



MONSTER MENAGERIE

KITH OF THE HARPY QUEEN



Sam Hing

FOREWORD

Welcome to Kith of the Harpy Queen, the fifth in our line of monster books called Monster Menagerie. Each volume in this line presents a small set of monsters tied to a single theme, but spread over

a range of CRs. For Kith of the Harpy Queen that theme is variants of the classic winged female monster. As an added bonus, author Sam Hing has put together an awesome set of harpy-related magic items, spells, and feats to round out your winged raiders.

Harpies are one of the classic monsters of legend and lore. Initially Grecian wind spirits created to punish the wicked, harpies had their myth slowly evolve into the female bird creatures that have plagued heroes in countless roleplaying games. The intention of this book is to expand the role of the harpy into something more than a simple monster whose song lures people to their dooms. Within these pages you will find how harpies have adapted to new terrains, sizes, mystic influences, and situations. We present new options to allow harpy-based encounters to haunt overconfident adventurers who think all they need is some wax in their ears.

Few things are more pleasing to a DM than the look of confusion on a player's face when he realizes that the familiar monster before him is not quite what he expected. This book adds that touch of fear into the minds of players, and thus into the heart of their heroes, with the sweet notes of a song.

We're confident that you'll find something useful in this, our fifth Monster Menagerie. Now ready yourself for the first wave of the Flight of Fear—the storm harpies have conjured up a foul wind, the piasa are ready to crush the life from you, and one of Pazuzu's chosen has raised an airborne army!

Owen K.C. Stephens

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CAVE HARPY

This bat-winged humanoid has the body of an enraged, albino woman, and the clawed feet of a great bat. Its eyes and hair are milk white, and its mouth sports needle-sharp fangs.

Cave Harpy

CR 6

XP 1,600

CE Medium monstrous humanoid

Init +2; Senses blindsight 60 ft.; Perception +11

DEFENSE

AC 17, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 Dodge, +2 natural)

hp 60 (8d10+16)

Fort +4, Ref +8, Will +3

OFFENSE

Speed 20 ft., fly 50 ft. (average)

Melee short spear +10/+5 (1d6+2), and 2 talons +5 (1d4+1 plus grab), and bite +6 (1d4+1 plus blood drain)

Ranged short spear +10 (1d6+2)

Special Attacks blood drain, captivating song, sonic shriek

STATISTICS

Str 14, Dex 15, Con 14, Int 10, Wis 13, Cha 17

Base Atk +8; CMB +10; CMD 12

Feats Dodge, Flyby Attack, Weapon Focus (bite), Vital Strike

Skills Bluff +9, Climb +11, Fly +11, Intimidate +14,

Perception +11, Stealth +13

Languages Undercommon

ECOLOGY

Environment any underground

Organization solitary, pair, flock (3–10)

Treasure standard

SPECIAL ABILITIES

Blood Drain (Ex): A bite or successful grapple check from a cave harpy deals 1d2 Constitution drain to its victim.

Blindsight (Ex): A cave harpy's blindsight is hearing-based, and it does not function if the cave harpy is deafened or using its captivating song.

Captivating Song (Su): A cave harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a cave harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 17 Will saving throw or become captivated. A creature that successfully saves is not subject to the same cave 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 the victim into a dangerous area such as through fire or into a crevasse, 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 cave 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. The save DC is Charisma-based.

Sonic Shriek (Su): A cave harpy can release a shriek of concentrated sound once every 1d4 rounds, in a 60-foot cone. Creatures caught within the cone take 4d6 points of damage with a DC 17 Fortitude save for half damage. Creatures failing this saving throw are deafened for 2d6 rounds, and stunned for 1 round. Cave harpies using their sonic shriek ability cannot use their captivating song for 1d4 hours.

Cave harpies are the bane of underground races, and they are universally hated and feared. Some believe that cave harpies came into existence due to the results of a curse similar to that which created surface harpies, yet it substituted bat traits for bird ones. Despite their savage appearance, cave harpies are quite resourceful, and they plan their attacks with care.

Cave harpies often hang from the ceilings of large caverns, waiting for creatures to come within range of their captivating song. If in a group, half the harpies start to sing, while the other half observe with their batlike sonar. If sorely pressed, they use their sonic shriek, and they flee if they must.

Cave harpies fear very little in their dark world. They enter areas that prevent them from flying grudgingly, and they have a nearly religious fear of the open sky. Rarely does a flock roost near the surface, and it takes years for them to become acclimated to hunting under the stars.



GLORY HARPY

This tall, elven figure has pale, perfect skin, piercing eyes, and feathered wings and tail of spectacular, multi-colored hues.

Glory Harpy

CR 2

XP 600

LE Medium monstrous humanoid

Init +2; Senses blindsight 60 ft.; Perception +11

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 natural)

hp 27 (5d10)

Fort +1, Ref +6, Will +6

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee mwk kukri +8/+3 (1d4/18–20)

Special Attacks captivating display

Spell-Like Abilities (CL 9th)

At will—hypnotic pattern (DC 17)

2/day—color spray (DC 16)

STATISTICS

Str 11, Dex 15, Con 10, Int 14, Wis 13, Cha 18

Base Atk +7; CMB +7; CMD 19

Feats Ability Focus (captivating display), Combat Expertise, Weapon Finesse

Skills Bluff +9, Fly +10, Intimidate +12, Knowledge (history) +7, Perception +9, Stealth +10

Languages Auren, Common, Draconic

ECOLOGY

Environment tropical forests

Organization solitary, pair, flock (3–20)

Treasure standard (armor, masterwork kukri)

SPECIAL ABILITIES

Captivating Display (Su): Glory harpies can spread their tail feathers as a standard action, creating a powerful visual display. Every living creature that can see the display must make a DC 18 Will saving throw or become captivated. A creature that successfully saves is not subject to the same glory harpy's display for 24 hours. A victim under the effects of the captivating display moves toward the harpy using the most direct means available. If the path leads the victim into a dangerous area such as through fire or into a crevasse, 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 glory harpy simply stands and offers no resistance to the harpy's attacks. The effect lasts for 1 round after the target creature can no longer see the harpy's display, or she furls her feathers. Blind creatures are immune to this effect. This is a visual mind-affecting charm effect. The DC is Charisma-based.

Though they see themselves as the ultimate expression of harpy evolution, glory harpies (who class themselves as being noble harpies) are truthfully cold-hearted xenophobes and power mongers. Glory harpies build and defend small nations deep within the jungles, usually in mountaintop fortresses or complex cities woven into the upper reaches of dangerous trees. They divide themselves in a rigid caste system based upon skills and breeding. They view outsiders as chattel, useful only as slaves and breeding stock, and are not much more considerate to the lower castes of their own kind.

Glory harpies go to war to expand their territory, take slaves, and defend what they view as insults to their pride. They are fierce combatants, and they use their captivating display to even the odds against more physically imposing creatures. They prefer honorable combat to ambush, but are ruthless enough to do whatever it takes to ensure their survival.

Glory harpy cities are colorful and decadent; they are also unfriendly to outsiders. The few outsiders that are allowed in, normally famous artisans or representatives of neighboring nations too powerful to fight, are lavished with attention but are never without a guide. Most such visitors are carefully watched for the slightest infraction of the harpies' extensive list of laws. Depending on the consequence of such actions, violators might be stripped of their rights and thrown into the slave caste, condemned to toil for the rest of their years. Troublesome slaves are executed and used to feed the community.



PAZUZU'S CHOSEN

This creature has the body and face of a statuesque woman, although her face is spoiled by the presence of the beak of a raptor in place of her nose and mouth. Her long legs are feathered, and they end in cruel talons. Her back sports four large wings, and a scorpion tail whips about behind her. Her eyes glow a fearful red.

Pazuzu's Chosen

CR 10

XP 9,600

CE Large outsider (native)

Init +2; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 22, touch 11, flat-footed 21 (+4 armor, +2 Dex, +1 Dodge, +8 natural, -1 size)

hp 125 (10d10+70)

Fort +9, **Ref** +9, **Will** +10

OFFENSE

Speed 30 ft., fly 100 ft. (good)

Melee +2 ranseur +17/+12 (2d6+6/x3 plus disarm), 2 talons +13 (1d8+3), bite +13 (1d4+3), and sting +13 (2d4+3 plus poison), or 2 talons +15 (1d8+6), bite +13 (1d4+3), and sting +13 (2d4+3 plus poison)

Space 10 ft.; **Reach** 10 ft. (20 ft. with ranseur)

Special Attacks dark song (DC 23), poison

STATISTICS

Str 23, **Dex** 15, **Con** 24, **Int** 11, **Wis** 16, **Cha** 26

Base Atk +10; **CMB** +18; **CMD** 30

Feats Cleave, Dodge, Flyby Attack, Multi-Attack, Power Attack

Skills Bluff +20, Fly +14, Knowledge (planes) +10, Intimidate +18, Perception +15, Perform (singing) +18, Stealth +8, Use Magic Device +18

Languages Abyssal, Auran, Common

SQ polearm mastery

ECOLOGY

Environment any land

Organization solitary or pair and 10–30 harpies

Treasure double (+2 leather armor, +2 ranseur, other treasure)

SPECIAL ABILITIES

Dark Song (Su): As a standard action, a Pazuzu's chosen can create a song that is both darkly beautiful and bone chilling. The dark song has several effects. Firstly, all creatures, aside from harpies, within a 300-foot spread, must succeed on a DC 23 Will saving throw or become captivated. A creature that successfully saves is not subject to the same Pazuzu's chosen's song for 24 hours. A victim under the effects of the captivating song moves toward the Pazuzu's chosen using the most direct means available. If the path leads the victim 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 Pazuzu's chosen simply stands and offers no resistance to the creature's attacks. This effect continues for as long as the Pazuzu's chosen sings, and for 1d4 rounds thereafter. A living, captivated target takes 1 negative level every round it is captivated. Any humanoid killed by the dark song rises as a wight in 2d4 rounds. This is a sonic mind-affecting charm effect.

Secondly, any undead or constructs within a 300-foot spread must make a DC 23 Will saving throw, or fall under the control of the Pazuzu's chosen for as long as it sings. A being previously controlling a

targeted undead or construct can make an opposed Charisma check to retain control of target creature.

Lastly, any allies of the Pazuzu's chosen gain a +4 morale bonus to their AC, and a +2 morale bonus to their attack rolls and damage rolls, for as long as the song continues. The save DC is Charisma-based.

Poison (Ex): Sting-injury, save Fortitude DC 22; frequency 1/round for 6 rounds; effect 1d4 Con, cure 1 save.

Polearm Mastery (Ex): A Pazuzu's chosen can take -2 to its AC to attack an adjacent target with any polearm. In addition it gains a +4 bonus to any disarm or trip attempt it makes with a polearm.

Harpies flocks of all types that worship Pazuzu, demon lord of the skies, with exceptional devotion and sacrifice are sometimes blessed with the hatching of a Pazuzu's chosen. In some cases an avatar of the demon breeds with a harpy; in others one egg is infused with demonic power. In either case, the hatchling rapidly consumes its clutch-mates, and it matures in half the time of a typical harpy. Pazuzu rapidly gifts his chosen with potent equipment to enhance their already deadly nature. As an adult, a Pazuzu's chosen becomes the driving force for evil within the flock.

Pazuzu's chosen are devious combatants; they sacrifice members of their flock for any advantage. Foes often rush to close, thinking to take away the reach of the creature's polearm, only to receive a deadly surprise due to the chosen's polearm mastery. They enjoy the rush of combat, but are the first to flee if they feel outmatched.

Pazuzu's chosen hate the worshipers of Lamashtu nearly as much as they do the forces of good. They never work with her worshipers, and actively seek to combat them, going as far as to hire heroes through intermediaries to act as their strike force.



PESTILENCE HARPY

This creature is an unholy cross between vulture and hag. It possesses the torso, arms, and head of a crone, and the lower body and wings of a greasy bird. It reeks of rot, feces, and spoiled meat.

Pestilence Harpy

CR 8

XP 4,800

CE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; Perception +10

Aura stench (DC 19, sickened for 1d10 minutes)

DEFENSE

AC 22, touch 16, flat-footed 16 (+5 Dex, +1 Dodge, +6 natural)
hp 84 (8d10+40)

Fort +9, **Ref** +11, **Will** +7

OFFENSE

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

Melee club +11/+6 (1d6+3 and disease), and 2 talons +7 (1d4+1 and disease)

Special Attacks diseased dust, filthy wounds, nauseating song

STATISTICS

Str 16, **Dex** 20, **Con** 20, **Int** 9, **Wis** 13, **Cha** 23

Base Atk +8; **CMB** +13; **CMD** 18

Feats Dodge, Flyby Attack, Great Fortitude, Weapon Focus (talons)

Skills Fly +18, Intimidate +15, Perception +10, Stealth +14

Languages Common

SQ rotting presence



ECOLOGY

Environment any land

Organization solitary, pair, flock (3–30)

Treasure standard

SPECIAL ABILITIES

Diseased Dust (Su): A pestilence harpy in flight creates a constant cloud of fine dust that fills any space it passes through and spaces up to 30 feet below their flight path. Living creatures inhaling this dust must make a DC 19 Fortitude saving throw or be affected as if they were targeted by the contagion spell, choosing the disease at random for each target.

Filthy Wounds (Ex): Living creatures wounded by a pestilence harpy's filth-covered talons must make a DC 19 Fortitude saving throw or contract slimy doom. A pestilence harpy's slimy doom maintains the DC 19 Fortitude saving throw. (See Diseases in the Appendices of the *Pathfinder Roleplaying Game Core Rulebook* for more information on slimy doom.)

Nauseating Song (Su): A pestilence harpy's discordant song has the power to sicken the bodies of those that hear it, leaving them easy prey. When a pestilence harpy sings, all creatures other than harpies within a 300-foot spread must succeed on a DC 20 Fortitude saving throw or become nauseated. more HD than the harpy are merely sickened on a failed saving throw. A creature that successfully saves is not subject to the same pestilence harpy's song for 24 hours. This effect continues for as long as the harpy sings (a standard action each round) and for 1 round thereafter. This sonic effect. The save DC is Charisma-based.

Rotting Presence (Su): The mere presence of a pestilence harpy spoils all food and drink within 100 feet of the creature. Potions and other magical food and drink receive a Fortitude saving throw, DC 20, to resist this effect. Pestilence harpies that dwell near clean water pollute it in a few weeks time, and any animals living nearby become inedible to creatures other than harpies.

Pestilence harpies, or harpyiai, are foul magical creatures that the gods originally created to punish the greedy. They have since spread, becoming the bane of intelligent races everywhere. Pestilence harpies revel in making other creatures miserable, and they leave their victims alive if they can so that they can return to torment them for weeks.

Harpyiai are unnaturally agile for their ungainly forms, and they often catch foes by surprise with their speed. They often fly over their foes, or use hit and run attacks, returning a few days later when their prey is weakened by disease. Only truly dangerous foes are attacked with the intent to kill.

Lands plagued by pestilence harpies slowly lose their ability to support the livelihood of humanoids. Crops decay in the fields, and farm animals that don't fall prey to disease give spoiled milk and tainted meat. The harpies enjoy obscene displays of their disgusting nature, fouling a farmer's well while he looks on, or slowly spreading disease throughout a township. They feed only upon well-rotted foods, preferably snatched from the tables of their victims.

PIASA

A massive bird woman takes flight from the sheer cliffs above you. Her enormous wings stir up blinding clouds of dust and cause your cloaks to whip behind you in the winds.

Piasa

CR 14

XP 38,400

CE Huge monstrous humanoid

Init +0; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 22, touch 8, flat-footed 22 (+2 armor, +12 natural, -2 size)

hp 189 (14d10+112)

Fort +14, **Ref** +9, **Will** +11

OFFENSE

Speed 30 ft., fly 80 ft. (average)

Melee morningstar +23/+18/+13 (3d6+16), and 2 talons +20 (2d6+5 plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks booming call, boulder drop, windstorm

STATISTICS

Str 32, **Dex** 10, **Con** 26, **Int** 11, **Wis** 15, **Cha** 17

Base Atk +14; **CMB** +27; **CMD** 27

Feats Cleave, Flyby Attack, Great Fortitude, Hover, Power Attack, Skill Focus (Fly), Snatch

Skills Craft (any one) +8, Fly +9, Intimidate +11, Perception +10

Languages Giant

ECOLOGY

Environment any mountainous

Organization solitary, pair, nest (3–8)

Treasure standard (leather armor, morningstar, other treasure)

SPECIAL ABILITIES

Booming Call (Ex): Piasa can generate a deep booming call once every 2d4 rounds as a standard action. This call can be heard for miles. All living creatures within 300 feet of the piasa must make a DC 20 Will saving throw or be shaken. Creatures with fewer than half the piasa's HD are instead panicked on a failed saving throw. A creature that successfully saves is not subject to the fear effect of the same piasa's call for 24 hours. This is a sonic, mind-affecting, fear effect.

All creatures and objects within 30 feet of the harpy also take 10d6 points

of sonic damage, with a DC 20 Fortitude saving throw for half damage.

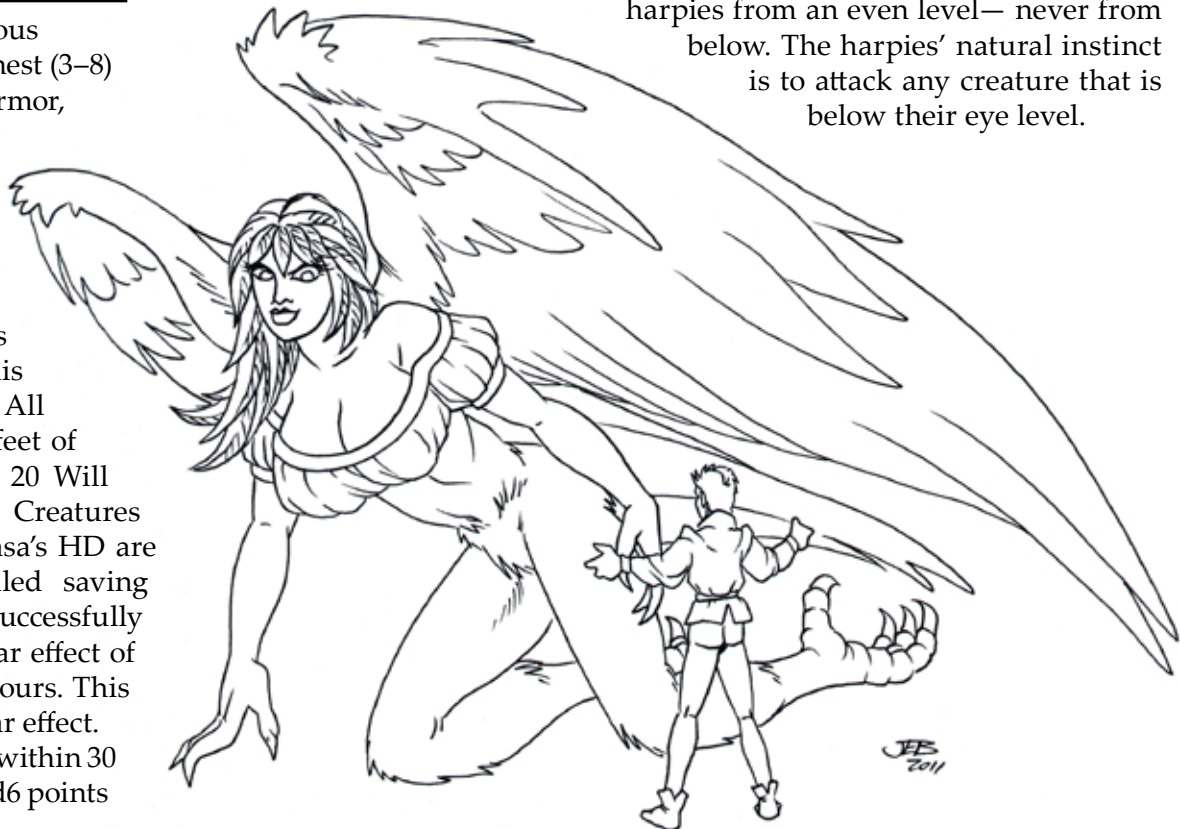
Boulder Drop (Ex): Piasa harpies often carry boulders in their talons, to drop on their foes. This is a ranged touch attack that deals 3d6 points of damage, with a DC 15 Reflex saving throw for half damage if the target is aware of the attack. A dropped boulder has a range increment of 20 feet.

Windstorm (Ex): As a full round action, a piasa can flap its wings and buffet the creatures in front of it with severe winds (see Weather in Chapter 13: Environment of the Pathfinder Roleplaying Game Core Rulebook). It can maintain these winds as a full-round action for 8 rounds (1 round per point of its Constitution bonus).

Piasa are a rare breed of roclike harpies that dwell in lonely mountains. They hate giants and dragons equally, warring on the former, and generally fleeing from the latter. They view anything smaller than themselves as food, flying long distances to pluck livestock from fields, and tear the roofs from homes.

Piasa harpies typically keep stacks of boulders near their lairs so that they can drop rocks on their foes. They typically wield huge morningstars two handed, knocking foes from high trails with brutal blows. When hunting, they snatch away a lone victim, rather than get into prolonged melee combat.

Despite their hateful attitude, piasa are capable crafters and often trade goods for aid in their struggles against giants, dragons, and similar foes. Heroes looking to forge alliances with piasa harpies must take care to never appear weak and to approach the harpies from an even level— never from below. The harpies' natural instinct is to attack any creature that is below their eye level.



STORM HARPY

The small birdwoman's white and gray feathered wings make a deep V shape in flight.

Storm Harpy

CR 7

XP 1,200

CN Small monstrous humanoid

Init +2; Senses blindsight 60 ft.; Perception +8

DEFENSE

AC 20, touch 15, flat-footed 16 (+2 Dex, +2 Dodge, +5 natural +1 size)

hp 42 (5d10+15)

Fort +4, Ref +6, Will +5

OFFENSE

Speed 20 ft., fly 80 ft. (average), swim 30 ft.

Melee short spear +8 (1d4+1), and 2 talons +1 (1d3+1)

Special Attacks storm song

STATISTICS

Str 12, Dex 15, Con 17, Int 9, Wis 12, Cha 20

Base Atk +5; CMB +5; CMD 17

Feats Dodge, Endurance, Flyby Attack

Skills Fly +11, Perception +8, Survival +7, Swim +16

Languages Common

ECOLOGY

Environment any sea or coastline

Organization solitary, pair, flight (3–16)

Treasure standard (short spear, other treasure)

SPECIAL ABILITIES

Glide (Ex): Storm harpies can glide while sleeping, moving forward in roughly a straight line at one-quarter of their normal flight speed. For obvious reasons, this is normally done only in large numbers, and at great altitude.

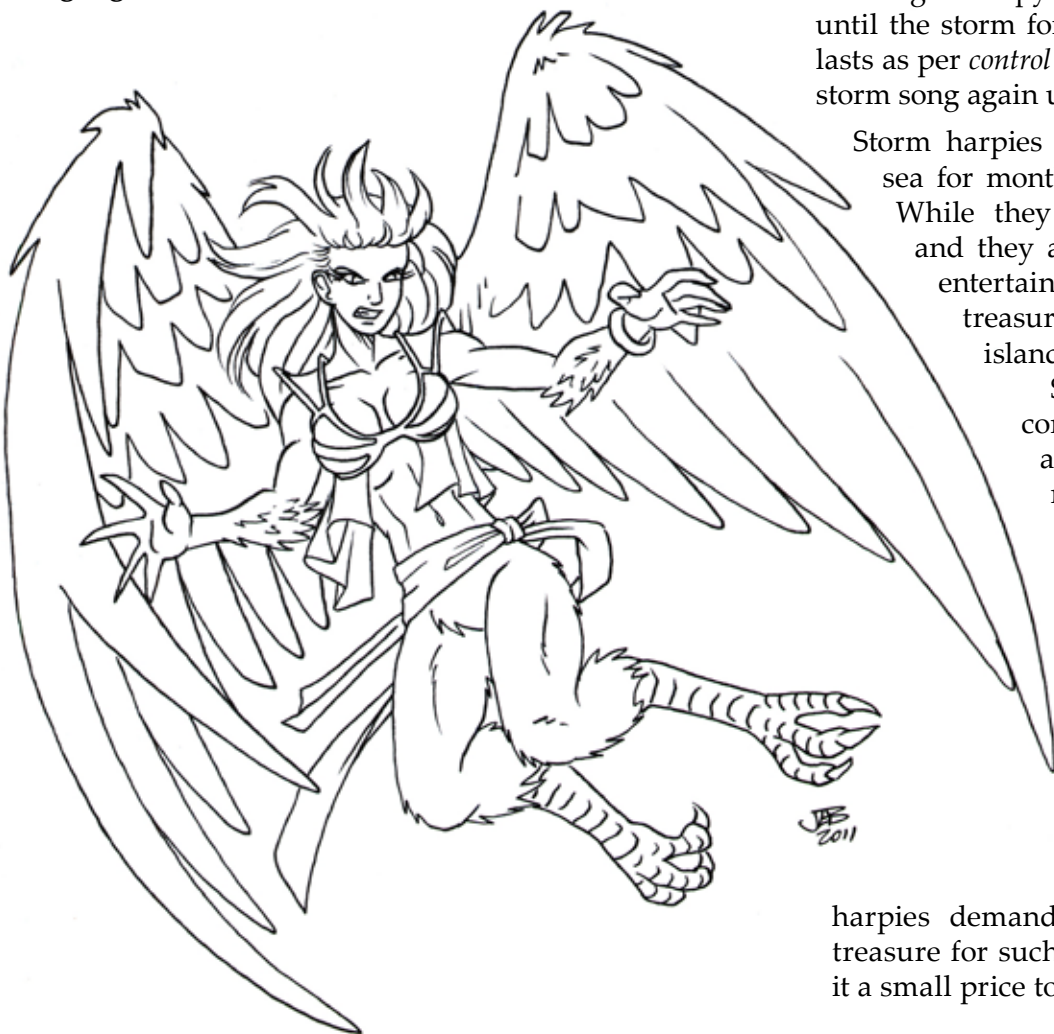
Nimble (Ex): Storm harpies are extraordinarily nimble. They can add their Dexterity bonus, rather than Strength bonus, to any melee attack they make, and they gain a +1 Dodge bonus to AC (beyond the bonus granted by the Dodge feat).

Storm Song (Su): Storm harpies alter weather with their song, creating storms and calling lightning to their aid. A single harpy's song creates a thunderstorm, as per *control weather* with a CL of 14. Each harpy that adds her song to the first, removes 2 minutes off the time it takes the storm to form. Three or more harpies singing can *call lightning* once during the duration of the song. If more than ten harpies sing, it creates torrential rain and hurricane-force winds, and it creates a *call lightning storm* effect for the duration of the song. A harpy using its storm song ability must sing until the storm forms, after which the storm's duration lasts as per *control weather*. A storm harpy cannot use its storm song again until the storm ends.

Storm harpies are nomads, often flying above the sea for months at a time, landing only to breed. While they are not evil, they are capricious, and they attack or harass ships for plunder or entertainment. They often have small stores of treasure scattered over hundreds of miles of island coasts.

Storm harpies rarely engage in combat to the death, preferring hit and run tactics under the cover of a raging storm. They snatch food and valuables and flee into the storm. A flight of storm harpies can create epic storms when angered or their nests are endangered, and they sink ships and devastate coastal towns. Sometimes storm harpies work with a small fleet of pirate ships. The harpies can roost in the rigging of the ship, scout out targets, and create storms to aid in the pirate's raids. Storm

harpies demand a generous share of the pirate's treasure for such services, but many raiders consider it a small price to pay to control the weather.



HARPY OPTIONS

Harpies are an intelligent, organized, tool-using social race of creatures with innate magic and strong talents as bards and sorcerers. Further as a flying race, they can build strongholds in treetop canopies, volcano rims, and distant fog-shrouded islands other advanced races have difficulty reaching. As a result it is only logical that harpies would create their own magic items, combat techniques, and spells as their societies grow and develop.

HARPY MAGIC

Harpies create very few magic items themselves, preferring to take them from the bodies of their victims. Most of the items that they do craft are made from natural materials, and some include parts from the bodies of slain flock members.

Bone Mask

Aura moderate enchantment; **CL** 8th
Slot head; **Price** 64,000 gp; **Weight** 2 lbs.



DESCRIPTION

Bone masks are horrific tribal masks that are carved out of large pieces of bone. When worn by a harpy, she can change her captivating song into a song of terror. Creatures listening must make a Will saving throw at the same DC as the harpy's captivating song. Failure means the target is shaken and must make another saving throw at the start of the next round,

assuming the harpy keeps singing. Failing that saving throw causes the target to become frightened and requires a saving throw on the following round to prevent the target from being panicked. Making a saving throw at any point prevents the fear effect from getting worse, but does not end the current effect. This is a sonic mind-affecting fear effect.

CONSTRUCTION

Requirements Craft Magic Wondrous Item, *fear*; **Cost** 32,000 gp

Feathered Dagger

Aura faint necromancy; **CL** 6th
Slot —; **Price** 8,450 gp; **Weight** —

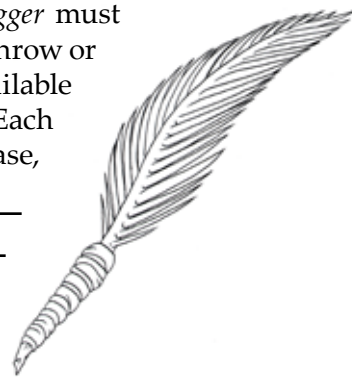
DESCRIPTION

These +2 *daggers* are made from magically hardened harpy feathers. They are virtually weightless, and they have double the range of a normal dagger when thrown. Any

living target hit by a *feather dagger* must make a DC 16 Fortitude saving throw or contract one of the diseases available under the spell *contagion*. Each dagger can cause only one disease, chosen at the dagger's creation.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *contagion*; **Cost** 4,225 gp



Hand Trumpet

Aura moderate enchantment; **CL** 6th
Slot —; **Price** 16,000 gp; **Weight** 1 lb.

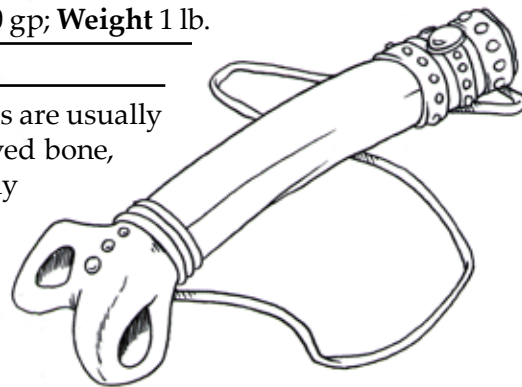
DESCRIPTION

These tiny trumpets are usually made of tin or carved bone, and more rarely from bronze. Any creature with a sonic attack, such as a harpy's captivating song, or bardic music, can

use the hand trumpet to channel the ability into a 60-foot cone, which adds +2 to the saving throw DC of the ability used. Most *hand trumpets* are ancient and are handed down from generation to generation of harpy leadership.

CONSTRUCTION

Requirements Craft Magic Wondrous Item, *sculpt sound*; **Cost** 8,000 gp



Quill Shield

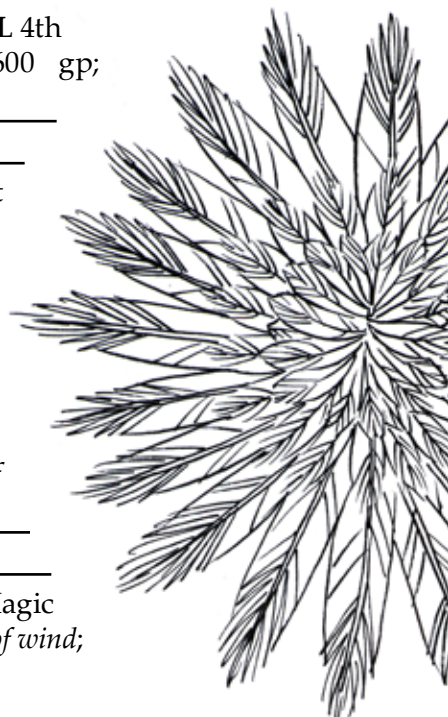
Aura faint evocation; **CL** 4th
Slot shield; **Price** 9,600 gp; **Weight** 3 lbs.

DESCRIPTION

This disk of long flight feathers has the weight and bulk of a buckler, yet it functions as a +2 *light wooden shield*. If the user presents the shield boldly and speaks a command word, the shield can trigger a *gust of wind* three times per day.

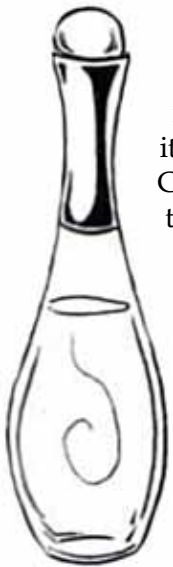
CONSTRUCTION

Requirements Craft Magic Arms and Armor, *gust of wind*; **Cost** 4,800 gp



Sweetest Perfume

Aura moderate enchantment; **CL** 8th
Slot —; **Price** 800 gp; **Weight** 1 lb.



DESCRIPTION

This sweet liquid is created from a mix of nectar, flowers, and humanoid blood. By itself it creates a scent cloud that covers 50 feet. Creatures with the scent ability are drawn to the liquid as if they were affected by a harpy's captivating song, with a Will saving throw DC 14 to resist. A strong wind can blow the scent trail over much greater distances, creating a scent cloud as determined by the GM. The perfume lasts for 24 hours before becoming a curdled, clotted mass.

CONSTRUCTION

Requirements Craft Magic Wondrous Item, *charm monster*; **Cost** 400 gp

FEATS

Some feats are very specific to the harpy race, though some are also available to creatures with similar physiology.

GREATER WING BUFFET

Strikes from your wings fell even the strongest foes

Prerequisites: Improved Wing Buffet, Wing Buffet, base attack bonus +15, wings

Benefit: Whenever you strike a foe with your wing buffet, your foe is dazed for 1d4 rounds and knocked prone. A successful Fortitude save reduces the effect to being staggered for 1 round. The DC for the saving throw is equal to 10 + one-half your HD + your Strength modifier. The effects of this feat do not stack; additional hits add to the duration of the effect.

IMPROVED PLUCK

You have mastered the ability to target your foe's wings, shredding them.

Prerequisites: Base attack bonus +15, the ability to fly

Benefit: You do not provoke an attack of opportunity while using the Pluck feat.

IMPROVED SUGGESTIVE SONG

Your suggestions reach a multitude of ears.

Prerequisites: Captivating song special ability, Cha 21

Benefit: You can add a mass suggestion into your captivating song, once per use of your song ability. Your suggestion targets each creature that has already failed its saving throw against your song. The targets gain a Will saving throw, DC 10 + one-half your HD + your Charisma modifier to resist the effect.

IMPROVED WING BUFFET

Blows from your wings slow your opponents.

Prerequisites: Wing Buffet, base attack bonus +12, wings

10 MONSTER MENAGERIE: KITH OF THE HARPY QUEEN

Benefit: Whenever you strike a foe with your wing buffet, your foe is dazed for 1d4 rounds. A successful Fortitude save reduces the effect to being staggered for 1 round. The DC for the saving throw is equal to 10 + one-half your HD + your Strength modifier. The effects of this feat do not stack; additional hits add to the duration of the effect.

PLUCK

You know how to rip the feathers from the wings of your foes.

Prerequisites: Base attack bonus +10, the ability to fly

Benefit: You can make a combat maneuver roll against any target with wings, provoking an attack of opportunity in the process. If you successfully hit, you inflict a penalty to your target's Fly skill equal to half your HD. This penalty lasts for 2d4 rounds. The effect of multiple hits stack. If the target's Fly skill reaches 0, you have done sufficient damage for your target to lose the ability to fly, until the penalties end.

SUGGESTIVE SONG

You can whisper commands into your captivating song.

Prerequisites: Captivating song special ability

Benefit: You can add a suggestion into your captivating song, once per use of your song ability. You can target a single creature that has already failed its saving throw against your song. The target gets a Will save, DC 10 + one-half your HD + your Charisma modifier to resist the effect.

WING BUFFET

You can deal extra damage with your wings

Prerequisites: Base attack bonus +7, wings

Benefit: Whenever you make a full attack action, you can add a wing buffet attack, dealing 1d2 damage as a secondary natural attack.

SPELLS

Harpies often have access to at least a few spells outside the normal repertoire of other spellcasters. Many are stolen from other monstrous spellcasters by force of talon and song, while others are created by sages enslaved by powerful harpies for this purpose. Only rarely do harpies develop their own spells, though harpy oracles and witches sometimes receive new spells as boons from their gods and patrons.

Bestial Healing

School necromancy; **Level** alchemist 3, druid 3, sorcerer/wizard 4, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target one injured creature

Duration see text

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

This spell affects a living creature that has lost at least 1 hit point. If the target fails a Will saving throw, it is filled with an undeniable urge to attack the closest living thing, other than you. The target drops whatever it is carrying and

attack in a rage, gaining a +2 bonus to its attack rolls, and a –2 penalty to its AC. Any living creature hit by the target takes 1d4 points of damage plus the target's Strength bonus, and the target heals half that amount. When the target heals to its maximum hit points by any means, the spell ends.

Feather Storm

School conjuration (creation); **Level** cleric 3, druid 3, witch 3
Casting Time 1 standard action

Components V, S, M (feather)

Range medium (100 ft. + 10 ft./lvl)

Effect cylinder (40 ft. radius, 50 ft. high)

Duration 1 round/level

Saving Throw special; **Spell Resistance** no

You create a spinning storm of feathers, blinding those within it. Any creature within the feather storm is blinded and gains concealment from creatures both inside and outside the cloud. The feathers are highly flammable; if a feather storm is hit by any form of magic fire, it explodes, dealing 3d6 points of fire damage to those within it, with a Reflex saving throw for half damage.

Raven's Pass

School illusion (shadow); **Level** inquisitor 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M (raven's feather)

Range long (400 ft. + 40 ft./level) Target one creature

Duration instantaneous

Saving Throw Will disbelief Reflex partial; **Spell Resistance** yes

This spell creates a quasi-real raven that soars past the target in an attempt to pluck its eye out. The target gets a Will saving throw to disbelieve as the raven attacks; if successful, the target takes a single point of damage. If the Will saving throw is failed, the target takes 3d4 points of damage and must make a Reflex saving throw or lose an eye. Characters that have lost an eye take a –8 penalty on Perception checks and gaze attack DCs, and a –4 penalty on ranged attacks until the eye is restored with a heal, greater restoration, regenerate, or similar magic. After 24 hours a target that has lost an eye acclimates somewhat, and these penalties are halved. A creature that normally has eyes and that loses all its eyes is blinded and loses all eye-based powers.

Whirling Wyvern

School evocation; **Level** sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (piece of a wyvern stinger)

Range medium (100 ft. + 10 ft./lvl)

Effect 10-ft.-diameter sphere

Duration 1 round/level

Saving Throw special; **Spell Resistance** yes

You create a knot of entangled wyvern tails that rolls in any direction you point and that attacks all creatures within its reach. It moves 30 feet per round. It makes one

attack against every target within 10 feet of the square in which it ends its round, with a base attack bonus of a cleric of the caster's level. Each creature hit takes 1d6 points of damage and is affected by wyvern poison.

If the whirling wyvern ends its move in a square occupied by a creature, that creature can make a Reflex saving throw to move out of that square and into an adjacent square. Failing this, the target is attacked by 1d6 sting attacks and is considered entangled until it or the sphere moves from that square. A whirling wyvern rolls over barriers that are 6 feet tall or less. The sphere has an AC of 19 +1 for every two levels of the caster, and 6 hit points per caster level. It has +8 Fortitude, +4 Reflex, and is immune to any effect that requires a Will saving throw.

Wyvern Poison (Ex): Sting-injury, save Fortitude DC 17 + 1 per 2 caster levels; frequency 1/round for 6 rounds; effect 1d4 Con, cure 2 consecutive saves.

Wind of Filth

School necromancy; **Level** cleric 4, druid 4, sorcerer/wizard 5, witch 4

Casting Time 1 standard action

Components V, S

Range 100 ft.

Effect line-shaped gust of wind emanating out from you to the extreme of the range

Duration 1 round

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

You create a line of putrid 30 mph wind. Flying creatures caught within the wind take a –2 penalty to their Fly checks. Tiny or smaller flying creatures must make a DC 18 Fly check or be blown 1d6x10 feet backward and take 1d6 points of damage. Small flying creatures must make a DC 15 Fly check to move against the force of the wind.

Tiny or smaller creatures on the ground are knocked down and roll 1d8 feet, taking 1d4 points of nonlethal damage. Small creatures are knocked prone. All creatures within the wind take a –2 penalty to ranged attacks and Perception checks. It automatically puts out small fires and has a 25% chance of extinguishing protected flames. It affects other objects as expected from a wind of its strength.

All living creatures within the path of a *wind of filth* must make a Fortitude saving throw or contract Filth Fever (see the *Pathfinder Roleplaying Game Core Rulebook* for more information on this disease). In addition they must make a Fortitude saving throw or be nauseated for 1d6 rounds. All nonattended objects within the wind's path become toxic; living creatures touching them must make a DC 12 Fortitude saving throw or contract filth fever. This effect lasts for one day per caster level, or until the object is washed with at least a gallon of clean water.

GO ROGUE!!

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