opportunity to enjoy the water.

### CLASSES

The primary themes of *Stolen Fate* are clashes against those who would steal free will from the world, travel to a wide range of locales, the excitement of chasing down powerful magic treasures and hunting artifacts, and the harrow deck itself. Class builds that focus on supporting the party or being self-sufficient will feel the most at home here, but characters who thrive by remaining in a single location to network and build regional or local power will likely be frustrated by the adventure's multiple locations and the fact that for many of them, you just won't remain there for long. *Stolen Fate* is not an Adventure Path for those who want to settle down. That said, fairly early on your group will gain access to a unique "home base" from which you

can stage your adventures, pursue Downtime activities, and rest and relax between encounters—it's just not going to be a location with a lot of opportunity to climb social ladders or engage in intrigue with multiple factions of NPCs.

**Alchemists** will eventually have access to workshops to pursue their craft, but for the first few sessions be prepared to have all the resources you'll need to play your class on hand—owning a set of alchemist's tools will be more than enough to start with. There are no alchemist research fields that are particularly thematic or inappropriate for *Stolen Fate*.

**Barbarians** are an excellent choice for *Stolen Fate*, both because of the class's strong ties to personal freedom and emotions and because barbarians are very self-sufficient. With that in mind, you won't have much opportunity to spend time with barbarian clans or followings in this Adventure Path. Given *Stolen Fate*'s themes of fate and destiny, the spirit instinct is perhaps slightly more thematically appropriate than other instincts, but all barbarian instincts will work well in this campaign—with one exception. The superstition instinct (*Advanced Player's Guide* 108) could potentially clash against this campaign's expectation that the PCs will be deeply immersed in magical and supernatural themes for most of its duration, particularly when it comes to interacting with the harrow and its powers.

**Bards** will have many opportunities to influence NPCs and even groups of creatures during *Stolen Fate* (sometimes in unexpected ways), but no one bard build is more thematically or mechanically advantageous over another in this Adventure Path. When you select your muse, tying it to the harrow or an entity/religion/force associated with destiny would be a proper bit of flavor to add to your character.

**Champions** are all appropriate for *Stolen Fate*, provided their tenets don't set them up to clash against the rest of the party (although thematically, liberators are the most appropriate choice). Champions who choose a steed ally may find that such an ally could be difficult to utilize in some portions of the campaign, but in others will be a significant boon, so be prepared for a constantly changing focus on this particular class option's viability should you choose it.

**Clerics** have extensive freedom to choose their deity in this campaign, as long as their chosen religion doesn't put them at odds with the rest of the party. See "Faiths" on page 8 for more specific guidelines on faiths that are particularly thematic to this Adventure Path.

## Player's Guide

**Druids** will find that the more diverse they are in handling different natural regions, the better off they'll be—Stolen Fate spends time in deserts, jungles, frozen reaches, swamps, plains and more, but never stays in one environment for long. All druidic orders are equally appropriate, as are animal companion choices (with the exception of aquatic animals).

**Fighters** of all kinds can excel in Stolen Fate, although it's always good to keep in mind that some of the encounters you'll face in this Adventure Path shouldn't be solved with violence.

**Gunslingers** will need to ensure that they have access to the uncommon supplies they'll need to perform as the campaign begins, but as play proceeds the options available to resupply will only grow—despite visiting some regions where guns are unknown (or others where they might be more common than you expect).

**Inventors** like gunslingers, will need to ensure that they have access to the uncommon supplies they'll need to do their job. No one inventor innovation is more or less appropriate for Stolen Fate than another.

**Investigators** are a fine choice for Stolen Fate, but keep in mind that this campaign doesn't have much in the way of mysteries to solve. For the bulk of the campaign you'll be chasing down treasures, and you'll generally know where you'll need to look for each item, but your skills will still be generally useful.

**Kineticists** are a fine choice for Stolen Fate, but thematically, elemental forces don't play a big role in this Adventure Path. That also means there's no bad choice to select from when building your character!

A **magus** can excel in Stolen Fate—while the type of magic they pursue isn't particularly tied, thematically, to this Adventure Path, that just leaves them to make choices as they wish!

**Monks**, like fighters and magi, are free to choose class options as they wish. See "Faiths" on page 8 for additional guidance on religion or belief.

**Oracles** are an excellent thematic choice for Stolen Fate, particularly if you choose to play an oracle who has strange ties to the harrow, themes of fate and destiny, or the concepts of travel or exploration. None of the mysteries presented in the *Advanced Player's Guide* are particularly inappropriate for Stolen Fate, but of those listed there, the lore mystery is perhaps the most appropriate from a thematic stance. See "Faiths" on page 8 for additional guidance.

**Psychics** will find much to align with during Stolen Fate, particularly if they lean in to elements of

### HARROW CARD IMPLEMENTS

Unique among the character classes, the thaumaturge has a specific link to the harrow, in that six of the nine implements detailed in *Pathfinder Dark Archive* have specific links to one of the six harrow suits—amulets with Shields, lanterns with Stars, mirrors with Keys, regalia with Crowns, tomes with Books, and weapons with Hammers. With the GM's permission, a thaumaturge could use a harrow card of the appropriate suit as their implement.

divination magic or emotions. Emotional acceptance and gathered lore are excellent thematic choices for your subconscious mind, while the infinite eye and the silent whisper are good thematic choices for your conscious mind.

**Rangers** will have ample opportunities for their abilities to shine in Stolen Fate, particularly when it comes to being self-sufficient in unusual regions. If you gain an animal companion, remember that aquatic animals aren't a great choice for this Adventure Path. Stolen Fate features a wide range of terrains to adventure in, but you won't spend a significant amount of time in one over the other, so choices for the Favored Terrain class feat are relatively open.

**Rogues** should keep in mind that there isn't going to be a lot of time to build reputations in specific areas, but there will be plenty of traps and hazards to face along with treasure to steal. Consider the advice for skills starting on page 8 in this Player's Guide when choosing where to focus your training.

**Sorcerers** are an excellent thematic choice for this Adventure Path, since the traditions of the harrow are steeped in ancient Varisian magical traditions. All of the sorcerer bloodlines could be equally interesting, but consider the new harrow bloodline presented on page 15 of this Player's Guide as a particularly thematic option.

**Summoners** should consider the relative lack of aquatic environments when building their eidolon but apart from that will find have a wide range of opportunities to use their skills during Stolen Fate.

**Swashbucklers** are like fighters—they'll have plenty of chances to shine in this Adventure Path, but their ability to use performance or other attention-grabbing tactics might grant additional advantages in certain encounters where combat isn't the best option.



## Player's Guide

**Thaumaturges** will fit very well into the theme of Stolen Fate with their focus on powerful magical artifacts. The harrow itself is the most obvious place for a thaumaturge to draw inspiration from, so pay close attention to which suit of the harrow your chosen implement is associated with.

**Witches** whose magic focuses on fate or divination themes will work best in Stolen Fate. Fate is without doubt the strongest thematic choice for a patron in this campaign.

**Wizards** who focus on divination magic will find their areas of study most closely match the themes of Stolen Fate, but all schools of magic will have ample opportunities to shine during this Adventure Path.

### FAITHS

As with alignments, faiths focused on chaos are slightly more thematic than others, but those who focus particularly on the concept of fate, travel, and treasure hunting are a great fit for Stolen Fate. Deities like Cayden Cailean, Desna, Gorum, Nethys, Norgorber, and Pharasma are strong choices in these regards, but there aren't any particular faiths that are automatically bad choices for your character to adhere to in this campaign. Likewise, there aren't any whose membership will grant unique roleplaying advantages and opportunities as you play through Stolen Faith—even though prophecy and destiny play key roles in this adventure, the church of Pharasma doesn't feature heavily in the plot.

One obscure faith you'll want to speak to your GM about before taking for your PC is the Followers of Fate, which is introduced on page 184 of *Pathfinder Bestiary 2*. This faith, which worships the powerful agents of fate and destiny called norns, could pose complications if you select it, so make sure to work with your GM if you wish for your character to follow this religion.

### LANGUAGES

Since significant portions of this campaign send you traveling to distant lands, you'll often find yourselves adventuring, if even for a relatively short time, in regions with wildly different languages. Stolen Fate, more than most Adventure Paths, benefits from the party possessing as wide a net of languages as possible rather than focusing on shared tongues. This way, different characters have opportunities to serve as translators. Spells like *tongues* will be particularly valuable, and language-dependent effects won't be quite as useful as they are in a campaign focused on a more local stage.

General-use languages that will be handy include Abyssal, Aklo, Daemonic, Infernal, Jotun, and Sylvan.

More specific languages that will not be as useful for the entire campaign but could be incredibly valuable in a small number of encounters include Azlanti, Cyclops, Druidic, Mwangi, Razatlani, Shoanti, Shory, Tengu, Thassilonian, Tien, Varisian, and Vudrani.

### SKILLS AND FEATS

You'll be facing a wide range of challenges as you travel the world in search of magical cards, and that means there will be plenty of opportunities for skills to shine. Physical skills like Acrobatics and Athletics will be consistently useful throughout the campaign as you face environmental challenges, and there are more than enough hazards to justify expertise in Thievery. There aren't a lot of plotlines that rely heavily on Stealth, but it will remain a valuable skill to use in encounter mode as it ever is.

Deception, Diplomacy, Intimidation, and even Performance will often be of use in encounters where combat isn't the best option. Society and Survival will be handy in dealing with the unusual or unexpected regions you visit, and even though this is a higher level campaign where you'll likely have excellent access to healing magic, Medicine still has its place.

Downtime can potentially play a significant part of Stolen Fate, especially in the context of using various skills to build up your customized "home base"—a plot element that you'll encounter relatively soon in the first adventure. A lot of different skills will be helpful here in ways that aren't expected, which only enhances existing options, with Crafting being particularly useful if you wish to create your own treasures. There won't be as many opportunities to Earn Income early on, but even this downtime activity gets support to a certain extent later in the campaign.

As one would expect with a campaign so heavily focused on supernatural themes, the four skills associated with magic are particularly useful in Stolen Fate. Occultism is probably the most commonly utilized of the four, with Arcana and Religion tied for second. Nature has the least impact on matters associated with the harrow, but it still has its place—and more importantly, will help you recognize the unusual locations you'll travel to and perhaps help you prepare for your journeys.

The strongest choice for a Lore specialty is Fortune-Telling Lore, both from a thematic viewpoint and for its usefulness in certain encounters. Work with



## Player's Guide

your GM if you want to pick up a specific Lore, so that they'll know to adjust things now and then during play so you'll get a chance to use your Lore skill, but at the same time, don't be afraid to approach problems and mysteries in the context of one of your Lore skills. Doing so can help justify to the GM opportunities for you to use unexpected Lore skills to Recall Knowledge. If you want to pick up a Lore focused on a specific type of creature, work with your GM to determine if your choice is appropriate for the campaign, but Daemon Lore, Demon Lore, and Devil Lore will all have significant moments to shine during the Adventure Path. Lore based on terrain will also be quite helpful as you travel the world, especially Forest Lore, Hills Lore, Mountain Lore, and Swamp Lore, but others like Desert Lore, Plains Lore, and Underworld Lore will have moments as well. Abyss Lore and First World Lore are the most useful planar-focused Lore skills. Other miscellaneous Lore skills that might have a few specific moments in play include (but are not limited to) Absalom Lore, Academia Lore, Art Lore, Astronomy Lore, Dwarf Lore, Farming Lore, Labor Lore, Mercantile Lore, Sailing Lore, Scribing Lore, and Warfare Lore.

You should avoid Feats that work best when you're limited to a smaller region or focus their effects on only one location. You could also work with your GM to ensure your feat choice won't become obsolete after you move on from a region. Feats that aid in communication, like Multilingual or Legendary Linguist, will be particularly helpful in keeping up with the wide range of languages spoken in Stolen Fate. And any feat that helps you be more self-sufficient is never a bad choice in Stolen Fate, since you'll often find yourself a long way from home. Most of the adventure and encounters in Stolen Fate take place in wilderness areas or dungeon areas—once you move on from Absalom in the first adventure, you won't be spending a particularly long time in urban environments, so feats that work best in cities should a lower priority than those that work best in the wild or in site-based explorations of ruins or dungeons.

In the end, Stolen Fate has a very wide net when it comes to encounter themes, so there's a chance that even the more obscure skill choices and feats could prove useful somewhere along the way!

### ARCHETYPES

One element to keep in mind is that since you're creating an 11th-level character, archetypes can become a significant part of your character's build from the first

session. All multiclass archetypes work well for a Stolen Fate campaign, and the harrower archetype, presented on page 13 of this book, is particularly useful, both mechanically and thematically. Other thematically appropriate archetypes from the *Advanced Player's Guide* include archaeologist, blessed one (particularly if you've been blessed by good fortune), horizon walker, linguist, loremaster, and scout.

### GEAR

If you're beginning Stolen Fate with established characters, you'll likely already have your own gear—although this also represents a great time to adjust PC wealth so that no one PC has a disproportionate amount of gear than another.

If you're creating a brand new 11th-level character, though, you'll need to purchase your character's gear. To ensure fairness for each PC, you should consult with your GM and decide which of the following methods will be used in your Stolen Fate campaign.

**Lump Sum:** This method grants a lump sum of 4,500 gp to each PC to spend as they wish on any common items of level 10 or less. With the lump sum method, the total value of your gear may well end up being less than what you'd get with the Pick Your Items option, but you'll have greater control over the levels of items you can purchase and can load up on larger numbers of lower level treasures.

**Pick Your Items:** This is the recommended method, since there's less math involved, and it avoids potential option paralysis when deciding how to efficiently spend every single coin. When you pick your items, you select the following permanent items from any of the common treasures from the *Core Rulebook*:

- One 10th-level item
- Two 9th-level items
- One 8th-level item
- Two 7th-level items
- 500 gp to spend on consumable items of 10th level or lower, or permanent items of 6th level or lower, as you see fit.

### BACKGROUNDS

You can select any background you choose for your character, as destined adventurers come from all walks of life. Some of the best thematic choices for backgrounds in the *Core Rulebook* include emissary, fortune teller, nomad, scholar, and scout.

The six new backgrounds on the following pages are also available for characters in the Stolen Fate.

## Player's Guide

### SUGGESTED CHARACTER OPTIONS

	Alignments	Ancestries	Classes	Languages	Skills	Archetypes
<b>Strongly Recommended</b>	CG, CN	All	Champion (liberator), Sorcerer (harrow), Thaumaturge	Abyssal, Aklo, Common (Taldane), Daemonic, Infernal, Jotun, Sylvan	Arcana, Fortune-Telling Lore, Nature, Occultism, Religion, Society, Survival	Harrower
<b>Recommended</b>	CE, LG, NG, N	All	Other classes (except below)	Azlanti, Cyclops, Druidic, Mwangi, Razatlani, Shoanti, Shory, Tengu, Thassilonian, Tien, Varisian, Vudrani	Acrobatics, Athletics, Crafting, Deception, Diplomacy, Intimidation, Lore (see pages 8-9), Performance, Thievery	Archaeologist, Blessed One, Horizon Walker, Linguist, Loremaster, Scout
<b>Appropriate</b>	LN, LE, NE	All	Other classes (except below)	All others (except below)	Other Lores (except below), Medicine, Stealth	Other archetypes
<b>Not Recommended</b>	—	Aquatic	Barbarian (superstition instinct)	Most uncommon languages listed in Pathfinder Bestiaries that aren't mentioned above	Any Lore option not specifically mentioned on pages 8-9	—

Each of these rare backgrounds are tailor made to match the themes of this Adventure Path but are also all linked to one of the six suits of the harrow and grant you an additional way to manipulate your destiny by using a special free action to guide your fate. These free actions have you, the player, draw a random harrow card to determine the potency of your fate, but for your character, the free action happens in the space of a blink of an eye—your PC need not actually draw a card (or even have a harrow deck at hand) to use these free actions.

### BOOKISH PROVIDENCE

### BACKGROUND

#### RARE

You have always been interested in knowledge and learned to read from a very young age. Perhaps one or both of your parents were librarians or scholars, or maybe the local bookshop or university was a place you felt safe at. Or, you could simply have been an avid reader of stories. Whatever the case, books have always brought you peace and comfort, and you try to never travel without a few packed away in your belongings. Since not every book is written in the same language, you've also picked up a few extra languages along the way. Your interest in the written word hasn't always been a positive, though. You might have been bullied or tormented by your peers for being

more interested in reading than other pursuits. Or maybe you had some unsettling experiences with misinformation or knowledge that sent you in pursuit of something dangerous. Try to come up with one event from your past where your pursuit of books or the testing of knowledge learned from them placed you in danger, but also keep in mind that you managed to escape this danger because of what you've learned from your voracious reading habits!

This background is associated with the suit of Books.

Choose two ability boosts. One must be to Intelligence, and one is a free ability boost.

You gain the Multilingual skill feat, are trained in the Academia Lore skill, and gain the following free action.

**Recall Under Pressure** ♦ (fortune) **Trigger** You attempt to Recall Knowledge during a combat; **Frequency** once per day; **Effect** Rather than roll a different skill to Recall Knowledge during the fight, your memory flashes back to something you read in some old book. You instead attempt this Recall Knowledge check with an Academia Lore check. If the information you recall ends up being helpful and positive in an obvious way before you take your next turn, draw a random harrow card. You gain a +1 status bonus to saving throws for the remainder of the combat encounter as your morale soars or a +2 status bonus if the card you drew was from the suit of Books.



## Player's Guide

### CROWN OF CHAOS

### BACKGROUND

**RARE**

Your life was one of tumult and mayhem, but you don't see this as a bad thing. Perhaps you lived life on the road as part of an ever-changing group, such as being a member of a traveling circus or part of a years-long pilgrimage with a group of explorers. Maybe you were a member of a large family and found the best way to get attention was to be unpredictable. Or you could have grown up in a region where society had collapsed, such as a war zone or ruined city after a disaster, where you were forced to constantly think on your feet to handle unexpected situations. One thing you've certainly excelled at is developing the skill of lying to strangers in order to put them at ease. Is it really a bad thing to lie, after all, if the end result is good for both sides? Or at the very least, good for you?

This background is associated with the suit of Crowns.

Choose two ability boosts. One must be to Charisma, and one is a free ability boost.

You gain the Charming Liar skill feat and are trained in a Lore about a specific terrain, as befits where you spent most of your childhood growing up. You also gain the following free action.

**Chaotic Destiny** ♦ (fortune) **Trigger** You fail a saving throw during a combat; **Frequency** once per day; **Effect** Chaos intervenes on your behalf at the last instant as you fail a saving throw. Draw a harrow card and reroll the saving throw you failed. You must take the result of the reroll, but if you drew a card from the suit of Crowns, improve the result by one degree of success.

### HAMMERED BY FATE

### BACKGROUND

**RARE**

Your life has been difficult, in no small part due to the influence of all things fiendish in your past. You might be a tiefling whose heritage has resulted in you being shunned or ostracized by society, or you could be any ancestry who grew up in a land where fiendish influence lingers—such as devil-haunted Cheliox or the realm of Sarkoris Scar, where the influence of the Worldwound and its demonic invaders yet linger. Perhaps you carry an old scar or wound from a frightening encounter with a demon, have a fiend-related element as part of your class (such as a sorcerer bloodline or a fiendish patron whom you worship), or endured a long-term affliction from a fiendish source that only recently has been alleviated. Whatever the case, fate has thrown horror and terror at you at every turn, and that's taught you to always be ready for whatever those fiends might have in store for you next.

This background is associated with the suit of Hammers.

Choose two ability boosts. One must be to Strength, and one is a free ability boost.

You gain the Hefty Hauler skill feat and are trained in one of the following Lore skills, as fits your history: Daemon Lore, Demon Lore, or Devil Lore. You also gain the following free action.

**Harrow the Fiend** ♦ (fortune) **Trigger** You start your turn in combat against a foe or foes you recognize to be fiends; **Frequency** once per day; **Effect** You gain a +1 status bonus on all Strikes or spell attack rolls against fiends for the duration of combat. Once during combat, you can draw a harrow card after you determine if a Strike or spell attack on a fiend hits but before you determine damage or effects caused to the fiend. If you draw a card from the suit of Hammers, increase the degree of success of your Strike or spell attack by one.

### KEYS TO DESTINY

### BACKGROUND

**RARE**

From as far back as you can remember, it seems you were always meant to enter a specific industry or profession, be it artistry, engineering, farming, herbalism, labor, merchantry, scribing, theater, or warfare. Perhaps your parents belonged to this profession and encouraged you to follow in their footsteps, or maybe a personal hero of yours inspired you to take up their calling in honor of their accomplishments. Whatever the reason, the skills associated with that profession came naturally to you, but as time wore on and you grew older, you began to realize that this profession, while interesting to you, isn't what you want to do with your life. The lure of glory and adventure beckons. You can always go back to the studio, farm, or stage once you retire, after all!

This background is associated with the suit of Keys.

Choose two ability boosts. One must be to Dexterity, and one is a free ability boost.

You gain the Assurance general skill feat and are trained in one of the following Lore skills associated with a profession, as befits your history: Art Lore, Engineering Lore, Farming Lore, Herbalism Lore, Labor Lore, Mercantile Lore, Scribing Lore, Theater Lore, or Warfare Lore. You also gain the following free action.

**Lucky Break** ♦ (fortune) **Trigger** You attempt a skill check during Exploration or Downtime; **Frequency** once per day; **Effect** Draw a harrow card, then reroll the skill check. If you draw a card from the suit of Keys, add a +4 status bonus to the original roll and your reroll, then take the result you prefer as your actual result. If you drew any other card, you gain no bonus and must take the result of the rerolled skill check.

## Player's Guide

### SHIELDED FORTUNE

**RARE**

You've always been tougher than your peers. As a child, you may have been able to endure the rough-and-tumble horseplay with friends more easily. You regularly emerged relatively unscathed from accidents could have been quite dangerous. At some point in your past, you had a particularly close call with death—be it from a near-fatal accident, a fight gone horribly wrong, a close call with illness, or something similar, yet you quickly recovered. You may or may not believe you're more fated to face unexpected hardship in your life, but regardless, you know you can take what destiny has to dish out.

This background is associated with the suit of Shields.

Choose two ability boosts. One must be to Constitution, and one is a free ability boost.

You gain the Toughness general feat and also gain the following free action.

**Fated Not to Die** ♦ (fortune) **Trigger** You are dying; **Frequency** once per day; **Effect** Draw a harrow card, and you automatically lose the dying condition, though you remain unconscious at 0 Hit Points. If the card you drew was from the suit of Shields, you awaken and have an amount of Hit Points restored to you equal to 1d6 + your level.

### WRIT IN THE STARS

**RARE**

Destiny has always intrigued you. Maybe you grew up in a family where fortune-telling and divinations were a day-to-day part of life, or perhaps you had your fortune told as a young adult and the results were so shockingly accurate that you became a believer. The mysteries of what might lie in store for us all have long intrigued you, and you're always eager to debate whether or not we have free will or if destiny is predetermined—be it for one side or the other. You may see the failure of prophecy that began with the onset of the Age of Lost Omens as a dire indication of some sort of horrible cosmic mistake. Conversely, you could view this age as new era of freedom where reality is finally admitting that each person is free to determine their own path to the future. You still own a small token from your childhood that you view as a lucky charm, but whatever your beliefs are today, many of your fortunes have foretold that great things lie in store for you in the future, and you can't wait to find out what they might be!

This background is associated with the suit of Stars.

Choose two ability boosts. One must be to Wisdom, and one is a free ability boost.

### BACKGROUND

You gain the Pilgrim's Token skill feat (*Advanced Player's Guide* 208; this token need not be from a faith and could simply be a good luck charm) and are trained in the Fortune-Telling Lore skill. You also gain the following free action.

**A Quick Glimpse Beyond** ♦ (fortune) **Trigger** You attempt a secret check; **Frequency** once per day; **Effect** You can roll the secret check yourself rather than have the GM roll it. As you roll, draw a harrow card. If the card drawn is from the suit of Stars, the next secret check you make during the next 24 hours can also be rolled by you. Each time you roll your own additional secret check in this way, draw a new harrow card, and each time you draw a card from the suit of Stars, your next secret check in the next 24 hours can also be rolled by you. If you ever critically fail a secret check that you roll yourself as a result of this ability, fate turns away from you, and your Pilgrim's Token no longer functions until the next time you make your daily preparations.

## Harrow Player Options

The following new rules options are available to all players in a Stolen Fate campaign.

### HARROWING

### RITUAL 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 a 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



## Player's Guide

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)

### HARROWER ARCHETYPE

Whether or not the revelations and divinations of a typical harrow card reading are trustworthy, none can deny that the strange powers wielded by the harrower are real. The harrower uses the ancient art of fortune-telling to harness destiny and augment their spellcasting abilities, infusing them with power by drawing cards from their harrow deck and letting fate decide what elements of their magic need augmentation. For many years, the traditions of the harrower were limited to regions like Varisia and Ustalav, where the

Varisian people had more deeply established traditions. But recently, particularly as Varisia's importance in Avistan has grown, harrowers have begun to spread across the world of Golarion.

### HARROWER DEDICATION

#### FEAT 2

UNCOMMON ARCHETYPE DEDICATION

You become trained in Occultism; if you are already trained in this skill, you become trained in a different skill of your choice instead. You also become trained in Fortune-Telling Lore, and you learn the *harrowing* ritual.

In addition, once a day when you perform your daily preparations, you can perform a harrow reading for yourself if you have access to a harrow deck. Draw a card from your harrow deck—that card's suit becomes your active harrow omen for the next 24 hours and modifies several other harrower feats as detailed on the following pages. You gain the Avoid Dire Fate reaction.

**Avoid Dire Fate** ☞ (fortune) **Requirements** you have an active harrow omen; **Trigger** you fail or critically fail a check associated with your harrow omen's suit; **Effect** Treat the failure as a success or a critical failure as a failure. You no longer have an active harrow omen.

**Special** You can't select another dedication feat until you've gained two other feats from the harrower archetype. If you retrain out of this feat, you lose the *harrowing* ritual you learned from it.

### EXPERIENCED HARROWER

#### FEAT 4

UNCOMMON ARCHETYPE

When you perform the *harrowing* ritual, the DC for the Primary Check is never more than the standard DC by level, and the cost for the ritual is halved. If you use a fine harrow deck, the cost for the ritual is removed entirely.

### HARROW CASTING

#### FEAT 4

UNCOMMON ARCHETYPE METAMAGIC

**Requirements** You have an active harrow omen.

You draw a card from your harrow deck just before you cast a spell to infuse your magic with its destined potential. If your next action is to Cast a Spell, the suit of the card you draw enhances the spell in one of the following ways. If the card you draw matches the suit of your active harrow omen, the effect is enhanced further as detailed below. When you Harrow Cast, attempt a DC 11 flat check. If you fail this check, you lose your active harrow omen at the end of your turn.

**Hammer** The force of the spell is enhanced. This effect only enhances single-target offensive spells that require you to make a successful spell attack or require a saving throw from the target to resist. If you hit the target, or if

## Player's Guide

they fail their saving throw, the spell inflicts additional force damage equal to the spell's level. This additional damage doubles if your harrow omen is Hammers.

**Key** Some of the magic remains behind, infusing your defenses. Until the start of your next turn, you gain a +1 status bonus to your AC and all saving throws. If your harrow omen is Keys, this increases to a +2 status bonus.

**Shield** As the spell's magic takes effect, it heals you as well, restoring Hit Points equal to 2d6 + the spell's level. If your harrow omen is Shields, the Hit Points restored increases to 4d6 + twice the spell's level.

**Book** The spell's magic infuses your mind with sudden insights about the target. You can attempt to Recall Knowledge about the target as a free action, using your spell attack roll to make the check. You gain a +2 status bonus to this roll if Books is your harrow omen.

**Star** The spell's magic bolsters those it aids. This effect only enhances single-target spells cast on willing subjects. The magic restores Hit Points to the affected target equal to 2d6 + the spell's level. If your harrow omen is Stars, the magic also grants the target a +2 status bonus to all saving throws until the start of your next turn.

**Crown** The spell's magic is hidden and subtle, and observers may not realize you're doing anything more than manipulating cards in your harrow deck. Attempt a Fortune-Telling Lore check against all observer's Perception DCs. If your check is successful against an observer's Perception DC, that observer doesn't notice you are Casting a Spell, even though normally spells have sensory manifestations. This hides only the spell's spellcasting actions and manifestations, not its effects. If your harrow omen is Crowns, you gain a +2 status bonus to your Fortune-Telling Lore check.

### RESTORE OMEN

FEAT 4

UNCOMMON ARCHETYPE EXPLORATION MANIPULATE

**Requirements** You do not have an active harrow omen.

You spend 10 minutes meditating with your harrow deck, then draw a card. The suit of the card grants you a new harrow omen.

### BENEVOLENT SPIRIT DECK

FEAT 6

UNCOMMON ARCHETYPE CONCENTRATE

**Requirements** You have an active harrow omen.

You manifest a ghostly deck of harrow cards that seek to protect you or an ally. Select one willing target within 30 feet; the cards move through the air to surround that target, protecting them from harm and granting a +1 status bonus to AC and resistance 5 to a type of damage associated with your active harrow omen (see below). This resistance increases to 10 if you're at least 10th level and 15 if you're

15th level. This effect lasts as long as you sustain it, up to 1 minute, or until you no longer have an active harrow omen. Once the effect ends, you lose your active harrow omen.

**Hammers:** cold damage

**Keys:** fire damage

**Shields:** poison damage

**Books:** electricity damage

**Stars:** mental damage

**Crowns:** acid damage

### HARROW RITUALIST

FEAT 6

UNCOMMON ARCHETYPE

You immediately learn two of the following rituals: *astral projection* (Advanced Player's Guide 240), *call spirit*, *commune*, *commune with nature*, *legend lore*, or *planar binding*. When you perform any ritual, you can incorporate harrow cards into the ritual to gain a +2 status bonus to all skill checks made to resolve the effects of the ritual. You can take this feat more than once; each time you do, you learn two new rituals.

### VENGEFUL SPIRIT DECK

FEAT 6

UNCOMMON ARCHETYPE METAMAGIC

**Requirements** You have an active harrow omen.

You manifest a ghostly deck of harrow cards. Draw a card from a harrow deck, then select a target within 60 feet. The card flies through the air to strike at that target, inflicting 4d6 damage, with a basic saving throw against your class DC. The type of damage inflicted is determined by your active harrow omen (as indicated on the list for Benevolent Spirit Deck above); if the card drawn is in the same suit as your active harrow omen, the target takes a -2 status penalty to its saving throw. The damage increases to 6d6 if you're 10th level and 8d6 if you're 15th level. You can continue to throw cards at targets on your turn as long as you Sustain the Vengeful Spirit Deck—throwing a card takes two actions. This effect lasts as long as you Sustain it, up to 1 minute, or until you no longer have an active harrow omen. Once the effect ends, you lose your active harrow omen.

### READING THE SIGNS

FEAT 8

UNCOMMON ARCHETYPE CONCENTRATE

You have a knack for drawing the right card, be it from a harrow deck, in a game of cards, or even when drawing from a *Deck of Many Things*. When you're attempting a skill check involving the drawing of cards or resolving the effects of a divination effect (including attempting a saving throw against a hostile divination effect against you), you gain a +2 status bonus to the check. When you draw a card to determine your harrow omen, perform Harrow Casting, cast *harrowing*, or if you activate a magical deck of cards,



## Player's Guide

draw 2 cards, and choose the one you prefer as your actual card drawn. You can even use this ability when drawing from a *Deck of Many Things*, but only once per deck. The unused card is shuffled back into the stack.

### HARROW BLOODLINE (SORCERER BLOODLINE)

You have a deep connection to the harrow, perhaps passed on through generations or unlocked after you had a harrow reading performed for you. This connection gives you an uncanny influence over your own fate.

**Spell List** occult

**Bloodline Skills** Occultism, Performance

**Granted Spells** cantrip: *detect magic*; 1st: *ill omen* (Advanced Player's Guide 221), 2nd: *augury*; 3rd: *wanderer's guide*; 4th: *suggestion*; 5th: *shadow siphon*; 6th: *true seeing*; 7th: *retroognition*; 8th: *unrelenting observation*; 9th: *weird*

**Bloodline Spells** initial: *unraveling blast*; advanced: *invoke the harrow*; greater: *rewrite possibility*

**Blood Magic** You become enveloped in possibility, represented as multiple versions of yourself from your possible futures overlaid on each other. You gain concealment for 1 round, but can't use the concealment to Hide.

### UNRAVELING BLAST

#### FOCUS 1

UNCOMMON DIVINATION SORCERER

**Cast** ♦♦ somatic, verbal

**Range** 30 feet; **Targets** 1 creature

**Saving Throw** Will

You unleash a small blast of potential that destroys one of a creature's possible futures, leaving them reeling. You deal 2d4 mental damage to the creature, and it must attempt a Will save.

**Critical Success** The creature is unaffected.

**Success** The creature takes half the mental damage.

**Failure** The creature takes full damage and is flat-footed until the start of its turn.

**Critical Failure** The creature takes double damage, becomes stunned 1, and is flat-footed until the start of your next turn.

**Heightened (+1)** The damage increases by 3d4.

### INVOKE THE HARROW

#### FOCUS 3

UNCOMMON DIVINATION SORCERER

**Cast** ♦♦ somatic, verbal

**Range** 30 feet; **Targets** 1 creature

**Saving Throw** Will; **Duration** 1 round

You draw a card from the harrow, either one from a deck you have in hand or magically produce one as part of the spell.

You use the power of the card's suit to influence a creature around you. When you draw a card, you can choose to impart a boon or bane associated with the card's suit. The target must attempt a Will save. On a failure, they receive the effects of the chosen boon or bane. If you target an ally with this spell, they can choose to willingly accept the effects without attempting a saving throw. The target can attempt to remove the card's influence by using an action, which has the concentrate trait, to attempt the saving throw again; on a success, the effect ends.

To determine the card, draw a card from a harrow deck. If you don't have a harrow deck available, you can roll 1d6 to randomly determine the suit you draw.

**1. Hammers (Str)** Boon: The target gains a +2 status bonus to damage rolls; Bane: The target is enfeebled 1.

**2. Keys (Dex)** Boon: The target gains a +1 status bonus to AC; Bane: The target is clumsy 1.

**3. Shields (Con)** Boon: The target gains temporary Hit Points equal to twice the spell's level; Bane: The target is drained 1.

**4. Books (Int)** Boon: The target gains a +1 status bonus to skill checks; Bane: The target is stupefied 1.

**5. Stars (Wis)** Boon: The target gains a +1 status bonus to saving throws; Bane: The target is confused.

**6. Crowns (Cha)** Boon: The target can roll twice and take the higher result on a single check during the duration. This is a fortune effect; Bane: The target must roll twice and take the lower result on a single check of your choosing during the duration. This is a misfortune effect.

**Heightened (6th)** The duration is 1 minute. The target must succeed a total of two saving throws to end the effect. The value of boons and banes doubles. The Crowns suit affects a total of three checks during the duration.

### REWRITE POSSIBILITY

#### FOCUS 5

UNCOMMON DIVINATION MENTAL FORTUNE PREDICTION SORCERER

**Cast** ♦♦ somatic, verbal

**Range** touch; **Targets** 1 creature

**Duration** 1 minute

You continually glimpse into the target's future and nudge fate to guide them toward the best possible outcome. Due to the amount of information this spell requires you to process, you can't have more than one *rewrite possibility* spell in effect at a time. Casting it again ends the previous casting. While *rewrite possibility* is in effect, the target gains a +1 status bonus to initiative rolls. In addition, you gain the following reaction.

**Rewrite Possibility** ↻ **Trigger** The target fails a check;

**Effect** The target rolls again with a +2 status bonus and uses the higher result.

## Player's Guide

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