



LEGENDARY RACES: HARPY

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Introduction

Few creatures are as brazenly repulsive as the harpy. Their names have come to be synonymous with wanton destruction, filth, and greed. What the harpy cannot hoard, they destroy. What they can hoard, they sully. Are there any monsters less lovely and less loved than the harpy?

The Legend of the Harpies

The harpy was not always as it is now. Legends say that the first harpies were the daughters of the wind goddess, Ithreia (see *The Gods of Porphyra* for more information on this deity). They took the form of birds (since, in truth, all birds are children of the goddess of wind) and, like winds themselves, they were without constraint. They blew themselves across the world and nightly returned to their mother's home to tell him what they had seen.

One night, when it was time for the harpies to give their reports to Ithreia, the youngest harpy seemed troubled. The wind goddess spoke to her, saying, "What did you see, daughter, to make you fret?" "Old Mother Owl," she answered, "today I saw a creature I had never before seen. He was very strange. I believe he is called 'Man.'"

At this, the wind goddess was troubled, for she knew what the advent of the human race would mean for the world. However, she was also very grateful to her daughter for telling her this news, so she asked her daughter for her greatest desire, and declared that if it was within the goddess's power to give it to her daughter, she would.

"Old Mother Owl," she answered, "When I saw this creature called man, I heard him sing. It was beautiful. I thought, perhaps, if I could sing, he might love me."

This was even more troubling to the wind goddess, but she had given her word. Therefore, she gave her youngest daughter a woman's face and a voice unparalleled in the entire world. Her youngest daughter was named Siren.

Siren flew to the creature named Man and sang to him. Man indeed was drawn to Siren, and lay with her. Siren had daughters from this union that were like her; birds with lovely faces and lovelier voices. Seeing this, Siren's sisters begged their mother for similar presents. They asked for women's faces, women's hands, women's breasts, women's voices. They cared for Man little, but were jealous of their

younger sister and wished to ruin the happiness that Siren had found. The goddess was disturbed at her daughters' fascination with Man, and was worried for their future with such a discordant creature. The Blinding Wind had heard the prophecies about the wars, empires and sorrow that man was destined to bring into the world. She begged her daughters to turn away from their perverse desires, but they would not relent.

So, Ithreia decided to ruin Man and punish her wicked daughters. She gave her jealous children everything they asked for: the forms and semblances of women. But, whereas the young Siren had been lovely, her older daughters were twisted and ugly creatures. Their jealousy had robbed them of any beauty they could have had. Their desire to ruin, not to be loved, had become manifest.

Thus transformed, the daughters of the Blinding Wind flew to the lands of man and despoiled them. They snatched away infants, stole ancient treasures, and gobbled up crops. They came to be called Harpies, which meant "Snatchers" in a forgotten, ancient tongue.

In time, man found Woman and the race continued on, forgetting both the tenderness of the sirens and the raucousness of the harpies. Even so, ever after, the harpies have plagued the world and savagely ruined those things that are good and clean.

Harpy Physiology

Harpies tend to have the physical characteristics typical of women in a particular area. On average, harpies stand about 5'2" tall and weigh about 90 pounds. Their bones are hollow, like a bird to allow for better flight. These characteristics can fluctuate markedly where nearby human breeding stock tends to be shorter or taller.

A harpy, for the most part, looks like a human female. Hair, skin, and eye color all vary according to locale. Harpies typically have the same coloration, eye-shape and hair texture of the populations of humans and demi-humans nearby, since harpies will use these populations for breeding.

In the same way, the harpy's avian characteristics tend to reflect the climate of their region. In temperate seasonal climates, harpies may have the talons and wings of an eagle or vulture. In marine regions, the harpy may have gull or albatross characteristics. In tropical climes, they have even

been observed with the bright plumage of birds of paradise.

All that said, most harpies ignore hygiene completely, and so quickly become wretched and unattractive. Their horrendous smell is legendary. Their unwashed hair often knots itself together or becomes matted. Their skin is oily and dotted with pimples and pustules. Their faces and mouths are often crusted with gore from their previous meals. The back of their bird legs are caked with their droppings.

The only thing actually lovely about a harpy is its voice. Harpies have an amazing vocal range and the capacity to create obviously inhuman tones, akin to birdsong. The song's effect on those who listen to it is distinct. Creatures caught by the lure of the song move towards the harpy, their minds blanked by the song's beauty.

Universally, harpies are females. As such, the harpy reproduces in an unorthodox way. A harpy will use their power of captivating song to lure male humans and demi-humans into the lair and, as they are entranced, mate with them. The process is, like most things a harpy does, messy. Harpies prefer strong mates whenever possible. Common-folk will do in a pinch, but adventurers are prized in particular. Usually, the harpy will kill the male and devour it immediately afterward. Reformed clerics of Pazuzu (who are forced to work with harpies) have said that harpies believe that drinking the blood of the father will ensure conception and produce strong, able offspring.

Harpy young are just as vicious as their mothers, though they lack many of their strengths. Their carnivorous teeth are sharp, but they cannot make the kills themselves. Harpy mothers are strangely kind to their young, sharing the most tender pieces of their kills – the eyes, the livers, the brains – with their children. During the year that the juvenile harpy cannot fly, it will cling to its mother's breast and hitch a ride. More than one adventure has hesitated running a harpy through because of the screeching babe clinging to it, and paid the price for their mercy when the harpy child launched itself into their face.

Habitat and Society

Harpies prefer to nest together in small families or clans. Though quarrelsome creatures, they tend to

be most comfortable in small groups where they can pool their resources for more effective hunting and raiding.

The harpy flock is typically made of several harpies related (even if distantly) by blood. They are usually ruled by the eldest harpy matriarch. The matriarch rules through cruelty and coercion. If the other harpies fear her, they may obey her and pay her obeisance for a time. As the matriarch ages, however, the younger harpies will compete for the chance to overthrow her. Inevitably, the older ruler is put down by her children or nieces.

Harpies have no skill in crafting and must survive wholly by raiding. Therefore, harpies always roost within a short distance of a town, city, or trade route. A harpy clan must make somewhat regular forays into this civilization to obtain not only food, but potential mates. Of course, a harpy's insatiable greed will ensure that a harpy not only takes what it needs, but whatever it can reach with its talons.

It's well known that harpies have a great love of beautiful things, and they often go out of their way to steal precious items, jewels, and other such treasure during their raids. Of course, the harpies have no practical purpose for these items; in truth, harpies steal them because, in their false pride, they believe that such items make themselves more beautiful. A harpy's lair is therefore often strewn with guano-covered gilded treasures.

Harpy clans will fly from place to place as the harvests become scarce. If one particular town is thoroughly despoiled, the harpies will move on to the next one.

Though they will live like parasites wherever humanoid peoples are found, harpies particularly enjoy marshlands, swamps, and forested areas. Such dense, arboreal environments give them ideal places to create lairs and hide after raids.

Harpy dens are notoriously filthy affairs, reeking with droppings and the broken shards of once-beautiful crafts. Those more recent acquisitions that still have luster will be hoarded in a central location. Harpies will often be found pawing through their favorite spoils, trying them on, and soiling them so much so that they are soon to be discarded and replaced with something else. Being good flyers, harpies will often trap the floors and doorways for protection, leaving the upper reaches of their lairs clear so they can fly about as normal.

Civilized Harpy

As it has been said, harpies live like parasites on the outskirts of civilization. True, some harpy clans manage to hide in abandoned buildings, empty rookeries, or collapsed towers, but these are not truly “urban” harpies; they are harpies who happen to shelter in an urban environment. It is a rare harpy indeed that breaks from its instincts and comes to be a city-dweller. It has happened, however, and bears mentioning in any thorough treatise on the species.

Most civilized harpies come to live amongst the civilized humanoid races after some incident that drove them away from their natural environment. Some harpies are taken from their mothers when they are very young in an attempt to save them from their vile life. Some harpies are driven away from the clan as adults by their rivals. Some harpies sustain an injury, such as a broken wing or blindness, which makes it so they cannot survive in the clan as normal. Whatever the specific reason, most harpies who come to the city simply cannot return to the habits and life they knew before.

There are obvious difficulties with integrating a harpy into society. Even if they obey the local laws, it’s a stretch to call any harpy truly benevolent. A harpy can suppress many of its destructive tendencies, but remains on the whole greedy and selfish. Indeed, a harpy who puts on the guise of ingratiating kindness is more disturbing than appealing: their sharp-toothed smile is off-putting indeed.

At the same time, the harpy has some natural empathic tendencies and can understand others very well. They can tell what parts of themselves they must suppress to achieve the level of acceptance they desire, and what they can get away with. Furthermore, they intuitively understand the network of power and commerce in a city and can insinuate themselves into this web. This sense allows harpies to be ruthless and successful business people. They can set their prices at precisely the highest level people are willing to pay and intuitively avoid being swindled themselves. Often, urbanite harpies are not liked, but at least they’re respected.

This intuition aids harpies in a variety of other occupations. They make good thief-trackers, as they can accurately negotiate the deceptions of the underworld and track down their quarry. Indeed,

tracking down fleeing criminals is the only time an urban harpy enjoys something akin to the thrill of the hunt; some harpies become inquisitors precisely for this reason. Harpies are sometimes employed as torturers or dungeon keepers, since this provides them a legal outlet for their violent tendencies. Other times, a city might make use of a harpy’s capacity for flight, hiring them as scouts or watchmen.

A city-dwelling harpy must actually take better care of their appearance than their wild kin, and many will put a great deal of effort into the daily bathing ordeal. Harpies will use many oils and perfumes on their hair to straighten and smooth it, as well as overpower their natural musk. They take care to keep their talons a manageable length. They bathe regularly to keep their feathers clean. And, perhaps embarrassingly, civilized harpies must wear something akin to diapers, since – like birds - they lack the ability to control when they mess.

Civilized Harpy Race Class

For players who want to run a civilized harpy character, the harpy player class is presented here. The harpy class is meant to scale with PCs of similar levels and therefore does not grant a PC the full powers of the harpy described in the Bestiary but instead a player character variant of them. This can be thought of the harpy’s normal growth cycle, from a young hatchling to mature adult. A harpy may multiclass between harpy and other classes as freely as she desires. A harpy character always treats the harpy class as her favored class.

Role: The civilized harpy can be a sadistic and remorseless monster. As such, she is likely to also be such a deadly foe, for she makes many enemies. A harpy can reduce charging foes into witless victims with her song, allowing her (or her allies) to pick off the strongest first. She always chooses when and how she’ll fight, which is the key to her success.

Alignment: Any

Hit Die: d10

Class Skills: The harpy class skills are Bluff (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Perception (Wis), Perform (Cha), Sense Motive (Wis), Stealth (Dex), and Survival (Wis)

Skill Ranks per Level: 4 + Intelligence modifier



Class Features

The following are class features of the civilized harpy.

Weapon and Armor Proficiency: A civilized harpy is proficient with all simple weapons, plus the longbow, shortbow, and net. Urban harpies are proficient with light armor, but no other type of armor or shield.

Harpy Racial Traits (Ex): At first level, the harpy gains a number of racial traits detailed below:

+2 Dex, +2 Cha, -2 Int: Harpies are agile combatants and persuasive orators but they are not as intelligent as typical humans.

Medium: Harpies are Medium creatures and have no bonuses or penalties due to size.

Birdlike Gait: The harpies' legs are birdlike and are not suited to walking on land. They have a base speed of 20 ft. Because of their gait, their land speed is affected by armor and encumbrance.

Darkvision: Harpies can see in the dark to a range of 60 ft.

Terrifying to Goblins: Goblins are terrified of harpies, who are their age-old foes. A goblin coming within 120 ft. of the harpy can smell them and must make a DC 15 Will save or flee for 1 round. A goblin that successfully saves is not subject to this effect for another 24 hours. This is a scent-based, mind-affecting fear effect.

Talons: A harpy has long talons on its feet, granting it two natural secondary attacks. A harpy's talons do 1d3 damage each.

Weapon Familiarity: A harpy treats any weapon with the word "harpy" in its name as a martial weapon, when they gain access to martial weapons.

Languages: Harpies begin play speaking Common and Auran. Harpies with high Intelligence scores can choose from the following: Abyssal, Draconic, Giant, Gnoll and Goblin.

Fly (Ex): A harpy can fly with average maneuverability. At first level, their fly speed is 40 ft. This increases by 10 ft. every level thereafter. Harpy characters wearing medium or heavy armor cannot fly.

Harpy Song (Su): A harpy can use Perform (song) to create magical effects on those around her. She can use this ability a number of rounds per day equal to 4 + her Charisma modifier. At each level after 1st a harpy can use her harpy song for 2 additional rounds per day. Each round, she can produce any one of the types of song that she has mastered, as indicated by her level.

Starting a harpy song is a standard action, but it can be maintained each round as a free action. Changing a harpy song from one effect to another requires the harpy to stop the previous song and start a new one as a standard action. A song cannot be disrupted, but it ends immediately if the harpy is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A harpy cannot have more than one song in effect at one time.

Targets must be able to hear the harpy for the song to have any effect. A deaf harpy has a 20% chance to fail when attempting to use a song. If she fails this check, the attempt still counts against her daily limit.

If a harpy character later takes levels in the bard class the bardic performance ability is subsumed in the harpy song ability with harpy levels and bard levels stacking.

Fascinating Song (Su): At 1st level, a harpy can sing and cause all those nearby to become fascinated by its song. Each creature within a 300 ft. spread (except for other harpies), must succeed on a Will save DC 11 + ½ the harpy class level + Cha bonus or become fascinated. If a character successfully saves against this effect, the harpy cannot attempt

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Fly 40 ft., harpy racial traits, harpy song (fascinating song)
2	+2	+0	+3	+3	Fly 50 ft., Flyby Attack,
3	+3	+1	+3	+3	+1 natural AC, fly 60 ft.
4	+4	+1	+4	+4	Fly 70 ft., scythe talons
5	+5	+1	+4	+4	Fly 80 ft., harpy song (captivating song)

to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a –4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible components in order to function.

Captivating Song (Su): At 5th level, the harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a Will save DC 11 + ½ the harpy class level + Cha bonus or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect.

Flyby Attack (Ex): At 2nd level, a harpy gains the Flyby Attack feat as a bonus feat.

Natural Armor (Ex): At 3rd level, a harpy's feathers and crusted gore provide enough protection to grant it +1 natural armor.

Scythe Talons (Ex): At 4th level, a harpy's talons elongate even more, becoming like the blades of a scythe. The damage for a harpy's natural attacks increases to 1d6.

Purple Duck Note: *Traditionally, a monstrous humanoid has access to nine skills as possible class skills. They are: Climb, Craft, Fly, Intimidate, Perception, Ride, Stealth, Survival, and Swim. However, some of these do not feel thematically*

appropriate for a civilized harpy class so we have made a few substitutions with the removal of Climb, Ride and Swim and the addition of Bluff, Perform and Sense Motive. As an urban harpy or civilized harpy it is more likely for them to possess training in social skills over physical skills.

CARSHIEK, AIR ORACLE (CR 7)

Faith Demon cult of Pazuzu

Homeland Birdman Mountains

Female harpy 5/oracle 3

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 14, touch 12, flat-footed 12

(+2 Dex, +1 dodge, +1 natural)

hp 53 (5d10+3d8+8)

Fort +3, **Ref** +7, **Will** +7

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee +1 broken spear +8 (1d8, x2), 2 talons +4 (1d6+1)

Ranged broken net touch +7 (entangle)

Special Attacks harpy song (15 rounds, captivating song, fascinating song; DC 15)

Spells Known (CL 3rd; concentration +7)

1st (5/day) – *alter winds, compel hostility, doom, forbid action, inflict light wounds*

0th (at-will) – *detect magic, detect poison, read magic, resistance, spark*

Mystery wind

STATISTICS

Str 14, **Dex** 15, **Con** 12, **Int** 8, **Wis** 10, **Cha** 17

Base Atk +7; **CMB** +9; **CMD** 22

Feats Death From Above, Dodge, Flyby Attack^B, Mobility, Wind Stance

Skills Bluff +11, Fly +10, Handle Animals +3 (+5 birds), Intimidate +4, Knowledge (religion) +5, Perception +6, Perform (song) +11, Sense Motive +6;

SQ revelation (air barrier, invisibility)

Traits bully, lover of birds

Languages Auran, Common

SPECIAL ABILITIES

Gear chain shirt, +1 spear, acid (1 flask), tacky jewelry, unholy symbol of pazuzu

SPECIAL ABILITIES

Wrecker Curse (Ex): The destructive power of the Abyss and its teeming hordes of demons seeps from your very pores and into your belongings

and surroundings. Held objects gain the broken condition when you use or equip them but regain their actual condition if employed by anyone else. If a held item is restored to unbroken condition, it becomes broken again the following round. Disable Device becomes a class skill for you and you can make Disable Device checks to destroy nonmagical traps as a move action without the need to use tools or take any action beyond simply touching it.

Some of the harpies in the Birdman Mountains have seen the miracles that Ithreia has performed and wondered if they should not return to her worship. Nothing causes more disgust and rage for the oracle Carsheik. Leader of a small flock (consisting of herself, her younger sister, and their twelve children), Carsheik abhors the notion of returning to the Owl Mother. She devoutly follows the demon lord Pazuzu and firmly supports his positions in the intertribal conflicts that arise between the harpies, strixes, or halflings that share her mountaintop home.

Given her fanaticism, Carsheik is not a popular figure. Still, many other smaller harpy clans fear to cross her, lest they risk angering Pazuzu. It is only a matter of time, however, before Carsheik draws the attention of one of the elder harpy matrons. Whether they will look on her aggressive diabolism kindly or not is another question.

Regional Trait

Lover of Birds (Birdman Mountains): Birds of all types and all kinds nest in the Birdman Mountains. You have learned their calls and their habits. You gain a +2 trait bonus on Handle Animal checks related to birds. You can make Handle Animal checks with birds even if you are not trained in the skill.

Purple Duck Note: *Carsheik is built as a player character using the heroic array. She has harpy as her favored class and used the favored class bonus to provide herself with a few more skill ranks. Race classes may only select their own race as their favored class.*

Harpy Class Options

Below is a selection of class options for players using the harpy racial class as their primary class.

Harpy Alchemist Discoveries

The following alchemist discoveries can be taken by harpies.

Charming bomb: When the alchemist creates a bomb, she may have it give off a sweet smelling smoke that works its way into the minds of its targets. Any target directly hit by the charming bomb must make a Will save or be charmed by the alchemist. Anyone within range of splash damage must make a Will save as well, with a +3 bonus. The smoke lasts for a single round.

Diseased bomb: Any target that suffers a direct hit from one of these foul bombs must make a Fortitude save or be nauseated for 1 round. In addition the target must make a Fortitude save or contract blinding sickness, filth fever, or slimy doom. The disease is chosen when the bomb is created. The target must make a new save every round, until the remnants of the bomb is washed off, requiring a full round action, and at least a gallon of water. The alchemist must be at least 8th level to take this discovery.

Harpy Rage Powers

The following rage powers can be taken by harpies.

Razor feathers: When raging, the harpy's feathers become stiff and sharp. She may make two wing slashes as natural attacks, dealing 1d6 points of slashing damage. Any creature grappling the harpy while she is raging takes 1d4 points of slashing damage every round.

Screech: Once per rage, the harpy can let out a nearly subsonic scream in a 20 foot burst centered on her. Creatures other than the harpy within the burst take 1d4 points of sonic damage for every two levels of barbarian the harpy possesses, with a Fortitude save for half damage.

Harpy Bard Performances

The following bard performances can be taken by harpies.

Inspire bloodlust: The bard can sing of the glory of war, and inspire her allies to greater heights in battle. Affected allies must be able to hear the bard's song to receive its benefits. The bard's allies get a +1

to hit rolls and AC, and a +2 on damage rolls. At fifth level and every six bard levels thereafter, this bonus increases by +1, to a max of +4 to hit and AC and +6 to damage at 17th level. This is a mind affecting effect that replaces the bard ability inspire courage.

Harpy Druid Options

The following options are available to harpy druids.

Nature Bond: A harpy may include Charm and Madness in their choice of Domains.

Diseased Touch (Su): The druid may make a touch attack as a standard action. If successful, she may inflict the disease of her choice on the target, with a Fortitude save DC equal to 10+ half her druid levels, plus her Constitution modifier. The druid is also immune to all diseases. The ability replaces venom immunity.

Harpy Fighter Options

The following options are available to harpy fighters.

Winged Warrior: Starting at 3rd level, you start to become a mistress of fighting on the wing. You gain a +2 to your Fly checks, and +1 to all attacks and damage while flying. Every four levels thereafter these bonuses increase by +1 each, to a maximum of +8 to Fly checks and +5 to attacks and damage at 19th level. This ability replaces armor training.

Harpy Inquisitor Options

The following inquisitor judgements are available to harpy inquisitors.

Converting: The glory of their god fills the inquisitor. Any intelligent creature struck by the inquisitor's weapons must make a Will save ((DC 10 + one-half the inquisitor's level + her Wisdom bonus) or view the inquisitor as a trusted friend and ally for 24 hours. Any creature that resists the effect is immune to that inquisitors converting judgment for 24 hours.

Thorns: The inquisitors weapons crackle with energy that runs in white-hot spirals around it. The weapon deals half again its rolled damage before adding any bonuses. This extra damage is not doubled on a critical hit.

Harpy Monk Options

The following option is available to harpy monks.

Wind soul: The winged monk is mystically connected to the air element, and can channel her ki to control the very air around her. At 4th level

she gains a +8 to her Fly skill. At 8th level she may, as a standard action give a great flap of her wings, and send a current of air at her foes, corresponding to the spell gust of wind. Using this ability requires the use of one ki point. At 12th level, the monk can spend 2 ki points and create a wind wall as a full round action. At 16th level the monk may create a whirlwind equal to that of an elder air elemental. This requires a full round action and the expenditure of 6 ki points. At 20th level, the monk may summon an elder air elemental as a full round action. This costs 10 ki points to use. Wind soul replaces the monks high jump and slow fall abilities.

Harpy Oracle Mystery

Harpy oracles may select the filth mystery at 1st level.

FILTH MYSTERY

Deities: Rajuk Amon-Gore, Shade, Vortain

Class Skills: Add Appraise, Intimidate, Knowledge (nature), and Survival to her class skills.

Bonus Spells: *grease* (2nd), *summon swarm* (4th), *stinking cloud* (6th), *black tentacles* (8th), *cloud kill* (10th), *repulsion* (12th), *creeping doom* (14th), *finger of death* (16th), *energy drain* (18th)

Revelations: An oracle with a filth mystery may choose from any of the following revelations:

Armor of Filth (Su): A thick, greasy crust can be called to cover the oracle's flesh, granting her a +1 natural armor bonus for every two levels of oracle she possesses. The bonus also applies to her CMD vs grapple checks. The oracle may use this ability for one hour per oracle level per day. This duration does not need to be consecutive, but must be spent in one hour increments.

Breath of Pestilence (Su): The oracle may, as a standard action, breathe out a 60 foot line of foul diseased air. The oracle may infuse her breath with any disease she is familiar with, and the DC for the disease is equal to 10+ half her oracle levels, plus her Charisma modifier. The oracle may use this ability a number of times per day equal to 3 + her Charisma modifier.

Create Offal (Su): The oracle causes thick offal to rise from the ground, and rain from the sky. She may affect one 10 foot square per oracle level. These squares are considered difficult terrain, are treated as if they are under the effects of a grease spell, and

any living creature other than the oracle entering the area must make a DC 17 Fortitude save or be nauseated for as long as they remain in the affected area. The oracle may use this ability once per day + her Charisma modifier.

Disease Familiarity (Ex): Due to her knowledge and exposure to all forms of disease, the oracle is immune to all mundane diseases and the sickened condition. At 9th level she is immune to magical diseases, and the nauseated condition. You must be at least 5th level before selecting this revelation.

Filthy Wounds (Su): The oracle may cause any weapon she wields, including her natural weapons, to be coated in a thick, germ-filled pus. Creatures wounded by the oracle must make a Fortitude save with a DC equal to 10 + 1/2 her oracle levels, plus her Charisma modifier or contract slimy doom. In addition the wounds inflicted by the oracle's attacks won't heal until the disease is cured. The oracle may use this ability a number of times per day equal to 3 + her Charisma modifier. You must be at least 7th level before selecting this revelation.

Mental Pox (Su): The oracle may attempt to control the fevered minds of those she has spread her filth too. Any creature currently affected by a disease caused by the oracle's spells or special abilities must make a Will save, DC equal to 10 + half her oracle levels, plus her Charisma modifier or be considered under the effect of charm monster. At 12th level this effect becomes Dominate monster. The oracle may use this ability a number of times per day equal to 3 + her Charisma modifier.

Ruining Touch (Su): The oracle may cause 5 pounds of food, or a 5 foot cube of water per 3 oracle levels to become foul and useless. At 8th level the oracle may cause 10 foot cube of earth for every 3 oracle levels she possesses to become barren and unable to support plant life. At 12th level, the oracle may cause a twenty foot cube of air per three oracle levels to become stale. Any mundane fires within the area go out, any magical fires within the area have their duration shortened by a half, or deal half damage if they are of instant duration, and any creatures within or entering the area must hold their breath or begin to suffocate. The effect of ruining touch is permanent on food, earth, and standing water or trapped air. Free flowing water or open air is affected for 10 minutes per oracle level before dispersing. The oracle may use this ability once per

day + her Charisma modifier.

Shambling Rot (Su): The oracle may even infect the undead with the ravages of disease. Corporal undead creatures take the full effect of any disease inflicted by the oracle's spells or abilities. Diseases that deal Constitution effects target the undead's Charisma. At 15th level the oracle can extend this effect to incorporeal undead.

Ten Thousand Eyes (Su): The oracle may call upon legions of insects to grant her sight similar to clairvoyance. At 1st level she sees a location up to a mile away in any one direction. Changing views requires a full round action. At 10th level she may see a location up to five miles away. At 15th level she may see everything around her, for up to one mile away. Every round the oracle views her surroundings in this way, she must make a DC 17 Will save or be stunned for 1d10 rounds. The DC of this save goes up by one every round, until the oracle fails a save, or ends the effect.

Vermin's Call (Sp): The oracle can call forth creatures that share her love of filth and decay. At 1st level she may summon a swarm of maggots to serve her. At 5th level she may summon 1d4 giant flies or giant cockroaches instead. At 9th level she may summon an ooze mephitis, or 2 lesser creatures of her choice. At 13th level she may summon a fiendish otyugh, or 1-3 lesser creatures. At 15th level she may summon a black pudding, or two fiendish otyughs, or 1d6 lesser creatures. The oracle may use this ability once per day + her Charisma modifier. Using this ability requires one round of concentrating.

Final Revelation: At 20th level, a filth oracle is a mistress of disease and rot. She may cast animate dead at will, always creating plague zombies. She may use contagion once per round at will. The oracle gains regeneration 5 for as long as she is in contact with an area containing offal, rotting garbage, or other filth. The oracle may, as a full round action, create a new disease that melds the effects of any two diseases known to her, and deliver it through any of her spells or abilities that cause disease.

Harpy Ranger Options

The following option is available to harpy rangers.

Favored Terrain (aerial): Harpy rangers almost always choose aerial as their first favored terrain.

Combat style (aerial): This combat style combines the freedom of flight, with ranged attacking power. The ranger may choose from the following feats: Hover, Precise Shot, Wing Buffet, or Wingover, At 6th level, the ranger adds Alertness and Improved Wing Buffet to the list. At 10th level, she adds Greater Wing Buffet and Shot on the Run to the list.

Harpy Rogue Talents

The following rogue talents can only be taken by harpies.

Pluck: While flying, the rogue rips at the wings of her foes. As a standard action, she rolls her CMB against her foe's CMD. If successful, the target gains a cumulative -5 penalty to its Fly skill for one hour. If the target's Fly skill reaches 0, it falls. The rogue must be at least 10th level to take this talent.

Wing Blade: The rogue has a knack for concealing blades within her feathers, and flicking them at the unsuspecting. A harpy rogue may hide two daggers per wing, and may throw them with a flap of her wings, with a -3 penalty per dagger on the attack roll. The rogue may choose to throw only the daggers concealed within one wing, but all daggers so hidden are thrown at one time. If the rogue rolls a successful Bluff check against her target, she gains sneak attack damage to this attack.

Harpy Sorcerer Bloodline

The following sorcerer bloodline is for characters with strong ties to the harpy race.

HARPY BLOODLINE

Class Skill: Perform (sing)

Bonus Spells: *charm person* (3rd), *death knell* (5th), *fly* (7th), *charm monster* (9th), *dominate person* (11th), *mass suggestion* (13th), *insanity* (15th), *mass charm monster* (17th), *dominate monster* (19th)

Bonus Feats: Acrobatic, Alertness, Dodge, Fly-by Attack, Great Fortitude, Intimidating Prowess, Iron Will, Skill Focus (Bluff);

Bloodline Arcana: Whenever the sorcerer casts a spell from the charm or compulsion subschools, she may increase the spell's DC by +2;

Bloodline Powers

Touch of Compulsion (Sp): At 1st level she may

make a touch attack against a living target, requiring them to make a Will save DC 10+1/2 her sorcerer levels + her Charisma modifier. Creatures failing this save will follow the commands of the sorcerer, to the best of their ability, for a number of rounds equal to the sorcerer's Charisma modifier. The sorcerer must be able to communicate with the creature, and any commands that would lead to direct harm to the target ends the effect.

Harpy Spawn (Ex): At 3rd level, the sorcerer becomes immune to nonmagical diseases, and gains a +4 racial bonus against charm effects.

Reach the Sky (Ex): At 9th level, the sorcerer may sprout a pair of greasy, feathered wings for one hour per day per point of Charisma modifier. The wings grant a fly speed of 60 feet, and must be used in one hour increments.

Captivating Song (Su): At 15th level the sorcerer gains the use of a harpy's captivating song ability once per day per point of Charisma modifier. The DC of this ability is equal to 10+1/2 her sorcerer levels + her Charisma modifier.

One of the Flock (Su): At 20th level, faint feathers grow in the character's hair, and on her arms. The character is immune to charm effects. Once per day she may change any spell of the charm subschool she casts into a song, with a 60' radius, affecting all creatures within the area of effect. The spell becomes a sonic mind-affecting charm effect.

Harpy Summoner Options

The following eidolon evolutions can only be taken by harpies.

Plaguebearer (2 point evolution): Your eidolon carries a disease, chosen when the evolution is taken. Choose one attack. Whenever the selected attack hits, the target must make a Fortitude save, DC equal to 10 + ½ the eidolon's HD + the eidolon's Constitution modifier or contract the disease. The disease may not be used more than one per round.

Swarmform (4 point evolution): The eidolon may break down into a swarm of Tiny versions of itself. The eidolon gains all the abilities and limitations of a swarm of its size. Each time this evolution is taken the eidolon may become a swarm the next size smaller. The eidolon loses all its special attacks in this form, has an effective Strength of 1, and loses the ability to use most of its physical skill and feats at the GM's discretion.

Harpy Witch Hexes

The following witch hexes can only be taken by harpies.

Razor feather: This hex allows the witch to turn one of her feathers into a +1 dagger for one hour per witch level. At 8th level the feather becomes a +2 short sword, and at 14th level it becomes a +3 bane short sword of the witch's choice.

Singing Skull: The witch can enchant a skull with the ability to use her captivating song. She may set one of the following triggers for the song: If a Small or larger creature comes within 30 feet, if the skull is touched, or if magic is used within 50 feet of the skull. Targets of the song move with all speed to where the skull sits, and wait there until the song is finished. The song lasts for 1 round per level of the witch that enchanted it. The captivating song is treated as if the witch was the singers, for the purposes of the DC of the song, and the witch cannot use her song until the skull sings, or until she concentrates while holding the skull for one full round. If the skull is destroyed before it's song is triggered, the witch must make a DC 17 Will save or be stunned for 1 round. The witch must be at least 10th level before taking this major hex.

Harpy Wizard Options

The following option can only be taken by harpy wizards.

Singing spell: Harpies learn to channel their verbal components directly into their compelling song, without stopping their singing. Once per day per point of the harpies Intelligence modifier, she may cast any spell with a casting time of 1 standard action or less at any point while she sings. This replaces Scribe Scroll at first level.

Half-Harpy Race (Harpidite)

The moniker half-harpy is, perhaps, misleading. All harpies mate with other humanoids to produce further generations because the harpies have no males of their own species. In some sense, all harpies are half-harpies.

However, not all born from the union of harpy and surrogate male are born full harpies. Perhaps one harpy child in a thousand is born as a strange crossbreed between a human and a throwback to the harpy's more noble roots. They are a mutation. An anomaly. The reason why this child is born

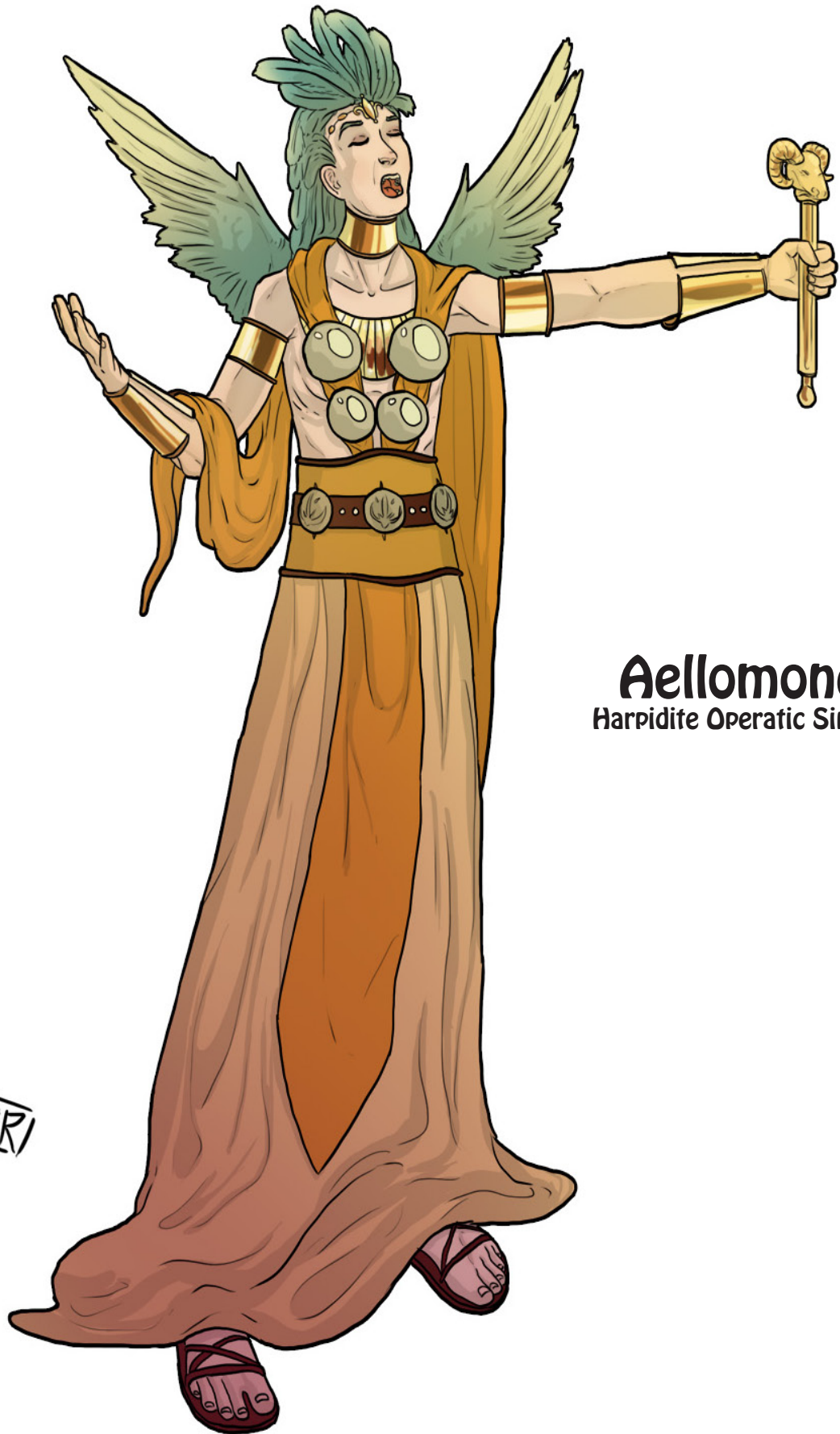
different than others of its ilk is unknown. Perhaps it is some mercy from the wind goddess, her rage tempered by eons. Perhaps it is a more natural anomaly, akin to an intersex disorder. Whatever the reason, a harpy will sometimes give birth to a child that is neither completely human, nor completely harpy. These are called half-harpies, or more commonly, harpidite (har-pih-DY-tee).

A harpidite is hermaphroditic, having no definite sex characteristics. In appearance, they look androgynous, seeming to be either beautiful young men or somewhat masculine women. A harpidite is sterile, and cannot reproduce with a harpy, a human, or another half-harpy.

Harpidite only occur when harpies mate with humans. Again, the reason why this is is not entirely understood. Alexander the Younger theorized in *Histories Natural and Preternatural* that humans are the harpy's ideal mating partner, since harpies lusted after mankind in the early days of their race and, as such, could produce superior children with them. Jain of Lastland wrote a famous letter of rebuttal to Alexander the Younger, loudly decrying Alexander's attempt to pass off harpidite as "more perfect" harpies, and stated that the ancient legend of the harpy's origin was nothing but mythological bunk. The scholar Jain argued that harpidite are what occurs when the male gender tries to assert itself in the wholly female species. The Venerable Fonafar, hundreds of years later, put forth his own theory about the superiority of the human race compared to the other demi-humans, and theorized that their blood was strong enough to overpower the weak harpy's. Most modern scholars consider this little more than racist eugenic rambling, and the discussion of the human/harpy half-breeds continues into modern day.

Harpidite tend to take more from their father than their mother, as each harpidite is possessed with the human's capacity to adapt and expand. These traits serve them well, as harpidite are almost universally shunned by civilization. Seen as bizarre monstrosities, a harpidite's life is a long hard road. Even so, harpidite have natural gifts that allow them to survive and even thrive with the lot that nature has dealt them.

Physical Description: Harpidite look mostly human, with a few notable exceptions. They tend to be androgynously beautiful, with none of the



Aellomone
Harpidite Operatic Singer

harpy's ugliness evident. However, when they smile, a row of needle sharp teeth appear behind their lips.

Harpidite tend to be lithe with light bodies, as if adapted for flight. However, flight is a gift denied them; the wings on their back are small and vestigial. They may move their wings, but they are far too small to generate any sort of lift. Many harpidite bind their wings down behind their back, in an attempt to appear more human.

A harpidite has light, downy feathers over much of its body, particularly on its legs and around its face. Unlike its harpy parent, however, the harpy has a generally human gait, and stands straight. It is harder to conceal its long, clawed feet than its wings, though, and harpidite must either have specially made oversized shoes or cloak them with illusions like Aellomone does when performing.

The harpidite inherits the same ethnic traits of its father, but (obviously) has the same avian features as its mother. If the mother was vulture-like, so too is the harpidite vulture-esque. Harpidite also carry the vague scent of harpy musk on them, which they may try and conceal with heavy perfumes. Either way, a harpidite can expect to have a robust smell: either their musk, or an overpowering perfume.

Society: Harpidite have no society or culture of their own. A few harpidite who survive infancy manage to live with clans of harpies, taking on the wild ways of their mothers. Other harpidites are driven away from the nest and are found by neighboring civilizations, who may take the harpidite in. These foundlings are forced to live with constant reminders of their monstrous blood. As such, they often try as hard as possible to appear fully human. A very few harpidite are actually born of a "civilized" harpy and are raised in a city environment. These harpidite may wear their heritage on their sleeve, openly inviting others to challenge them. A well-connected harpy mother insinuated into a society is nothing trivial, and young harpidite will rely on a powerful parent to protect them from would-be threats.

Relations: Few people look on harpies with any kindness, and these dim views carry over to the harpy's offspring. Humans, halflings and elves have long suffered from incursions from harpies and look upon harpidite with disgust mixed with pity. They almost cannot help expecting wanton destruction from a creature that looks so much like

their hated foe. Dwarves and gnomes, since they live underground, have less experience with harpies, and so may look on harpidite with somewhat less prejudice.

Of all the intelligent races, it is other half-breeds who may accept harpidite most. Half-orcs, in particular, understand the struggle for identity that comes when having one monstrous parent.

Alignment and Religion: Harpidite raised amongst harpies typically embrace the evil, chaotic forces that those creatures worship and are initiated into the cult of Pazuzu. Harpidite who are raised in civilization typically have a chaotic bent. Since the society at large customarily rejects them, they have a hard time integrating into the more orderly side of their culture. However, they still tend to assimilate the values of the culture, and may be either good or evil aligned, depending on the land in which they are raised.

Adventurers: Harpidite are not offered many legitimate opportunities, so many turn to adventuring as a means to support themselves. Harpidite adventurers seek the wealth, respect, or identity they could not have in traditional occupations. A harpidite adventurer may prove its virtue by way of good deeds and heroic actions. At the same time, a harpidite may brazenly declare itself a true monster by using its talents to oppress others.

Harpidite Racial Characteristics

Half-harpies are defined by character class levels and the following racial characteristics.

+2 Dexterity, +2 Charisma, -2 Constitution:

Harpidite inherit their mother's light structure but also their frail bones. Additionally, they inherit a natural talent with music and a natural melodious voice.

Medium: Harpidite are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Harpidite have a base speed of 30 feet.

Darkvision: Harpidite can see in the dark up to 60 feet.

Mildly Empathic: Harpidite have good intuition about the emotions and thoughts of other people, tapping into their moods. They receive a +2 racial bonus on Sense Motive skill checks due to this minor empathy.

Birdsong Voice: The harpidite's voice is an instrument itself, being able to command an incredible range and melt even the hardest of hearts. Half-harpies receive a +2 racial bonus on Perform (sing) skill checks.

Enthralling Song: Half-harpies add +1 to the DC of spells they cast with the sonic descriptor or spells of the charm subschool. In addition, half-harpies with a Charisma of 12 or higher may use *enthrall* twice per day as a spell-like ability (caster level is equal to the half-harpy's character level). The DC for Enthrall is equal to 12 + the half-harpy's Charisma modifier.

Harpy Blood: Harpidite count as both humans and harpies for any effect related to race.

Weapon Familiarity: Harpidite treat any weapon with the word "harpy" in its name as a martial weapon.

Languages: Half-harpies begin play speaking Common. Harpidite with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Vital Statistics – Age

Adulthood	Martial Classes	Spontaneous Casters/Psionics	Studied Casters
15	+1d6	+1d4	+2d6

Middle Age	Old	Venerable	Maximum
35	53	79	70+2d20 years

Vital Statistics - Height, Weight

Base Height	Base Weight	Modifier	Weight Multiplier
4 ft. 8 in.	70 lbs.	2d10	x3 lbs.

Race Traits for Harpidite

These traits are specifically designed for Harpidite and Harpy player characters, but usable only by other races at the GM's discretion.

Boreal Avian: Ithreia, the Blinding Wind, no longer rejects you. You do not suffer the +2 DC penalty to Perception checks due to inclement weather.

City Aspirant: You have turned from the wilderness early in life and learned the ways of the city. You gain a +1 trait bonus to Knowledge (local) and Knowledge (nobility) checks. One of these skills is

also a class skill for you.

High Plains Avian: From above, the prey fear your shadow. You suffer half the penalty to Perception DCs based upon your distance from creatures or objects.

Rainbow Avian: You are prone to fits of inspiration and glamor. Once per day, you may add a +4 trait bonus to a single Charisma-based skill or ability check.

Waveflyer Avian: You have much in common with the gulls that skim the waves. You only need to eat half as much food as normal. Additionally, you gain a +2 racial bonus to resist fatigue due to travel.

Purple Duck Note: *The race trait Memories of the Sky from Fehr's Ethnology: Dragonblood could also be selected by harpidite with GM permission.*

Alternate Racial Characteristics

The following racial characteristics may be selected instead of existing half-harpy racial characteristics, but of course you cannot exchange the same racial characteristic more than once. Consult your GM before selecting any of these new options.

Engorged Wings: The harpidite's vestigial wings are larger and stronger than normal, though still generate no lift. This racial characteristic does not impart the ability to fly if the half-harpy has no Fly speed, but if the harpidite ever gains the ability to fly, its Fly speed increases by +10 feet. Furthermore, the harpidite gains a +4 racial bonus to the Fly skill. This replaces birdsong voice racial characteristic.

Hoarder: Not all half-harpies inherit their mother's empathic tendencies; some inherit their bizarre obsession with shiny objects. Harpidite with this trait gain a +2 racial bonus on Appraise checks and Perception checks to find hidden objects (including traps and secret doors). This replaces the mildly empathic racial characteristic.

Self-Hatred: The harpidite blames its mother and her cursed blood for most of its problems. Harpidite with this trait receive a +1 bonus to attack and damage rolls against creatures of the monstrous humanoid type. This replaces the mildly empathic racial characteristic.

Song of Winds: The harpidite displays affinities that tie him to the god of winds and birds. It may use wild empathy on birds as if a druid equal to its class level. This replaces the mildly empathic racial

characteristic.

Sweet Tongue: The harpidite channels his empathic abilities towards saying exactly what the other wants to hear. The harpidite receives +2 racial bonus to Bluff skill checks. This replaces the mildly empathic racial characteristic.

Talons: Typically, a harpidite's feet are elongated and obviously birdlike, but not really what you could call a weapon. The harpidite gains talons on their feet that deal 1d3 points of damage on a hit. This is a primary attack, or a secondary attack if the harpidite wields a manufactured weapon. This replaces the birdsong voice and mildly empathic racial characteristics.

Taste for Blood: A taste for humans and elves, the harpy's favorite meals, remains with you. Harpidite with this trait receive a +1 bonus to attack rolls against humanoid creatures of the human or elf subtype due to genetic memory. This replaces the enthralling song racial characteristic.

Harpidite Feats

Below is a selection of feats designed for use with both harpies or harpidite characters. With GM permission they may be allowed for other classes. For the purpose of these feats, the requirement 'harpidite' includes both races.

Extra Enthralling Song

You are able to use the enthralling song more often than your average half-harpy.

Prerequisite: Cha 15, harpidite, enthralling song racial characteristic.

Benefit: You gain an additional two uses per day of your *enthrall* spell-like ability.

Flutter

You have been practicing with your vestigial wings, and can manage to hold your body weight, if you are desperate.

Prerequisite: Harpidite

Benefit: You can slow your fall to a walking pace, as effective as the *feather fall* spell (but non-magical), once per day. This effect persists until you land safely on a solid surface.

Glide

Given a height to jump from, you can almost emulate the flight of your harpy parent.

Prerequisite: Harpidite, Flutter

Benefit: From a height, you can fly in a straight line for twice the distance of the height from which you have launched in a single round. This movement can be used as a charge. You also gain another use of Flutter per day.

Solace of the Soiled

You can use your infamous smell as a defense against those who would track you down.

Prerequisite: Harpidite

Benefit: Creatures cannot use the scent ability to track you, and though they can still detect your odor at half the normal distance, its putridness gives them a -2 penalty on Perception checks. Normal tracking actions work normally on you.

Snatcher's Gift

Using claws and hands, you can get what you desire from those who oppose you, even taking their weapons!

Prerequisite: Harpidite, Sleight of Hand 3 ranks

Benefit: You gain +2 on Steal and Disarm combat maneuvers while flying. You still provoke attacks of opportunity with these actions unless you also possess Improved Disarm or Improved Steal respectively.

Wing Buffet

When any dare to set hands on you, they will be in for a surprise!

Prerequisite: Harpidite, base attack bonus +3

Benefit: During a grapple, you can choose to make an extra slam attack with your vestigial wings, dealing 1d6 points of damage plus one-half your Strength bonus.

Harpidite Adventurers

Half-harpies are children born into a conflict of two natures. One parent is one of the most despised monsters in existence, and after a lifetime of being treated as one of these beasts, it would be easy to give into one's bestial natures. However, the other parent instills a sense of limitless achievement and individual distinction. If the harpidite is tempted towards bitterness and savagery, it always has something in the back of its mind saying: "You can be more than this."

In truth, a harpidite has talents that allow it to pursue a variety of paths. Though not physically strong, harpidite possess bloodthirstiness in battle that rivals even half-orcs, so some become fighters and monks. This allows them an outlet for any murderous rage they inherited from their mother. Others prefer the thrill of pursuit, and will become rangers and inquisitors, tracking people no matter where they hide. And, of course, the harpidite possesses some of the musical talents of its mother, so they can easily excel at any occupation that allows it to perform.

Alchemist: Though not known for being a particularly scholarly lot, harpidite nevertheless have much to gain by pursuing the studies of the alchemist. By the alchemist's study, a half-harpy may increase its own strength with mutagens and create swaths of destruction with bombs – a worthy reward for dutiful learning.

Barbarian: If a harpidite inherits more of its mother's share of bloodthirst than is good for it, it may easily find an outlet for its destructive tendencies as a barbarian. Half-harpy barbarians revel in their baser instincts, creating ruin as effectively as any full-blooded harpy ever did.

Bard: With their lovely voices, many harpidite take the role of the bard as a way to prove that they can be creators of great art and beauty. Combined with their natural grace, harpidite bards are quickly recognized as being more than monsters.

Cavalier: A harpidite may have a hard time gaining acceptance among the noble, civilized ranks of a cavalier, but that is all the more reason for many harpidite to try and pursue this career. Half-harpy cavaliers are very effective at rallying and aiding their companions on the battlefield with their clear, sharp voices.

Cleric: A half-harpy raised amongst its mother's

kindred will almost certainly be a part of the cult of Pazuzu, and as a cleric will wield malicious powers of that demon lord. Elsewhere, a harpidite cleric may find more noble spiritual traditions, perhaps even connecting back to their ancient progenitor Ithreia (see *Gods of Porphyra* for more information on Ithreia).

Druid: A harpidite has a strange connection to the natural world, having some instincts that would allow it to live well outside the bounds of civilization. Some druids revere harpidite as being closer to the world of animals, and so offer half-harpies a place of acceptance.

Fighter: Half-harpy fighters have the quickness and lightness necessary to be untouchable fighters and excellent archers. On the battlefield, they can blend beautiful grace with bloodshed in a way that's very satisfying to both sides of their nature.

Gunslinger: The new workings of firearms tend to frustrate and baffle the simple instincts of the harpidite. Still, no half-harpy can deny their efficacy.

Inquisitor: The harpidite's slight empathic abilities make them excellent torturers, inquisitors, and pursuers, being able to understand just how to get under somebody's skin. Many harpidite become inquisitors to put these talents to the service of a god or organization that will take care of them.

Magus: The power of the magus, which combines martial and arcane capabilities, tends to lure the harpidite more than other purely scholarly pursuits.

Monk: Some harpidite will become monks to try and overcome their less human side through introspection and discipline. Others will see it as a natural path to combat superiority, using their swiftness and talons.

Ninja: Harpies rarely stray into the mysterious East where ninja training is more common place (they are driven out by their rivals, the Tengu), but when harpidite do find their way to where they can receive ninja training, their natural dexterity and charisma compliment the lifestyle well.

Oracle: Sometimes the god of air or the demon Pazuzu calls on the half-harpy to become its messenger. Harpidite who become so blessed (or cursed) are fanatics, unstoppable as the storm. This is a common path for many half-harpies, as they have a closer connection to these deities than others do.

Paladin: Though an uncommon sight, some

harpidite feel that they will never gain the recognition they deserve unless they devote themselves wholly to the cause of righteousness. These half-harpies must hold themselves to a higher standard if they are to win the respect of their community.

Rangers: With predatory instincts, a preternatural knack for understanding others, and a tie to the natural world, many harpidite take on the role of the ranger. Being quick on their feet, they make excellent scouts.

Rook: Harpidite who adventure in the path of the rook are most often drawn to the Demagogue and Glamerspex schism. These schisms feed naturally into the harpidite's need for constant attention.

Rogue: Some harpidite take to the path of the rogue out of desperation, as they must steal to eat and live. Others find solace in the shadows, hiding themselves from the world that mocks and pities them. Whatever their reasons, a half-harpy rogue is a dangerous creature indeed.

Samurai: Almost no half-harpies choose the path of the samurai, because almost no great lord is willing to trust their pointed-tooth smile enough to offer them the chance to take the oaths.

Sorcerer: Magic is a rare gift for a harpidite, but when it manifests, few can question their power. Half-harpy sorcerers can force others to acknowledge their existence with the power of the arcane.

Summoner: Some harpidite feel an amount of kindred with monstrous forces, and take delight in calling them forth to their service. A few half-harpies even become synthesist summoners, molding their eidolon over their bodies to gain some of the bestial shapes that were denied them by their human heritage.

Witch: Many half-harpies naturally gravitate towards the strange magics of the witch, preferring the potency of their hexes to the study of the wizard or summoner. A half-harpy witch is indeed a fearsome sight, and is often shunned entirely by civilization – which suits the harpidite just fine.

Wizard: Though not common, a harpidite wizard wields potent power. They tend to sing their magic incantations and weave their spell notes into long and beautiful ballads for easier memorization. Many harpidite wizards gravitate towards elemental schools of study, particularly that of Air.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a Favored Class, half-harpies have the option of choosing from a number of other bonuses, depending upon their Favored Classes. The following options are available to all half-harpies who have the listed Favored Class, and unless otherwise stated, the bonus applies each time you select the listed Favored Class reward.

Bard: Add +1/2 to the saving throw DC of the bard's fascinate ability.

Cavalier: Add +1/4 to the cavalier's banner bonus.

Fighter: Add +1/2 to the fighter's CMB when attempting to Dirty Trick or Steal.

Inquisitor: Add +1/2 on Intimidate and Sense Motive checks.

Ranger: Choose a weapon from the following list: longbow, light crossbow, heavy crossbow, or any weapon with "harpy" in its name. Add a +1/2 circumstance bonus on critical hit confirmation rolls with that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Witch: Treat the witch's level as +1/2 higher for the purpose of determining the effects of the witch's hexes.

Sample Half-Harpy Character

AELLOMONE

Faith Eshsalqua

Homeland Iffud

Harpidite bard (celebrity) 1

N Medium humanoid (harpy, human)

Init +3; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 13, touch 13, flat-footed 10

(+3 Dex)

hp 8 (1d8)

Fort +0; **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee rapier +0 (1d6/18-20)

Ranged short bow +3 (1d6/x3)

Special Attacks bardic performance 7 rounds/day (standard action, countersong, distraction, fascinate)

Spell-Like Abilities (CL 1st; concentration +4)

2/day – *enthrall* (DC 15)

Bard Spells Known (CL 1st; concentration +4)

1st (2/day) – *disguise self*, *moment of greatness*

Oth (at-will) – *ghost sound* (DC 13), *haunted fey aspect*, *prestidigitation*, *resistance*

STATISTICS

Str 10, **Dex** 16, **Con** 10, **Int** 11, **Wis** 8, **Cha** 17

Base Atk +0; **CMB** +0; **CMD** 13

Feat Flutter

Skills Bluff +7 (+9 to lie), Diplomacy +7, Intimidate +7, Perception +3, Perform +9, Sense Motive +5;

Racial Modifiers +2 Sense Motive, +2 Perform (sing)

Traits Gift of the Master Gambler, Rainbow Avian

Languages Common

SQ bardic knowledge, enthralling song, famous (Iffud), weapon familiarity

Gear rapier, shortbow, studded leather armor, disguise kit, backpack, artisan's outfit

Born to the harpy Aello, a civilized harpy in the city of Berton, Aellomone (a name meaning “Aello’s daughter”) had a strange childhood. Aello was a mid-level crime boss who sacrificed almost everything she had to make sure that her daughter had a fair chance in the big city.

Aellomone was accepted as a student at the opera house and quickly became a rising star. Aellomone’s androgynous beauty allowed her to play both male and female roles, or even shift between roles with small costume changes and well-placed Disguise Self spells.

As Aellomone became well-known in her district of the city, she began to dream of the wider world and opportunities outside of the city walls. Armed with her training and some fame, she has set out to make a much larger name for herself.

Gift of the Master Gambler (Eshalqua): Eshalqua has seen fit to gift you with the power of obfuscation. Gain a +2 trait bonus on Bluff checks to tell lies.

The Cult of Pazuzu

Like many other evil monsters of the air, harpies worship the demon lord Pazuzu. Though harpies are feral, the Cult of Pazuzu connects them to many other forces of evil: manticores, wyverns, mortal demon-worshippers. Their shared allegiance in the cult turns these potential foes into allies. The cult is the harpy’s main opportunity to become involved in projects larger than themselves.

The Cult of Pazuzu is a mystery cult. The tenets,

scriptures, and rituals are secrets to all except those initiated into the cult. Pazuzu’s name is held in uttermost respect – it is said that the Prince of Air can look into the heart of whoever speaks his name. Giving the unholy gift of his name to new aspirants is typically the first step down a dark road; once aspirants speak the name of Pazuzu, he can look into their minds and learn how to ruin them.

Almost all harpies are initiated into the Cult of Pazuzu and are held in high esteem by the other cultists. Pazuzu will often test and torture mortal worshippers, making sure that they are completely loyal. He drives them to the very brink of their sanity to bend their minds into the twisted shapes that he most desires. A harpy is already a creature of perfect savagery.

Harpies often take leadership roles in the cult. They may become demoniacs and perform the Obedience of Pazuzu. They may take on cleric roles, shepherding others down the path of darkness. They may even become summoners or wizards and unleash demons into the material realm. All these tasks are seen as laudable within the cult and win the harpies prestige.

The following are a variety of things that harpies or other cultists of Pazuzu may encounter during their devotion to the demon lord of wind.

PAZUZU

King of the Wind Demons

CE male demon lord of the sky, temptation, and winged creatures

CULT

Unholy Symbol: image of Pazuzu with right hand upraised

Domains:* Animal, Chaos, Trickery

Subdomain:* Demon, Feather, Pazuzu

Temple: cliffside cathedrals, desert ruins, mountaintops, towering spires

Worshippers: antipaladins, harpies, tengus

Minions: fiendish flying creatures, perytons, swarms, vrocks

Obedience: String up the intestines of a freshly killed creature somewhere that will attract the attention of hungry birds (such as the branches of a tree or the crenellations of a tower), then meditate on the offering. Gain a +4 profane bonus on all saving throws against effects from flying creatures and compulsion effects.

An Idol of Pazuzu



BOONS

1: Whispers on the Wind (Sp) *charm person 3/day, enthrall 2/day, or fly 1/day*

2: Possession (Sp) You can cast *magic jar* once per day as a spell-like ability. You can use a holy symbol of Pazuzu or a statue of Pazuzu as your receptacle—if you do so, you can determine the exact creature type and position of all potential life forces you’re capable of possessing. This ability is the equivalent of a 7th-level spell.

3: True Temptation (Sp) If any creature speaks Pazuzu’s name aloud three times with a single breath, and that creature is within 60 feet of you, you can cast quickened charm monster on that creature as an immediate action. You can use this power up to three times per day. Creatures with fly speeds take a –4 penalty on saves against this effect. If a creature that fails its save against this effect has protection from evil or a similar effect activated, that effect is immediately and automatically dispelled. You can use this ability against a creature that has not invoked Pazuzu’s name, but if you do so, it functions as a normal (non-quickened) charm monster spell that does not dispel protection from evil effects. This ability is the equivalent of a 9th-level spell.

PAZUZU SUBDOMAIN

Associated Domain: Chaos

Replacement Power: The following granted power replaces the touch of chaos power of the Chaos Domain.

Pazuzu’s Sting (Su): You grow a barbed scorpion tail. You may attack with your tail as a secondary attack, dealing 1d4 points of damage, and inflicting poison as per a medium giant scorpion. At 9th level the damage becomes 1d6 and the poison deals Con damage. You may grow your tail once per day per point of Constitution modifier, and the tail lasts for one minute per cleric level you possess.

Purple Duck Note: *On Porphyra, Demon Lords only have access to three domains and up to three subdomains as listed above. In the extended Pathfinder Roleplaying Game rules Pazuzu should grant access to the Air, Chaos, Evil and Trickery domains and probably the Deception, Demon and Wind subdomains.*

Cult Feats

The following feats assist harpies and others show their devotion to their demonic masters

Demonic Obedience

You physically defile yourself, others, or holy objects in order to prove your blasphemous devotion to a demon lord and gain special boons.

Prerequisites: Knowledge (planes) 3 ranks, must worship a demon lord.

Benefit: Each demon lord requires a different obedience, but all obediences take only an hour to perform. Once the obedience has been performed, you gain the benefit of a resistance to some element or attack associated with your demon lord, as indicated in the “Obedience” entry for the demon lord.

If you have at least 12 Hit Dice, you also gain the first boon granted by your demon lord upon undertaking your obedience. If you have at least 16 Hit Dice, you also gain the demon lord’s second boon. If you have 20 Hit Dice or more, you also gain the demon lord’s third and final boon. Unless a specific duration or number of uses per day is listed, a boon’s effects are constant.

If you ever fail to perform a daily obedience, you lose all access to resistances and boons granted by this feat until you next perform the obedience.

Cult Leader

You initiate your followers into the cult of your demon lord, exalting in their cries of agony as they realize the consequences of the path they’ve chosen.

Prerequisite: Demonic Obedience, Leadership
Benefit: Your followers and your cohort become members of your demon lord’s cult, if they were not already. Your cohort (though not your followers) gains the fiendish template, as long as this would not place his CR more than 2 levels below yours. If the fiendish template would cause your cohort to be only 1 level below your own, he does not gain the template until you gain a level.

Additionally, your leadership level raises by 1 with your special title of cult leader.

Racial Archetypes

Below is a selection of archetypes for harpy and harpidite characters. They may be available to other races with GM permission.

Goetic Summoner (Summoner Archetype)

Many summoners touch distant planes, both celestial and infernal, binding the creatures she finds there to her will. The goetic summoner intentionally draws on the Abyss and looses the fiends there, freeing them to do their evil in the world. Yes, they serve her...but she in turn serves the darker powers of the planes.

Alignment: Any evil

Goetic Mastery (Sp): Starting at 1st level, a goetic summoner can cast *summon monster I* as a spell-like ability a number of times per day equal to 3 + his Charisma modifier. He can cast this spell as a standard action that provokes an attack of opportunity and the creatures remain for 1 minute per level (instead of 1 round per level).

At 3rd level, and every 2 levels thereafter, the power of this ability increases by one spell level, allowing him to summon more powerful creatures (to a maximum of *summon monster IX* at 17th level).

At 19th level, this ability can be used as *gate* or *summon monster IX*. If used as *gate*, the goetic summoner must pay any required material components. These summon spells are considered to be part of his spell list for the purposes of spell trigger and spell completion items. In addition, he can expend uses of this ability to fulfill the construction requirements of any magic item he creates, so long as he can use this ability to cast the required spell.

Additionally, if you summon an evil monster with this ability, your caster level is considered 1 higher.

This ability replaces *summon monster I* and *shield ally*.

Superior Summoning: At 3rd level, the goetic summoner receives Superior Summoning as a bonus feat, even if he does not meet the prerequisites. This ability replaces bond senses.

At 6th level, the summoner's eidolon may attempt to utilize his master's *summon monster* spell-like ability. Like a demon, the eidolon only has a certain percent chance to summon a monster successfully and is restricted to the evil alignment. The eidolon has a 50% chance to successfully use the *summon*

monster ability. At 8th level, this chance increases to a 70% chance. Whether the eidolon is successful or not, one use of the spell-like ability is considered expended.

Infernal Taint (Su): At 20th level, you become tainted by the powers you have so long called upon. You gain immunity to acid, cold and electricity. You gain spell resistance equal to your hit dice + 5 (maximum 30) and darkvision 60 ft. and if you already have darkvision, your range of darkvision is increased by 30 ft. In addition, all creatures summoned by the goetic summoner do an additional +2d6 profane damage on all attacks against good or lawful creatures. This ability replaces twin eidolon.

Black Pit Corruptor (Antipaladin Archetype)

The antipaladin is so haunted by his dark choices that he can find solace only by spreading his black gospel. A black pit corruptor is often a servant of a demon lord and an initiated into a demonic cult. He uses his knowledge of religious institutions to infiltrate and subvert them in the name of his new abyssal lord. The black pit corruptor takes delight in tearing down good religious enclaves and initiating new converts into his own cult.

In Sheep's Clothing: At 3rd level, the antipaladin gains the spell *undetectable alignment* as a spell-like ability as a constant effect. This ability replaces plague bringer.

Abyssal Aura: At 8th level, the antipaladin's aura hampers extra-dimensional travel by good outsiders. The aura extends 20 feet from the antipaladin. Good outsiders attempting to use abilities such as *dimension door*, *plane shift*, or *teleport* to leave or enter the aura must succeed at a Will save (DC 10 + ½ the antipaladin's level + the antipaladin's Charisma modifier); failure means the ability does not function, as if the outsider were affected by *dimensional anchor*.

The aura functions only while the antipaladin is conscious, not if he is unconscious or dead.

Alternatively, as an immediate action, the antipaladin can expend one use of his smite good ability to target a good outsider within 30 feet with *dimensional anchor*. A targeted *dimensional anchor* persists even if the antipaladin is unconscious or dead. This ability replaces aura of despair.

Dedicated to the Dark: At 11th level, the antipaladin gains partial access to one of the domains granted by his evil god or demon lord. The domain spells are added to the antipaladin's spell list. The antipaladin does not gain domain slots, but is otherwise is treated as a cleric 10 levels lower than his antipaladin level. For example, an antipaladin who selects the Death Domain at 11th level gains the first granted power of the Death Domain (Bleeding Touch) and will gain the second granted power at his 19th antipaladin level. This ability replaces aura of vengeance.

Magic Items

Below is a selection of harpy themed magical items for inclusion in your games.

BLADES OF THE SILVER WING'D HARPIES

Aura moderate conjuration and evocation; **CL** 7

Slot none; **Price** 32,322 gp; **Weight** 1 lb.

DESCRIPTION

During the great wars of the Abyss, Pazuzu strode against many other fiendish forces. When he called his harpy servants to aid him in a campaign against the devils, a dedicated flight of harpies answered his summons. They plucked their feathers from their bodies, coated them in silver, and offered them to the dread Prince of Air.

These weapons appear to be silver daggers, with the blade itself shaped like a harpy's pinion. The hilts are inscribed with blasphemous and awful prayers declaring victory for Pazuzu.

The blades made from these feathers are something of a legend in hell, especially within the Cult of Pazuzu. A few still remain after the great wars, and may be found in temples to Pazuzu or in places where the abyssal realms touch close to the material plane. Though they are of demonic make, they are powerful tools against devils, and so may see use amongst good and holy adventurers. This *+1 silver dagger* is both *anarchic* and *devilbane*. It normally deals 1d4 damage, but deals 2d6 damage against lawful targets. The dagger counts as a +3 dagger against devils, who take a total of 4d6 damage.

CONSTRUCTION REQUIREMENTS

Requirements Craft Magic Arms and Armor, *summon monster I*, *chaos hammer*, **Cost** 16,000 gp

IDOL OF PAZUZU

Aura strong conjuration; **CL** 13

Slot none; **Price** 36,000 gp; **Weight** 10 lbs.

DESCRIPTION

These idols in the shape of Pazuzu are a common enough sight in many of the demon prince's temples. They are given to the cult leaders by the Pazuzu's lieutenants, the Aerial Lords, as a way to solidify their power over their congregation. The idols are actually bound with a vrock demon within them, which can be summoned forth with a short prayer.

When the idol is held and the command word spoken, the bound vrock is summoned for 13 rounds per day. The vrock obeys the idol holder for the duration. The rounds need not be consecutive.

CONSTRUCTION

Requirements Craft Wondrous Item, *summon monster VII*, **Cost** 18,000 gp

MANACLES OF THE BLACK ANGEL

Aura strong abjuration; **CL** 20

Slot bracer; **Price** 108,500 gp; **Weight** 7 lbs.

DESCRIPTION

In Pazuzu's long struggle against Lamashtu, he has had to be creative. Heaven has many more resources that are better suited to taking on members of Pazuzu's own kind than he has. To simulate some of the powers that the forces of good use against demons, Pazuzu has crafted the Manacles of the Black Angel.

These rare minor artifacts are manacles forged of lillend and vrock bone. They are designed to take an outsider creature captive. While bound by the manacles, the outsider is trapped as though bound by a magic circle against good or evil (as applicable) with a constant dimensional anchor on the victim. The captive is also under a constant *suggestion* effect (DC 20) to keep it from attempting to escape. As these fit over the forearms, they suppress the powers of any bracers worn (if any) on the trapped outsider.

Bestiary

Below is a collection of variant harpies and variant harpy rules for use against player characters.

Purple Duck Note: *As written in the Bestiary, harpies have a bit of a glass jaw when it comes to combat. Their captivating song is a good ability but they are weaker in every other respect with compared to the typical CR 4 monster.*

Harpies in legend were terrible creatures who people fled from. I think harpies need to have a bit of an upgrade. The sight of a murder of harpies should cause people to run for cover. All harpies on Porphyra will have the following variant ability. Civilized harpies do not gain this ability.

Harpy Murder (Ex) Harpies travel in murders. While in a murder, an individual harpy gains a morale bonus to her attack rolls, weapon damage, ability checks, skill checks, and saving throws equal to the one-half the number of harpies in the murder (maximum +6 for 12 members). As members of the murder are dispatched or separated from the pack by 100 ft. the bonus is lost immediately.

Purple Duck Note: *All harpies below are designed to be very tough for their CR. Its time player's feared harpies again.*

Harpy, Famine

This disgusting creature resembles a diseased woman with clawed hands and the talons and wings of a vulture. Her skin is a pale green color and is pocked with lesions and sores.

HARPY, FAMINE (CR 5; 1,600 XP)

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Perception +11

DEFENSES

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 natural)

hp 52 (8d10+8)

Fort +4, **Ref** +9, **Will** +6

Immune ability drain, cold, disease, negative energy, paralysis, poison, sleep

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee 2 claws +8 (1d6 plus disease), 2 talons +3

(1d4)

Special Attacks feasting song, feats of strength, harpy murder

Spell-Like Abilities (CL 8th; concentration +10)
3/day – *crushing despair*, *stinking cloud*

STATISTICS

Str 10, **Dex** 17, **Con** 10, **Int** 8, **Wis** 10 **Cha** 15

Base Atk +8; **CMB** +8; **CMD** 21

Feats Dodge, Flyby Attack, Great Fortitude, Toughness

Skills Fly +14, Perception +11, Perform (song) +10

Languages Common

ECOLOGY

Environment any land or underground

Organization solitary, pair or murder (7-12)

Treasure standard

SPECIAL ABILITIES

Disease (Ex) Aggressive Bubonic Plague: Claws— injury; *save* Fortitude DC 14; *onset* 1 hour; *frequency* 1/hour; *effect* 1d4 Con damage and 1 Cha damage and target is fatigued; *cure* 2 consecutive saves.

Feasting Song (Su) A feasting harpy's song causes overwhelming hunger within those that can hear it. When a famine harpy sings, all creatures aside from other harpies within a 300 ft. spread must succeed on a DC 16 Will saving throw or suffer a -3 morale penalty to AC and must make a further DC 16 Will save or may act aggressively against the harpy but must seek out food instead. Creatures who fail this second save three successive times must attack the nearest living thing to kill it and eat its flesh. This effect persists for 1 round after the harpy finishes singing or is killed. The save DC is Charisma based.

Feats of Strength (Ex) Twice per day as a free action, the famine harpy can lose 6 hit points to gain a +6 bonus to its Strength. This bonus lasts for 5 minutes.

In the dark aftermath of the NewGod Wars of Porphyra, as many died from disease, hunger, and exposure as were killed in the clash of combatants. Naturally, many monsters profited from this, even adapting their very nature for the grim near-apocalypse that swept the world. One of the worst examples of this is the famine harpy, harbinger of starvation and disease, haunter of dead and dying lands. Famine harpies have, since those bad old days, learned to thrive on the hunger and pestilence of others, so much so that no other being but those of their own race can tolerate their presence. Their

inimical nature ensures their low numbers, as they must capture humanoids with which to reproduce, the same as their standard cousins, though without the same attractive song.

Famine harpies are the least territorial of the greater race, having to keep moving to ensure a good food supply and the escape the pursuit of skilled avengers. Though they have much in the way of defenses, they are somewhat cowardly, and have been known to quickly infect a target, and wait in a roost until it weakens. Surprisingly, -or perhaps it is part of their nature- famine harpies do not seem to need to eat very much, and can even be found underground in desolate, gloomy caves. Famine harpies can be found nearly everywhere, and one of their kind invading a city can set off both a mad riot and a dangerous pandemic.

Large flocks of these creatures have sometimes (especially with the presence of a strong leader) been bought off from entering a local domain, with trinkets and food, or directed to another's territory for a price. This willingness to bargain with these loathsome beings usually results in night raids, anyway, and nothing to show for negotiation but plague and hunger.

Harpy, Feaster

A gaunt monstrous woman with dark blue skin dives out of the clouds. Her black wings are tipped with dried blood and her eyes are wild with hunger.

HARPY, FEASTER (CR 6; 2,400 XP)

LE Medium monstrous humanoid (evil)

Init +6; **Senses** darkvision; Perception +13

DEFENSE

AC 20, touch 12, flat-footed 18
(+2 Dex, +8 natural)

hp 55 (10d10); **siphon healing** 5

Fort +3, **Ref** +9, **Will** +7

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee 2 claws +10 (1d6 plus energy drain), 2 talons +5 (1d4)

Special Attacks create spawn (wight; 1d4 rounds), energy drain (1 level, DC 17), harpy murder, horror song

Spell-Like Abilities (CL 10th; concentration +12)

At-will – *cause fear*, *chill touch*

3/day – *ghoul touch*, *spectral hand*

1/day – *animate dead*

Spells (CL 7th; concentration +10)

4th – *contagion*

3rd – *call of the underworld*, *ray of exhaustion*

2nd – *false life*, *limp lash*, *touch of bloodletting*

1st – *awaken the dead I*, *cause fear*, *chill touch*, *mage armor*, *ray of enfeeblement*

0th (at-will) – *bleed*, *blood will tell*, *disrupt undead*, *touch of fatigue*

STATISTICS

Str 10, **Dex** 15, **Con** 10, **Int** 17, **Wis** 10, **Cha** 15

Base Atk +10; **CMB** +10; **CMD** 22

Feats Dodge, Flyby Attack, Hover, Improved Initiative, Mobility

Skills Bluff +12, Fly +19, Knowledge (religion) +13, Perception +13, Perform (oratory) +12, Perform (song) +12, Stealth +15

Languages Common

ECOLOGY

Environment temperate hills, marshes and underground

Organization solitary, murder (2-8) or solitary plus 7-12 wights

Treasure standard

SPECIAL ATTACKS

Create Spawn (Su) Any humanoid that is slain by a feaster harpy becomes a wight itself in 1d4 rounds. Spawn are under the command of the feaster harpy that created them and remain enslaved for as long as the harpy lives.

Horror Song (Su) A feaster harpy's song is a terrifying thing with absolutely no sonorous qualities. It strikes fear in the living and gives strength to the dead. The feaster harpy can activate this song as a move action and maintain it as a free action. All living things within 300 ft. must make a Will save DC 17 or become panicked for 4d4 rounds. All undead creatures in the area are bolstered by the song and receive a +4 morale bonus to attack, damage and saving throw rolls. The save DC is Charisma-based.

Siphon Healing (Su) Feaster harpies possess a variant form of fast healing that only functions when other living creatures are within 30 ft. of it. Any time the feaster harpy regains hit points, the nearest living creature – friend of foe – must make a Fortitude save DC 17 or suffer 5 points of damage. The harpy heals regardless of the result of the save.

The save DC is Charisma-based. Feaster harpies are immune to the siphon healing themselves.

Spells: A feaster harpy casts spells as a 7th level wizard. They favor necromancy spells.

Their flight a frightening shadow in the sky, their song a cruel mockery of birdsong, the monstrous and rapacious beings now being known and revealed as feaster harpies are a fast-spreading plague on the lands. Feaster harpies are foul tools of dark cults, who frequently escape their would-be masters to set up blighted little empires of their own, populated with the life-draining animated corpses of the victims. The presence of a feaster harpy, whether in a cultic cell or independent, will deplete populations in a dismayingly short time and are difficult to root out due to their high degree of mobility, their array of magical skills, and their increased power when gathered in numbers.

The black-robed and cruelly artistic Rajuki, followers of Rajuk Amon-Gore, the Last Dancer, have engineered this appalling race from captured, magically-distorted harpy stock, and propagate their numbers in harrowing ceremonies involving feasters lured to a grim mountain altar, and a cultist protected with strong magic. Needless to say, the 'father' rarely survives such an ordeal.

Feaster harpies are highly intelligent, and use their wight-spawn to test and probe enemies who come to wipe them out, knowing full well that those who come to eradicate them are likely to become their new slaves in undeath. Even their loot and personal items becomes a draw for another group of would-be heroes, who would inevitably fall under the spell of the feasters. The relationship between feasters and cultists is typically a very rocky one, as the former wish to serve no master, but the latter have skills, resources (and males capable of surviving the mating act) that the feasters lack.

Harpy, Reaver

A mournful song fills the air as the sky above the sails is darkened by a flight of avian women descend from above. Their cultasses gleam in the sunlight and reflect the profound loss that is etched upon their faces.

HARPY, REAVER (CR 5; 1,600 XP)

CN Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +11

DEFENSES

AC 18, touch 12, flat-footed 16

(+2 Dex, +6 natural)

hp 60 (8d10+16)

Fort +4; **Ref** +8, **Will** +6; +4 vs. fear

DR 5/—; **Immune** disease, electricity, stunning

OFFENSE

Speed 20 ft.; fly 80 ft. (good)

Melee cutlass +13 (1d6+4/18-20), 2 talons +8 (1d6+2 plus berserk)

Special Attacks harpy murder, mourning song

STATISTICS

Str 18, **Dex** 14, **Con** 15, **Int** 8, **Wis** 10, **Cha** 15

Base Atk +8; **CMB** +12; **CMD** 24

Feats Ability Focus (berserk), Flyby Attack, Weapon Focus (cutlass, talons)

Skills Fly +17, Perform (sing) +13, Perception +11

Languages Common

ECOLOGY

Environment any ocean or seaside

Organization solitary, pair, or flight (3-12)

Treasure standard

SPECIAL ABILITIES

Berserk (Su) Creatures struck by a stormmaiden harpies talons must succeed at a DC 18 Will save or suffer the effects of *feeblemind* and *rage* for 1d4+4 rounds. Berserk victims attack the nearest creature, friend or foe, while the stormmaide retreat to safety to watch the carnage. The save DC is Charisma-based.

Mourning Song (Su) Stormmaiden harpies are consumed by a sense of eternal betrayal. They constantly sing a mourning song that causes all creatures within 300 ft. who can hear them to be shaken. The effect continues for 1 round after the harpy has been killed or driven off. There is no save for this sonic, mind-affecting charm effect.

Though the foul and dangerous race of harpies are known to venture out to sea, there are certain breeds which excel at dominating this environment, and make a habit of bedeviling those who would travel the ocean heedlessly. Reaver harpies, sometimes known as The Stormmaidens, have specialized themselves into this niche. Like their cousins, the vortex harpies, they revel in storms and

are rarely hurt by them. They have a chaotic goddess as a sponsor as well — Nise the Stormmaiden, the Lady of Pain.

Nisian boat-priestesses of an evil bent brought about the reavers, possibly to combat elemental forces such as the seafaring frost giants, or possibly to augment the female-dominant powers of the harpy race. In any case, reaver harpies reproduce through parthenogenesis, requiring no males. Though this might seem a frightening prospect for those who ply the seas, reaver harpies fight constantly amongst themselves for dominance of the flock, and often attack ships so recklessly that overpopulation is not a factor. More naturally-oriented harpies dislike them, and even like-aligned vortex harpies will fight with them over territory.

Reaver harpies lair on ships whose crews they have destroyed, or sometimes on storm-wracked isles in dark seas. Some evil Nisian priestesses persuade a few to come inland to act as tools of vengeance, or temple guards, but they are ill-suited to the work and must be totally dominated to be of any use. They typically arm themselves with weapons stolen from victims, replacing them when they rust and break.

Harpy, Vortex

This avian humanoid is beautiful beyond measure. Her form is flawless from the tips of her multicolored wings to ends of her bronze talons. A fiery malice darts from her maddened eyes.

HARPY, VORTEX (CR 4; 1,200 XP)

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 21, touch 13, flat-footed 18

(+2 Dex, +1 dodge, +8 natural)

hp 52 (8d10+8)

Fort +3; **Ref** +8; **Will** +6

Immunities disease, mind-affecting, sleep

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee 2 claws +8 (1d4 plus disease), talons +3 (1d6)

Special attacks harpy murder, insanity song

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 6, **Wis** 10, **Cha** 18

Base Atk +8; **CMB** +8; **CMD** 21

Feats Alertness, Death From Above, Dodge, Flyby Attack

Skills Fly +9, Perception +9; Perform (sing) +11, Sense Motive +9

Languages Common

ECOLOGY

Environment temperate or warm lands and islands

Organization solitary, pair, murder (7-12)

Treasure double

SPECIAL ATTACKS

Disease (Su) Blood of Ul'Ul: Claws—injury; *save* Fortitude DC 18; *onset* immediate; *frequency* 1/round; *effect confusion* as per the spell; this is not considered mind-affecting as it a supernatural disease that moves through the bloodstream; *cure* 2 consecutive saves. The save DC is Charisma-based.

Insanity Song (Su) A vortex harpy's song has the power to infect the minds of those that hear it, forcing them into a spiral of madness similar to their mistress Ul'Ul. When a vortex harpy sings, all creatures aside from other harpies within a 300 foot spread must succeed on a DC 18 Will save or suffer 1d3 points of Wisdom damage and fall under the effects of *confusion* (as per the spell) for 1d6 days. A creature that successfully saves is not subject to the same harpy's song for 24 hours. Creatures confused for than four consecutive days will suffer nightmares for an additional 1d6 days affect the confusion clears. This is a sonic, mind-affecting charm effect. The confusion can be cured by a *greater restoration* spell. The save DC is Charisma-based.

The harpy race has always been perniciously attuned to both the environment and the gods, but no harpy more so than the dangerous breed known as the vortex harpy. Vortex harpies love nothing more than being buffeted violently in a storm. Nothing, that is, except for the mad capering victims of their madness-inducing abilities. Vortex harpies are very fond of participating in a mad dance with those affected, but the dance always ends when those affected by confusion or insanity clear their minds enough to direct their aggression against their tormentors. Then, the combat begins in earnest, with the losers frequently forming a feast for the cackling wretches. Vortex harpies will eat fruit, and especially love coconuts, but will also use them as impromptu missile weapons, the only weapons that this breed are known to use.

Though the more stable adherents of the storm goddess Ul'Ul plead prejudice when vortex harpies are nominated as servants of Her will, the fact that Ul'Ul is known as 'The Vortex' probably seals the matter. Vortex harpies please the Mad Maiden and many of her wilder devotees, and storms ridden by the wild creatures are indicators of Her wrath. It is from these devotees that vortex harpies frequently choose their mates, or pirates marooned or captured by one of the mad creatures that take a fancy. Pirates in their island haunts call this 'Riding the feather wind', and a salt that survives the experience need never buy drinks again in his life.

There are slight differences in appearance and behavior of island-hopping and land-bound vortex harpies, the oceanic type being slightly less malicious, and sometimes useful as indicators of inclement weather. Vortex harpies on land are extremely difficult to reason with, and attack with no provocation. Both like to lair near water, in hollow trees or other high places, and always in places that offer no shelter from the storm.

Harpy, Zotz

A near ceaseless, high-pitched chattering comes from a creature resembling an albino human female with tattered and membranous leathery wings emerging from its back.

HARPY, ZOTZ (CR 3; 800 XP)

CE Medium monstrous humanoid

Init +3; **Senses** blindsense 120 ft.; darkvision 60 ft.;

Perception +6

DEFENSE

AC 16, touch 13, flat-footed 13

(+3 Dex, +1 dodge, +2 natural)

hp 33 (6d10)

Fort +2, **Ref** +8, **Will** +6

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee club +8 (1d6+2), 2 claws +3 (1d6+1)

Special Attacks harpy murder, mournful song

STATISTICS

Str 15, **Dex** 16, **Con** 10, **Int** 7, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +8; **CMD** 22

Feats Dodge, Flyby Attack, Skill Focus (Stealth)

Skills Fly +10, Perception +8, Stealth +6, Perform (song) +4

Languages Undercommon

ECOLOGY

Environment underground

Organization solitary, pair or cloud (3-12)

Treasure standard

SPECIAL ABILITIES

Mournful Song (Su) As a standard action, a zotz can sing a mournful, wordless song. All non-harpies within a 300-foot spread must make a DC 13 Will saving throw or be dazed for 1d3 rounds. Once a creature has suffered this effect, or successfully saved against it, they may not suffer it again for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based

It is known that the harpy has the characteristics of a bird typical of the region in which it is found. Still, it is a strange sight to glimpse a zotz – a harpy with bat-like characteristics rather than bird. Whether they are a true species of harpy or merely a creature of similar appearance is unknown.

Zotz are more feral than harpies, being deprived of true civilizations to mockingly emulate (as a harpy does). They dwell deep underground, picking off stray goblins or dwarves as they can. Hunting is difficult for a zotz, and the cavern roof often forbids them from making a clean escape. Therefore, they dwell in the most inhospitable of underground regions, sheltering in stalactite forests.

A zotz seems to have a sad quality about it. They use a form of echolocation to navigate the darkness that sounds like weeping. Their song is particularly sad, and can paralyze those who hear it with sorrow. Sages say that the zotz is mourning for the sky that it dearly misses.

A zotz has mostly human characteristics, though it is an albino. Its eyes are a bright pink and its hair and skin a bleached white. Instead of bird wings, it has ragged bat wings. Its legs terminate in wicked claws that allow it to cling to the ceiling.

Harpy Chick

This crying, squawking infant is a terrible excrement covered miniature version of the harpy.

HARPY CHICK (CR ½; 200 XP)

CE Small monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 15, touch 14, flat-footed 11

(+3 Dex, +1 dodge, +1 natural)

hp 7 (1d10)

Fort +0, **Ref** +5, **Will** +3

OFFENSIVE

Speed 10 ft., fly 20 ft. (average)

Melee 2 talons +1 (1d4-1)

Special Attacks guano mess

STATISTICS

Str 8, **Dex** 17, **Con** 8, **Int** 7, **Wis** 12, **Cha** 17

Base Atk +1; **CMB** -1; **CMD** 13

Feats Dodge

Skills Fly +5, Perception +5, Perform (song) +4

Language Common (can't speak)

SPECIAL ABILITIES

Guano Mess (Ex) A new hatchling has a very delicate constitution. When upset, it spews white, smelly guano everywhere. A harpy chick can spray a 5-foot line of this foul excrement once every 1d4 rounds. When the harpy chick wishes, she may make a ranged touch attack (+4 to hit). If the target is hit, it must make a DC 9 Fortitude save or be sickened for 1 minute (or until the target spends a full-round action with a body of clean water to wash off the filth). The save DC is Constitution based

ECOLOGY

Environment temperate marshes

Organization solitary or pair (always in the care of others)

Treasure incidental

Harpy chicks are fresh hatchlings that must be constantly cared for by their mothers. A harpy chick

will usually cling to its mother's breast, holding on with its sharp little fingers tightly throughout the battle. However, it can also dislodge and fly about on its own if absolutely necessary. Harpy chicks sometimes even join the battle if the mother is significantly injured. They love to leap into the faces of adventures, biting, tearing, and defecating everywhere.

A harpy chick is just as vicious as its mother. They are hateful, disgusting, and lack the capacity to love. If they are adopted by well-meaning adventurers, the adventures may very well live to regret trying to take care of a little ball of talons and excrement. In time, however, as a harpy chick grows and begins to learn language, it may learn that the best way to get what it wants isn't through tantrums and violence.

Harpy Equipment

Below is a selection of equipment known to be made by harpies, for harpies or from harpies

Harpy Talon Bow: Talon bows are specially designed for use by flying creatures with semi-functional lower limbs; a blockier span, and a deeper groove for holding arrows. A harpy, or similar creature can hold a loaded bow and fire it while holding other items, even another bow in their upper arms. Talon bows must be loaded by articulate hands, though they stay loaded until fired.

Harpy Bola: Harpy-made bolas are especially designed for use from the air, and the range given is for when used with flight; but non-fliers have found they still maintain their range if thrown from a cliff or other height, or even while standing on horseback, as some expert horsemen do. The bolas-weights are shaped like a sharp discus with a hole in the center, facilitating longer flight and slashing damage.

Name	Cost	Damage (S)	Damage (M)	Crit.	Range	Weight	Type	Special
Harpy Talon Bow	40 gp	1d6	1d8	x2	50 ft.	3 lbs.	P	see above
Harpy Bolas	20	1d3	1d4	x2	20 ft.	4 lbs.	S	Trip

Guano Bomb: One of the nastiest weapons in a harpy's arsenal is a guano bomb, which is a ball of the harpy's own droppings compacted tightly and lit aflame. This simple and reeking device is similar to alchemist's fire, but lacks splash damage and burns less hot. However, even though it does less damage, because the sticky guano adheres to its target, it is very difficult to put a victim of a guano bomb out.

Treat an attack from a guano bomb as a ranged touch attack with an increment of 10 feet. Lighting a guano bomb is a move action. A hit with a guano bomb deals 1d3+1 points of fire damage and sets the target on fire. On the round following the hit and every round thereafter until extinguished, the target takes 1d6 points of fire damage. The target or an adjacent ally may attempt to extinguish the flames, which requires a full-round action. It is a DC 20 Reflex save to try and extinguish someone covered in burning guano. Rolling on the ground provides a +2 bonus to this save. Leaping into a body of water or extinguishing the flames magically automatically smothers the fire.

Name	Cost	Weight
Guano Bomb	40 gp	1 lbs.

Harpy Wing Glider: When a snake's head is severed, it can still bite. The workings of its muscles and fangs still make it a threat, even when separated from its body. When a harpy's wings are severed, they may still continue to thrash and beat. Clever (if grisly) tinkers have learned to transform these thrashing wings into a glider that can create lift with only a running start, avoiding the jump that is normally needed to ride gliders. A harpy wing glider may take flight after 30 ft. of movement in a straight line. However, the wings will invariably degenerate in usefulness as they decompose, making this investment a temporary one. A harpy wing glider, though smeared with embalming unguents, will only last about four weeks from its creation. After that, the glider will suffer 1 HP of irreparable damage every day, until it is broken and unusable. The craftsman must find a buyer, quickly, or the return on his investment shall be small indeed.

HARPY WING GLIDER

Large air vehicle

Squares 4 (10 ft. by 10 ft.); **Cost** 350 gp

DEFENSE

AC 12; **Hardness** 0 (takes double damage from acid attacks)

hp 15 (7)

Base Save +1

OFFENSE

Maximum Speed 90 ft.; **Acceleration** 15 ft.

CMB +1; **CMD** 15

Ramming Damage 1d8

DESCRIPTION

Propulsion current (air; four squares of wings, which serve as the majority of the vehicle, hp 15)

Driving Check Fly or Acrobatics +10 to the DC

Forward Facing the point of the glider's wings

Driving Device rigging

Driving Space any single square directly below the sail part of the glider

Decks 1

Additional Spells

Below is a selection of 3PP spells that have appeared in the various statblocks in this tome.

AWAKEN THE DEAD I

School necromancy; **Level** cleric 1, rook 1, sorcerer/wizard 1

Components V, S, F/DF (a corpse candle)

Casting Time 1 round

Range close (25 ft. + 5 ft./2 levels)

Effect one created undead creature

Duration 1 round/level (D)

Saving Throw None

Spell Resistance No

This spell awakens an undead creature and calls it forth from its twilight hell (typically from the ground or from out of the shadows). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell calls forth one of the creatures from the 1st-level list. You choose the kind of undead to awaken, and you can change that choice each time

you cast the spell.

A created creature cannot call, summon, or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be created within an environment that cannot support them.

1st Level: Human zombie, Bugbear skeleton, Hyena zombie, Orc zombie, Leopard zombie, Wolf zombie

BLOOD WILL TELL

School necromancy; **Level** cleric 0, rook 0, sorcerer/wizard 0

Casting Time 1 minute

Components V, S

Range touch

Target blood from a living creature

Duration instantaneous

Saving Throw none; **Spell Resistance** no

With this spell, the caster is able to detect different things by tasting the blood of a target. He can taste if the target has a disease, is affected by poison or even what race he actually is. The caster cannot be affected by the blood, no matter how potent the poison or dangerous the disease.

The blood must be fresh for this spell to have any affect.

CALL OF THE UNDERWORLD

School necromancy [evil]; **Level** sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target a living creature

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

As you point your finger, dark strands of energy emerge from the ground surrounding your target. You must make a ranged touch attack to hit. If successful, every time the target attempts a saving throw against a necromancy spell or spell-like ability, he throws two dice, taking the lowest result.

LIMP LASH

School necromancy; **Level** sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a dead wasp)

Range 20 ft.

Target one creature

Duration special (see below)

Saving Throw none; **Spell Resistance** yes

You create a dark whip-shaped field of energy that wraps around an enemy's neck, leaving everything except his head paralyzed until you let go of the whip or it is destroyed. You must make a ranged touch attack with this spell. If you strike your target, he takes a 1d6 penalty to his Strength, Dexterity, and Constitution each round. This penalty cannot reduce any attribute to less than 1, and once any of these attributes reaches 1 the target collapses and his body, except his head, becomes paralyzed. While paralyzed in this way, the target retains full use of his senses, including the ability to feel pain, and can speak (including casting spells with only verbal components). The whip has a maximum length of 20 feet, 15 hit points, and a hardness of 5. The spell ends immediately if you let go of the whip or it is destroyed. When the spell ends, all penalties the target took from this spell also end.

TOUCH OF BLOODLETTING

School necromancy; **Level** antipaladin 2, cleric 1, druid 1, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

This spell causes any existing wounds that the target possesses to bleed profusely. If the creature's current total hit points are less than its maximum, this spell causes the creature to take 1 point of bleed damage each round and become exhausted for the duration of the spell. A successful DC 15 Heal check or any spell that cures hit point damage negates the effects of this spell.

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- Heroic Moments #1: Crash Landing
- Heroic Moments #2: The Informant

Volume 1 (Published by Highmoon Games)

- Heroic Moments #1: My Favorite Charity
- Heroic Moments #2: Unregistered Mutant
- Heroic Moments #3: St. Patrick's Day Parade
- Heroic Moments #4: Easter Mayhem
- Heroic Moments #5: SEPULCHRE Strikes
- Heroic Moments #6: Dreams and Nightmares

DUNGEON CRAWL CLASSICS

- AL 1: Bone Horde of the Dancing Horror

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- Purple Mountain I: Temple of the Locust Lord
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