

PAZUZU'S FURY

A Pathfinder Roleplaying Game Compatible TRIBES Supplement by Eric Menge



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Born of anger, resentment and corruption, the harpies of Pazuzu's Fury lure the unsuspecting and weak-willed to gory ends under tooth and talon. Their devotion to Pazuzu - the prince of winged demons - grants them horrific powers yet fuels an appetite that can be assuaged but never satisfied. Fear the rising of the blood moon, when the harpies take wing. Close your ears to their sweet song, for it brings naught but death.



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CONTACT US

Email tribes@ragingswan.com with questions and comments about this adventure.

ERRATA

We would like to think *Pazuzu's Fury* is completely error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata for this adventure three months after first release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Eric Menge is an author, editor, game-designer and intermittent attorney. He has designed adventures, written web articles and acted as a campaign administrator for Wizards of the Coast. He is an author and editor for Raging Swan Press. He has served as a telecommunications attorney for the U.S. Small Business Administration and then in private practice where he represented wireless telecom companies and a non-profit broadcaster.

Eric lives in Virginia with his linguistic wife Amy and his daughter who is doing her best to ruin his productivity through sheer cuteness. He is currently creating an online graphic novel *Snow-by-Night* (snowbynight.com), a tale of colonial fantasy. He now dreams of muskets, alchemy and snow in the moonlight.

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STAT BLOCKS BY CR

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| 6 | Furious Harpy (fiendish harpy warrior 2) |
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| 8 | Harpy Tempest (fiendish harpy barbarian 3) |
| 8 | Harpy Slayer (fiendish harpy rogue 2/assassin 3) |
| 9 | Harpy Abbess (fiendish harpy sorcerer 6) |
| 10 | Harpy Sancristan (fiendish harpy barbarian 5) |
| 10 | Corrupting Aspect of Pazuzu (outsider) |

*They lair in squalor, dark and rank,
In caves diseased and towers dank,
Spawn of demon, once daughters of light,
A sisterhood without mercy has taken flight,*

*Now death comes swift on tainted wings,
For few can resist when a harpy sings,
Their teeth and claws will rend away,
And Pazuzu's Fury will have their prey...*

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READING STAT BLOCKS

Pazuzu's Fury includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its barred schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

PAZUZU'S FURY

PAZUZU'S FURY

The harpies of Pazuzu's Fury are a monstrous combination of bird and woman that prey upon the weak and solitary. They believe the demon lord they revere has both cursed and blessed them with their current form. Blind and unfocused rage fills them and only the strongest among the tribe can resist the siren call of their boiling blood. Their hunger for eyes and organs is equally unrelenting, and they quickly depopulate available prey near their lair.

ECOLOGY & SOCIETY

Strife fills harpy society. The harpies rage at each other at the slightest provocation. Might makes right in the harpy roost, and the creatures fight constantly to determine the pecking order. These internal clashes can turn bloody and vicious, and few harpies do not show the raking scars of another harpy's talons.

For reasons discussed under Religion below, the leader of Pazuzu's Fury assumes the title of abbess. The abbess is almost always a sorcerer with the Abyssal bloodline, having manifested arcane powers due to long service to Pazuzu. The best singer (usually a bard) among Pazuzu's Fury takes the title of cantor. The greatest warrior of the tribe claims the title of sacristan. If there are multiple sorcerers or bards in the tribe, the competition to become abbess or cantor is intense and often lethal. Because warriors are far more common, the sacristan must constantly defend her title from rivals.

The harpies of Pazuzu's Fury are uniformly female who fertilize their eggs by ingesting the seed of their male victims, usually sucked right out of the body of the "father" as the harpy kills him. The race of the father does not seem to matter as long as it is fey, humanoid or outsider.

Harpies lay one to three eggs at a time, as often as every 40 days. These eggs must be incubated (a task shared in rotation by all harpies of the tribe) for 11 to 20 days before they hatch. Only 30% of the eggs are fertile, and the tribe devours the eggs that do not hatch after a month.

The young are defended with savage ferocity by their parent

TRIBAL LORE

Character with ranks in Knowledge (nature) can learn more about Pazuzu's Fury with a successful skill check. A successful check reveals all information revealed by a lesser check.

DC 14: This is a harpy. They can charm with their song.

DC 19: From the plumage, you note that this harpy is a member of Pazuzu's Fury. Their song is particularly dangerous.

DC 24: Demonic strength, giving them fiendish characteristics, infuses many members of Pazuzu's Fury

DC 29: The harpies of Pazuzu's Fury can call upon their demonic patron who sends a powerful servant to aid them.

and are seldom molested by the rest of the tribe, but the time in the nest is difficult for the chicks and about half of them die before they become fledglings at two years of age. Fledglings are able to fly very poorly and cannot produce a captivating song.

Harpies become adults and develop the ability to produce a captivating song and to lay their own eggs after five years. They can live up to 60 years, but few harpies survive the dangers of the hunt and constant internal strife for more than 20 years.

Appearance: The harpies of Pazuzu's Fury are taller and more slender than common harpies. They have plumage of the hawks common to the Lonely Coast, giving them an almost noble appearance. In addition, the profane rite (or perhaps choicest bits of their victims) that infuses the harpies of Pazuzu's Fury with fiendish power gives them a feral and malevolent beauty.

The harpies garb themselves in shredded habits that echo what may have once been worn in a cloister. They wear jewelry in great abundance and find pieces with iconography especially pleasing. Almost every harpy in Pazuzu's Fury has a rosary featuring an abstract bird-winged man with a hawk's head.

Nomenclature: Tribal members have names that are antiquated on the Lonely Coast, as if they were named hundred years ago. Some sages believe that all the names are saints mentioned in the holy books of Darlen.

Names: Batilda, Cwenhild, Estrid, Guthen, Hulda, Ingrith, Maerwynn, Rimilde, Saethryd, Turgyth, Wengeua, Wychtleth.

LAIRS

Pazuzu's Fury migrates across the Lonely Coast every few months. They do not have a set pattern. Instead, they move when they depopulate available prey or need to stay ahead of coordinated efforts to eradicate them. It is rare for the harpies to remain in a single lair for more than three months.

When selecting a new lair, Pazuzu's fury migrate en mass to seek a large, sheltered location that is difficult to reach by foot and reasonably close to numerous food sources, such as small villages or a well-travelled road. The lair should also be large enough to allow harpies to fly about inside or have access to open air. They have a strong affinity for ruins and hard-to-climb cliffs.

When occupying a new lair, Pazuzu's Fury position thick branches throughout to use as roosts. Like birds, the harpies prefer to sleep tucked down inside their wings while gripping these branches. The harpies weave nests at the most inaccessible or most central portion of the lair. Here, the harpies lay eggs, care for their young chicks and perform the blasphemous rites in service to Pazuzu.

Since Pazuzu's Fury prefer their food raw and they all have darkvision, there are no fires in the roost. The floor of a harpy lair is quickly covered with the discarded bones of prey and

guano, which becomes rife with disease. Since they roost above the foulness, the harpies do not seem to care, and the gagging stench does not bother them.

In the past, Pazuzu's Fury have laired in the Twisted Gorge and in the cliffs overlooking the sea to the west of the Priory of Cymer. They once attempted to lair on the Orestone, but the fierce winds and lack of sizeable caves on the rock made the location unsuitable. Now the harpies occasionally set an ambush (page 13) there to cause shipwrecks and collect an easy meal of drowning sailors.

Pages 18-19 present an example of a harpy lair, as well as a description of the disease prevalent therein.

RELIGION

Pazuzu's Fury believe they descended from a cloister of Darlen's nuns that fell to the whispering of Pazuzu. When the church sent holy warriors to wipe them out, the demon prince saved the fallen nuns by transforming them into harpies. The harpies then flew away but were forever shunned from human society.

Whether or not this legend is true is up to the GM. If the GM decides it is false, the clergy of Darlen scoff at the tale and attempt to refute it at every opportunity. If the GM decides that it is true, the clergy of Darlen act in much the same manner, but they are now seeking to bury the corruption in the past and prevent it from spreading further. However, the ruined cloister thick with demonic taint still exists and could provide a source of adventure. (See Adventure Seeds [page 21] for more details.)

Regardless of the tale's veracity, the harpies revere Pazuzu and consider him their patron. Pazuzu gives his blessing to the harpies and infuses them with demonic power. When a harpy of the tribe makes her first kill, she brings the heart of the victim to the harpy lair. There, the tribe enacts a foul rite to the demon prince and summon a Corrupting Aspect of Pazuzu (page 17). The aspect fills the harpy with demonic strength as she consumes the heart, giving her the fiendish template.

COMBAT & TACTICS

Harpies are instinctive cowards. To overcome this cowardice, the harpies hunt in packs called screams. A scream numbers six to

twelve harpies, with nine being the most common. Pazuzu's Fury rarely forms larger screams and then only for a specific purpose.

The preferred targets of a scream are single travelers, shepherds and woodcutters working alone. The harpies attack larger groups if the harpies have a numeric advantage. Should the group seem well armed or numerous, the harpies stalk their prey, taking those that venture off alone.

The harpies begin almost every encounter with their captivating song. If some targets resist and some don't, the harpies who successfully captivated maintain their song while the others engage those who resisted. The harpies of Pazuzu's Fury have a number of feats to make their songs more powerful, but none is as feared as Collective Song, which can make a scream's singing nearly impossible to resist.

When engaging in combat, the harpies take to the air and fight while in flight, limiting the ability of targets to fight back. Pazuzu's Fury prefer reach weapons to further limit retaliation.

The harpies flee if they encounter serious resistance. Many potential victims have driven off a harpy assault by scaring the creatures with displays of magic or shows of superior force.

THE CREATION OF PAZUZU'S FURY

With a DC 25 Knowledge (history) or Knowledge (religion) check, the PCs know the creation legend of Pazuzu's Fury. Alternately, a sage could provide the PCs with the legend.

Perhaps a generation ago, there was a cloister of nuns who worshipped Darlen, a good and noble god. One among their number was bored and restless. She explored the cloister's darker records and secrets and stumbled across the name Pazuzu. A demon lord who claims to be the Prince of the Lower Aerial Kingdoms, Pazuzu desires to be summoned and enjoys corrupting the innocent and pure. Exerting his malign influence on the bored nun he soon had her bound to his service. He then used her to corrupt the rest of the cloister.

The now-wicked nuns used their reputation as a sanctuary to lure in unsuspecting travelers, whom they slew in profane and gruesome rites to enhance their power. This went unnoticed for a time because of the remote location of the cloister, but eventually a band of paladins was dispatched to root out the corruption. The nuns did not have the strength to oppose this cleansing force so they called upon Pazuzu to save them. The demon prince agreed to do so but only if they promised to live in his image. The nuns agreed, and Pazuzu transformed them into monstrous bird-women who then flew away from the paladins, escaping retribution. But the nuns were no longer human. Their corruption and devotion to the demon lord was plain for all to see. They lusted for human flesh, especially the soft inner organs and thus were cursed and damned for eternity.

THE LONELY COAST

Pazuzu's Fury is designed to be compatible with *The Lonely Coast* (a free 30-page download from ragingswan.com). Specific deities (such as Darlen) and locations referenced in this text are described in more depth in that document. The Lonely Coast is a borderland territory designed to be easily inserted into almost any GM's personal campaign.

NEW FEATS

Pazuzu's Fury introduces a number of new feats utilised by the tribe's warriors. Each feat appears in the following manner:

Prerequisites: This section lists the minimum base attack bonus, skill ranks or other qualifying features a character must have to select the feat.

Benefit: This section details what the feat enables the character to do or lists the bonuses it provides.

Normal: This listing is absent if not having the feat causes no particularly drawback or penalty. Otherwise, it presents the limitations or drawbacks faced by a character without this feat.

TRIBAL FEATS

Tribal feats are a new kind of combat-focused feat designed to add flavour to battles featuring warriors of a given tribe. Such feats represent the battle training and fighting style of warriors from the tribe in question. Most such feats provide a small bonus on a successful hit or may penalize a struck opponent.

Tribal feats always have membership of the relevant tribe as a prerequisite. Many also require the *captivating song* supernatural ability.

CASUAL SONG [TRIBAL]

Your song is second nature, and you maintain it with casual ease.

Prerequisites: Tribal membership (*Pazuzu's Fury*), *captivating song*.

Benefit: Your *captivating song* only requires a move action to activate and maintain.

Normal: Your *captivating song* requires a standard action to activate and maintain.

COLLECTIVE SONG [TEAMWORK, TRIBAL]

You weave your song with your sisters, strengthening its power.

Prerequisites: Tribal membership (*Pazuzu's Fury*), *captivating song*.

Benefit: You may join with other harpies to create a single *captivating song*. All harpies participating in the song must be within 30 feet of each other and have this feat. Creatures within 300 feet of any harpy in the song must make a Will save.

The DC of the Collective Song is equal to the *captivating song* DC of the highest hit die harpy singing plus 1 for each

additional participating harpy. The number of harpies cooperating in a Collective Song is limited to the Charisma modifier of the harpy in the song with the highest hit dice.

If one of the harpies using Collective Song dies, all captivated targets immediately make a new saving throw against the reduced DC.

DEATH FROM ABOVE [COMBAT, TRIBAL]

As you hover over a foe, you strike down with sudden fury.

Prerequisites: Tribal membership (*Pazuzu's Fury*), Hover.

Benefit: If you are hovering above your target, you may make a melee attack as a standard action. The target is flat-footed against this attack.

FEATHERED DISTRACTION [COMBAT, TRIBAL]

You swirl your wings, obscuring your body from attackers.

Prerequisites: Tribal membership (*Pazuzu's Fury*), Dodge, must have wings.

Benefit: You may use a move action to enfold yourself with your wings, giving you a +2 dodge bonus to AC for 1 round. You cannot fly and use this ability at the same time.

SELECTIVE SONG [TRIBAL]

You focus your song to exclude allies from your ensnarement.

Prerequisites: Tribal membership (*Pazuzu's Fury*), *captivating song*.

Benefit: When you use your *captivating song*, you can choose a number of targets in the area up to your Charisma modifier. Your *captivating song* does not affect these targets.

Normal: Your *captivating song* affects all non-harpies.

SHRILL SCREECH [COMBAT, TRIBAL]

You scream in victory from the thrill of a well-placed strike.

Prerequisites: Tribal membership (*Pazuzu's Fury*), base attack bonus +7.

Benefit: When you confirm a critical hit, you screech at the target as a free action. The target must make a Fortitude saving throw (DC 10 + 1/2 harpy's HD + Cha modifier) or be stunned for 1 round.

NEW FEATS

| FEAT | PREREQUISITES | BENEFIT |
|-----------------------|---|--|
| Casual Song | <i>Captivating song</i> , tribal membership | Maintain <i>captivating song</i> as a move action |
| Collective Song | <i>Captivating song</i> , tribal membership | Join with other harpies to create a more powerful song |
| Death from Above | Hover, tribal membership | While hovering, targets below you are flat-footed |
| Feathered Distraction | Dodge, Must have wings, tribal membership | Move action to gain +2 dodge bonus to AC |
| Selective Song | <i>Captivating Song</i> , tribal membership | Can exclude targets from <i>captivating song</i> |
| Shrill Screech | BAB +7, tribal membership | Chance to stun target with a critical hit |

NEW SPELLS

The harpies of Pazuzu's Fury employ several spells to defeat their enemies.

GLORIOUS SLAUGHTER

Level bard 3 (evocation)

Casting Time 1 immediate action; **Components** V, S

Range close (25 ft. + 5 ft./2 levels); **Target** varies; **Duration** instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You must have a bardic performance *inspire courage* in effect to cast this spell. You end your bardic performance, and one creature (chosen by you) affected by your *inspire courage* may make a melee or ranged attack as a free action.

GOUGING BLADE

Level sorcerer/wizard 3 (transmutation)

Casting Time 1 standard action; **Components** V, S

Range close (25 ft. + 5 ft./2 levels); **Target** one weapon or 50 projectile, all of which must be together at the time of casting; **Duration** 10 min./level

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless object)

This spell can only be cast on a piercing or slashing weapon and gives that weapon the *wounding* ability. Each successful strike with the weapon deals 1 point of bleed damage. Multiple hits from a wounding weapon increase the bleed damage. If cast on arrows, bolts or shuriken, the *gouging blade* on a particular projectile ends after one use, whether or not the missile strikes its intended target.

This spell does not stack with other effects that cause bleed damage (such as the *wounding* special property). This spell cannot be cast on a natural weapon such as a claw or talon.

INSIDIOUS VAPOUR

Level bard 2/sorcerer 2 (enchantment [compulsion, mind-affecting])

Casting Time 1 standard action; **Components** V, S

Range medium (100 ft. + 10 ft./level); **Effect** fog spreads in 20-ft. radius; **Duration** 1 rd./level

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

This spell produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the *insidious vapour* take a -5 penalty on Wisdom-based checks and Will saving throws (but not the initial save to resist the *insidious vapour*).

Affected creatures only take the penalty as long as they remain in the fog. The fog is stationary, but a moderate wind

disperses the fog in 4 rounds, and a strong wind disperses the fog in 1 round. The fog is thin and does not hamper vision.

REPRISE

Level bard 1 (evocation)

Casting Time 1 immediate action; **Components** V, S

Range close (25 ft. + 5 ft./2 levels); **Target** one living creature; **Duration** instantaneous

Saving Throw none; **Spell Resistance** yes

You must have a bardic performance *fascinate* in effect to cast this spell. When a creature affected by your *fascinate* ability succeeds on a saving throw against any charm or mind-affecting effect you end your bardic performance and force the target to immediately re-roll the successful saving throw.

WINGLORD

Level druid 1, ranger 1 (transmutation)

Casting Time 1 standard action; **Components** V, S, M (a feather from a peregrine falcon)

Range personal; **Target** you; **Duration** 1 hour/level

This spell gives you a +10 feet enhancement bonus to your base fly speed. It has no effect on other modes of movement, such as burrow, climb or swim.

NEW SPELLS

1ST-LEVEL BARD SPELLS

Reprise: Subject rerolls successful saving throw.

2ND-LEVEL BARD SPELLS

Insidious Vapour: Subjects take -5 to Wisdom-based checks and Will saving throws.

3RD-LEVEL BARD SPELLS

Glorious Slaughter: Grant ally melee or ranged attack.

1ST-LEVEL DRUID SPELLS

Winglord: Your base fly speed increases by 10 ft.

1ST-LEVEL RANGER SPELLS

Winglord: Your base fly speed increases by 10 ft.

2ND-LEVEL SORCERER/WIZARD SPELLS

Insidious Vapour: Subjects take -5 to Wisdom-based checks and Will saving throws.

3RD-LEVEL SORCERER/WIZARD SPELLS

Gouging Blade: Gives a weapon the wounding ability.

NEW MAGIC ITEMS

The harpies of Pazuzu's Fury do not have the focus and drive to create many magic items. Only the gutripper (and the magically enhanced gutripper – *Unbridled Fury*) can be said to be made by the harpies. The *necklace of enthrallment* was a gift to the tribe from their patron Pazuzu. The *ring of charm immunity* was fashioned by goodly clerics to help the faith's avenging paladins resist the captivating song of the harpies.

NECKLACE OF ENTHRALLMENT

This crudely wrought necklace consists of a series of teeth and vertebrae strung on a piece of dried gut.

Aura moderate (enchantment; DC 22 Knowledge [arcana])
Identify DC 22 Spellcraft

Lore (DC 15 Heal) The bones that make up the necklace are human.

Lore (DC 20 Knowledge [history]) This necklace is the source of the tale that harpies could charm with a touch in addition to captivating with their song.

Abilities Once per day, this necklace allows the wearer to cast *charm monster* (DC 16 Will negates) with a successful touch attack on the target.

Activation command word; **CL** 7th

Requirements Craft Wondrous Item, *charm monster*; **Cost** 3,750 gp; **Price** 7,500 gp.



RING OF CLEAR MIND

This highly polished silver ring is set with a piece of jet. The design of the ring looks like overlapping scales or pieces of armour.

Aura faint (abjuration; DC 16 Knowledge [arcana]) **Identify** DC 16 Spellcraft

Lore (DC 15 Knowledge [arcana]) Jet is a gemstone used to ward off evil spirits and harmful spells.

Lore (DC 20 Knowledge [history]) Clerics of Darlen crafted this ring to combat the scourge of Pazuzu's Fury.

Abilities The wearer of this ring gains a +2 sacred bonus on saving throws made to resist mind-affecting effects. Additionally, if the wearer is affected by a mind-affecting effect, the ring immediately casts *protection from evil* upon the wearer.

Activation continuous; **CL** 6th

Requirements Craft Ring, *protection from evil*; **Cost** 6,400 gp; **Price** 8,000 gp.

UNBRIDLED FURY

This cruel-looking weapon appears to be the union of a serrated sword and a shortened glaive.

Aura moderate (evocation & transmutation; DC 25 Knowledge [arcana]); moderate (DC 25) **Identify** DC 25 Spellcraft

Lore (DC 15 Knowledge [nature]) The gutripper is a weapon used almost exclusively by the harpies of Pazuzu's Fury.

Lore (DC 20 Knowledge [arcana]) This magical weapon is much more dangerous in the hands of a raging barbarian.

Abilities In the hands of a raging barbarian, this +1/+1 *gutripper* gains the *bane* (*humanoids* [*humans*]) weapon special ability on the glaive's blade and the *keen* weapon special ability on the longsword's blade.

Activation use activated **CL** 8th

Requirements Craft Magical Arms and Armour, *summon monster I*, *keen edge*; **Cost** 5,800 gp; **Price** 11,600 gp.

GUTTRIPPER

The gutripper is an exotic weapon that combines a serrated longsword and a shortened glaive. Used by the harpies of Pazuzu's Fury, their legends say that the claws of the vorks who serve the Prince of the Lower Aerial Kingdoms inspired the weapon. Its name describes its preferred use by the harpies who have a taste for the sweet innards of their prey.

GUTTRIPPER: EXOTIC TWO-HANDED WEAPON

| Cost | DMG (S) | DMG (M) | Critical | Weight | Type | Special |
|-------|---------|---------|----------|---------|------|---------|
| 80 gp | 1d6 | 1d8 | 19-20 | 10 lbs. | S | double |
| | 1d8 | 1d8 | x3 | | | |

STAT BLOCKS, ALLIES & ENCOUNTERS

ENCOUNTERS WITH PAZUZU'S FURY

Because Pazuzu's Fury migrates widely, the PCs can meet them in numerous regions, including areas the PCs have already explored. These encounters can be used as random events or they can be linked together as the PCs escalate their conflict with the tribe. For adventure seeds using Pazuzu's Fury, see page 21.

In all these encounters, the fiendish harpies try to identify good-aligned PCs and target them with smite good (an excellent tactic given their impressive Charisma scores). The harpies flee if defeat is imminent, flying directly to their roost, which could lead the PCs to their lair.

FORAGERS (EL 9, XP 6,400)

In this encounter, a flight of harpies is scouting for food and is probably the first indication that Pazuzu's Fury has moved to the area.

3 harpies: *Pathfinder Bestiary*

1 Harpy Stalker: page 16

The harpies first attempt to captivate the PCs with their song after which the stalker takes to wing and rains arrows down on the PCs while the other harpies engage in melee.

To modify this encounter, apply the following changes:

EL 8 (XP 4,800): Remove the Harpy Stalker and one Harpy; add one Furious Harpy.

EL 10 (XP 9,600): Add one Furious Harpy.

AMBUSH (EL 11, XP 12,800)

In this encounter, a flight of harpies has set an ambush along a road to collect a bigger meal. Alternatively, the harpies could be raiding isolated settlements and feasting on the peasants, leaving behind empty farmhouses and untended fields.

3 harpies: *Pathfinder Bestiary*

1 Harpy Cantor: page 15

1 Harpy Scout: page 16

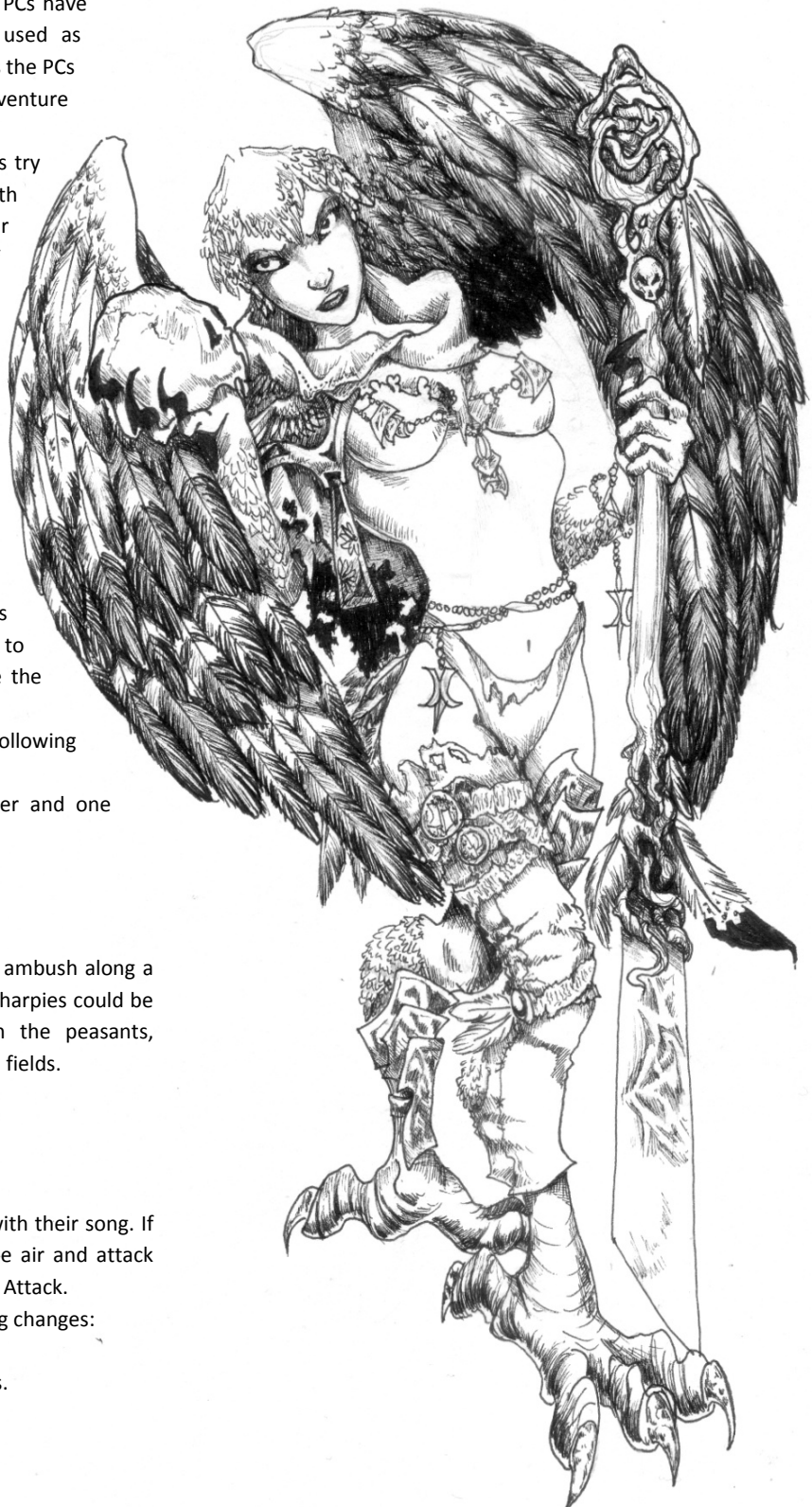
1 Harpy Tempest: page 14

The harpies first attempt to captivate the PCs with their song. If this fails, the scout and the cantor takes to the air and attack from distance while the other harpies use Fly-By Attack.

To modify this encounter, apply the following changes:

EL 10 (XP 9,600): Remove the Harpy Cantor.

EL 12 (XP 19,200): Add three Furious Harpies.



A SCREAM (EL 13, XP 25,600)

In this encounter, a full scream of harpies has taken to wing. Their goal could be to destroy a divine stronghold, counter a major threat to the tribe (such as the PCs) or strike at a foe of their patron demon prince (such as a cult of Lamashtu).

2 Furious Harpies: page 14

2 Harpy Scouts: page 16

2 Harpy Stalkers: page 16

1 Harpy Cantor: page 15

1 Harpy Tempest: page 14

1 Harpy Slayer: page 16

The harpies begin with their song (using Collective Song, if possible). The harpy slayer uses her death attack on captivated victims, while the others engage those not captivated. The scouts take to wing and attack with their bows.

To modify this encounter, apply the following changes:

EL 12 (XP 19,200): Remove one Furious Harpy, one Harpy Scout and one Harpy Stalker.

EL 14 (XP 38,400): Add one Harpy Scout, one Harpy Tempest and one Harpy Abbess.

THE HARPY ROOST (EL 15, XP 51,200)

In this encounter, the PCs take the battle to the harpy lair. The harpies defend their roost and their young with savage fury that is unlike the cowardice shown in earlier encounters.

3 Harpies: *Pathfinder Bestiary*

2 Furious Harpies: page 14

2 Harpy Scouts: page 16

2 Harpy Stalkers: page 16

1 Harpy Cantor: page 15

1 Harpy Tempest: page 14

1 Harpy Slayer: page 16

1 Harpy Abbess: page 15

1 Harpy Sacristan: page 14

1 Corrupting Aspect of Pazuzu: page 17

See pages 18-19 for a description of the lair, its defenses and tactics used by the harpies.

To modify this encounter, apply the following changes:

EL 14 (XP 38,400): Remove the Corrupting Aspect of Pazuzu (EL 10) and the Harpy Sacristan.

EL 16 (XP 76,800): Add two Furious Harpies, two Harpy Scouts, one Harpy Tempest, one Harpy Slayer and one Harpy Abbess.

AERIAL COMBAT

The harpies of Pazuzu's Fury are winged creatures and use their flight ability to their advantage as much as possible. Many of the harpies rely heavily on ranged attacks. Even those who engage in melee do so through Flyby Attack, limiting their exposure to counter-attack. Below is a summary of the rules covering aerial movement.

Aerial Movement

To maintain flight, a creature must move a distance greater than half its speed (40 ft. for a harpy). While flying, a creature can do the following without a Fly check:

- Turn up to 45° by giving up 5 ft. of movement.
- Change directions between turns.
- Rise at half-speed at an angle of 45°.
- Dive at any angle at normal speed.

With a Fly check, a creature can do the following:

- **DC 10:** Move less than half speed and remain flying.
- **DC 10:** Negate damage from falling. A creature cannot do this if it is falling due to a failed Fly check or because of a collision.
- **DC 15:** Fly up at a greater than 45° angle.
- **DC 15:** Hover in one place – no movement spent to maintain flight.
- **DC 15:** Turn greater than 45° by spending 5 ft. of movement.
- **DC 20:** Turn 180° by spending 10 ft. of movement.

If a creature takes damage while flying, it must make a DC 10 Fly check to avoid losing 10 feet of altitude. If a creature collides with an object equal to its size or larger, the creature must make a DC 25 Fly check to avoid falling to the ground.

Weather

Light and moderate winds (20 mph or less) have no effect on harpies, but stronger winds have the following impact:

- **Strong** (21-30 mph): -2 ranged attacks, -2 penalty to Fly.
- **Severe** (31-50 mph): -4 ranged attacks, -4 penalty to Fly (strength of wind created by a *gust of wind*).
- **Windstorm** (51-74 mph): ranged attacks impossible, -8 penalty to Fly, checks a harpy's movement.
- **Hurricane** (75-174 mph): ranged attacks impossible, -12 penalty to Fly, blows a harpy away.
- **Tornado** (175-300 mph): ranged attacks impossible, -16 penalty to Fly, blows a harpy away.

WARRIORS OF PAZUZU'S FURY

The stat blocks below depict several of the winged warriors of Pazuzu's Fury. These harpies have gone through the Abyssal rite and pledged their souls to Pazuzu. For basic harpies, refer to the *Pathfinder Bestiary*.

FURIOUS HАРY CR 6 (XP 2,400)

Female fiendish harpy warrior 2

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +0

Speed 20 ft., fly 80 ft. (average); Flyby Attack

ACP -0; Fly +16, Stealth +9

AC 19, touch 15, flat-footed 14; **CMD** 27; Dodge, Feathered Distraction

(+4 Dex, +3 armour [mwk studded leather], +1 dodge, +1 natural)

Resist cold 10, fire 10

Fort +6, **Ref** +9, **Will** +5; **SR** 11

hp 58 (9 HD); **DR** good/5

Space 5 ft.; **Base Atk** +9; **CMB** +12

Melee +1 *glaive* (reach 10 ft.) +13/+8 (1d10+5) and 2 talons +7 (1d6+1)

Ranged mwk composite shortbow (range 70 ft.) +14/+9 (1d6+3)

Atk Options Vital Strike

Special Attacks captivating song (DC 19; Collective Song), smite good (+5 attack, +9 damage)

Combat Gear 20 arrows, *potion of cure moderate wounds*

Abilities Str 16, Dex 18, Con 12, Int 8, Wis 10, Cha 20

Feats Collective Song, Dodge, Feathered Distraction, Flyby Attack, Vital Strike

Skills as above plus Bluff +6, Intimidate +13, Perform (song) +7

Languages Common

Gear as above plus perfume (50 gp), fine prayer beads (25 gp) and 42 gp of assorted jewellery.

HАРY TEMPEST CR 8 (XP 4,800)

Female fiendish harpy barbarian 3

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +0

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

ACP -2; Fly +14

AC 21, touch 15, flat-footed 16; **CMD** 28; Dodge, uncanny dodge, +1 vs. traps

(+4 Dex, +5 armour [+1 *hide*], +1 dodge, +1 natural)

Resist cold 10, fire 10

Fort +8, **Ref** +11 (+12 vs. traps), **Will** +7; **SR** 13

hp 74 (10 HD); **DR** good/5

Space 5 ft.; **Base Atk** +10; **CMB** +13

Melee +1 *gutripper* (longsword end) +14/+9 (1d8+4/19-20) and 2 talons +8 (1d6+1) or

Melee +1 *gutripper* (longsword end) +12/+7 (1d8+5/19-20) and +1 *gutripper* (*glaive* end) +12 (1d10+4) and 2 talons +8 (1d6+1)

Ranged mwk composite shortbow (range 70 ft.) +15/+10 (1d6+3)

Atk Options ShriII Screech (DC 19), rage (10 rounds; intimidating glare), smite good (+4 attack, +10 damage)

Special Attacks captivating song (DC 19)

Combat Gear 20 arrows, *potion of cure moderate wounds*

Abilities Str 16, Dex 18, Con 14, Int 8, Wis 10, Cha 18

SQ fast movement, rage power (intimidating glare)

Feats Dodge, Double Slice, Exotic Weapon Proficiency (gutripper), ShriII Screech, Two-Weapon Fighting

Skills as above plus Bluff +5, Intimidate +16, Knowledge (nature) +4, Perform (song) +6, Survival +5

Languages Common

Gear as above plus *cloak of protection* +1, perfume (50 gp), fine prayer beads (25 gp) and 22 gp of assorted jewellery.

HАРY SACRISTAN CR 10 (XP 4,800)

Female fiendish harpy barbarian 5

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +12, Sense Motive +0

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

ACP -2; Fly +14

AC 21, touch 15, flat-footed 16; **CMD** 30; improved uncanny dodge, +1 vs. traps

(+4 Dex, +5 armour [+1 *hide*], +1 dodge, +1 natural)

Resist cold 15, fire 15

Fort +8, **Ref** +10 (+11 vs. traps), **Will** +6; +8 vs. spells and spell-like abilities when raging; **SR** 15

hp 91 (12 HD); **DR** good/5

Space 5 ft.; **Base Atk** +12; **CMB** +15

Melee *Unbridled Fury* (longsword end) +16/+11/+6 (1d8+4/17-20) and

2 talons +8 (1d6+1) or

Melee *Unbridled Fury* (longsword end) +14/+9/+4 (1d8+4/17-20) and *Unbridled Fury* (*glaive* end) +14/+9 (1d10+4) and 2 talons +8 (1d6+1)

Ranged mwk composite shortbow (range 70 ft.) +17/+12 (1d6+3)

Atk Options ShriII Screech (DC 20), Two-Weapon Rend (1d10+4 damage), rage (14 rounds; intimidating glare), smite good (+4 attack, +12 damage)

Special Attacks captivating song (DC 20)

Combat Gear 20 arrows, *potion of cure moderate wounds*

Abilities Str 17, Dex 18, Con 14, Int 8, Wis 10, Cha 18

SQ fast movement, rage power (intimidating glare, superstition)

Feats Double Slice, Exotic Weapon Proficiency (gutripper), Improved Two-Weapon Fighting, ShriII Screech, Two-Weapon Fighting, Two-Weapon Rend

Skills as above plus Bluff +5, Intimidate +16, Knowledge (nature) +4, Perform (song) +6, Survival +9

Languages Common

Gear as above plus perfume (50 gp), fine prayer beads (25 gp) and 37 gp of assorted jewellery.

SPELLCASTERS OF PAZUZU'S FURY

These stat blocks depict two of Pazuzu's Fury's deadly leaders; one has honed her songs to deadly perfection while the other has embraced the power offered by Pazuzu.

HARPY ABBESS CR 9 (XP 6,400)

Female fiendish harpy sorcerer (abyssal) 6
CE Medium monstrous humanoid
Init +5; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +2
Speed 20 ft., fly 80 ft. (average)
ACP -0; Fly +17

AC 22, touch 17, flat-footed 16; **CMD** 27; Dodge (+5 Dex, +4 armour [*mage armour*], +1 dodge, +1 deflection, +1 natural)
Resist cold 15, electricity 5, fire 15
Fort +7 (+9 vs. poison), **Ref** +12, **Will** +12; **SR** 14
hp 72 (13 HD); **DR** good/10

Space 5 ft.; **Base Atk** +10; **CMB** +10
Melee 2 talons +10 (1d6)
Ranged ray (range close) +16 (spell effect)
Special Attacks Enlarge Spell, bloodline powers (claws [+10 attack, 1d4 damage; 8 rounds], captivating song (DC 21)
Atk Options Point Blank Shot, Precise Shot, smite good (+5 attack, +13 damage)
Sorcerer Spells Known (CL 6th; concentration +11 [+15 casting defensively or grappled])
3rd (4/day)—*gouging blade*
2nd (6/day)—*bull's strength*, *invisibility*, *scorching ray*
1st (8/day)—*cause fear* (DC 16), *mage armour*, *magic missile*, *protection from good*, *ray of enfeeblement*
0—*arcane mark*, *bleed* (DC 15), *detect magic*, *message*, *ray of frost*, *resistance*, *touch of fatigue* (DC 15)
Combat Gear *necklace of enthrallment*, *potion of cure moderate wounds*

Abilities Str 10, Dex 20, Con 12, Int 8, Wis 14, Cha 20
Feats Combat Casting, Dodge, Enlarge Spell, Eschew Materials^B, Great Fortitude, Point Blank Shot, Precise Shot, Weapon Focus (ray)
Skills as above plus Bluff +9, Intimidate +10, Knowledge (arcane) +7, Knowledge (planes) +7, Perform (song) +10, Spellcraft +7
Languages Common

Gear as above plus *ring of protection +1*, perfume (50 gp), fine prayer beads (25 gp) and 175 gp of assorted jewellery

SMITE GOOD

A fiendish harpy can smite good 1/day as a swift action (adding its Cha bonus to attack rolls and adding a bonus to damage equal to its HD against a good foe; smite persists until target is dead or the fiendish creature rests).

HARPY CANTOR CR 7 (XP 3,200)

Female fiendish harpy bard 4
CE Medium monstrous humanoid
Init +4; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +9
Speed 20 ft., fly 80 ft. (average)
ACP -0; Fly +14

AC 22, touch 14, flat-footed 18; **CMD** 24; Feathered Distraction (+4 Dex, +5 armour [+1 *mithril chain shirt*], +2 shield [+1 *light darkwood*], +1 natural)
Resist cold 15, fire 15
Fort +6, **Ref** +12, **Will** +9; **SR** 12
hp 42 (11 HD); **DR** good/10

Space 5 ft.; **Base Atk** +10; **CMB** +10
Melee mwk shortsword +11/+6 (1d6) and 2 talons +5 (1d6)
Ranged mwk shortbow (range 60 ft.) +15/+10 (1d6)
Special Attacks bardic performance (15 rounds, countersong, distraction, fascinate [DC 17], inspired competence +2, inspire courage), captivating song (DC 22; Casual Song, Collective Song, Selective Song)
Atk Options smite good (+5 attack, +11 damage)
Bard Spells Known (CL 4th; concentration +9)
2nd (2/day)—*eagle's splendour*, *insidious vapour* (DC 17)
1st (5/day)—*alarm*, *hideous laughter* (DC 16), *identify*, *reprise*
0—*dancing lights*, *detect magic*, *ghost sound* (DC 15), *lullaby* (DC 15), *mage hand*, *message*
Combat Gear 20 arrows, *potion of cure moderate wounds*, *scroll of dispel magic*, *wand of cure light wounds* (50 chgs.), *wand of entangle* (50 chgs.)

Abilities Str 10, Dex 18, Con 12, Int 12, Wis 12, Cha 20
SQ bardic knowledge, versatile performance
Feats Ability Focus (captivating song), Casual Song, Collective Song, Feathered Distraction, Great Fortitude, Selective Song
Skills as above plus Bluff +13, Diplomacy +15, Intimidate +9, Knowledge (history) +9, Knowledge (local) +9, Linguistics +8, Perform (song) +16, Spellcraft +9, Use Magic Device +13
Languages Common, Abyssal, Aklo, Auran, Undercommon

Gear as above plus perfume (50 gp), fine prayer beads (25 gp) and 53 gp of assorted jewellery

CAPTIVATING SONG

When a harpy sings, all creatures except other harpies within a 300-foot spread must succeed on a Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A captivated victim moves toward the harpy using the most direct means available. If the path leads into a dangerous area such as a fire the creature receives a second saving throw to end the effect before moving into peril. Captivated creatures take no actions except to defend themselves. A victim within 5 feet of the harpy stands and offers no resistance to the harpy's attacks. The effect continues as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect.

SCOUTS & SLAYERS OF PAZUZU'S FURY

The stat blocks below depict several of the more stealthy harpies of Pazuzu's Fury. These warriors provide subtlety lacking in the rage-infused warriors that make up the bulk of the tribe.

HARPY SCOUT CR 6 (XP 2,400)

Female fiendish harpy rogue 2

CE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; Perception +12 (trapfinding), Sense Motive +0

Speed 20 ft., fly 80 ft. (average); Flyby Attack, Hover

ACP -0; Fly +17, Stealth +17 (fast stealth)

AC 20, touch 16, flat-footed 14; **CMD** 25; Dodge (+5 Dex, +3 armour [+1 *studded leather*], +1 dodge, +1 natural)

Resist cold 10, fire 10

Fort +5, **Ref** +13 (evasion), **Will** +5; **SR** 11

hp 56 (9 HD); **DR** good/5

Space 5 ft.; **Base Atk** +8; **CMB** +9

Melee mwk longsword (reach 10 ft.) +10/+5 (1d8+1) and 2 talons +4 (1d6)

Ranged +1 *composite shortbow* (range 70 ft.) +14/+9 (1d6+2)

Atk Options Death From Above, smite good (+5 attack, +9 damage), sneak attack 1d6

Special Attacks captivating song (DC 19; Collective Song)

Combat Gear arrows (20), *potion of protection from arrows*, *potion of cure moderate wounds*

Abilities Str 12, Dex 20, Con 12, Int 10, Wis 10, Cha 20

SQ rogue talent (fast stealth)

Feats Death From Above, Collective Song, Dodge, Flyby Attack, Great Fortitude, Hover

Skills as above plus Bluff +11, Disable Device +16, Intimidate +12, Perform (song) +11

Languages Common

Gear as above plus masterwork thieves' tools, perfume (50 gp), fine prayer beads (25), and 35 gp of assorted jewellery.

HARPY SLAYER CR 8 (XP 4,800)

Female fiendish harpy rogue 2 / assassin 3

CE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; Perception +13 (trapfinding), Sense Motive +0

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

ACP -0; Fly +15, Stealth +18 (fast stealth)

AC 22, touch 16, flat-footed 16; **CMD** 27; Combat Expertise, Dodge, uncanny dodge

(+5 Dex, +3 armour [+1 *studded leather*], +2 shield [+1 *darkwood buckler*], +1 dodge, +1 natural)

Resist cold 15, fire 15

Fort +7 (+8 vs. poison), **Ref** +16 (evasion), **Will** +7; **SR** 13

hp 72 (12 HD); **DR** good/10

Space 5 ft.; **Base Atk** +10; **CMB** +11

Melee +1 *dagger* +16/+11 (1d4+2/19-20) and 2 talons +6 (1d6)

Ranged mwk composite shortbow (range 70 ft.) +16/+11 (1d6+1)

Atk Options Improved Feint, death attack (DC 14), poison use, smite good (+4 attack, +12 damage), sneak attack 3d6

Special Attacks captivating song (DC 20)

Combat Gear arrows (20), *elixir of hiding*, medium spider poison (2 doses), *potion of cure moderate wounds*, *potion of protection from arrows*

Abilities Str 12, Dex 20, Con 12, Int 13, Wis 10, Cha 18

SQ rogue talent (fast stealth)

Feats Combat Expertise, Dodge, Great Fortitude, Improved Feint, Skill Focus (Bluff), Weapon Finesse,

Skills as above plus Bluff +23, Disguise +17, Disable Device +17, Intimidate +8, Perform (song) +14, Sleight of Hand +13

Languages Common, Abyssal, Elven, Giant, Goblin, Halfling, Gnome, Sylvan

Gear as above plus *cloak of resistance +1*, masterwork disguise kit, silk rope (50 ft.), perfume (50 gp), fine prayer beads (25 gp) and 40 gp of assorted jewellery.

HARPY STALKER CR 7 (XP 3,200)

Female fiendish harpy ranger 2

CE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; Perception +10 (+12 vs. humans), Sense Motive +2 (+4 vs. humans)

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

ACP -0; Fly +17

AC 20, touch 16, flat-footed 14; **CMD** 25; Dodge (+5 Dex, +3 armour [+1 *studded leather*], +1 dodge, +1 natural)

Resist cold 10, fire 10

Fort +9, **Ref** +14, **Will** +6; **SR** 12

hp 58 (9 HD); **DR** good/5

Space 5 ft.; **Base Atk** +9; **CMB** +9

Melee mwk glaive (reach 10 ft.) +9/+4 (1d8) and 2 talons +4 (1d6)

Ranged +1 *composite shortbow* (range 70 ft.) +16/+11 (1d6+1)

Atk Options Point Blank Shot, Precise Shot, Rapid Shot, smite good (+5 attack, +9 damage), favoured enemy (human +2)

Special Attacks captivating song (DC 19)

Combat Gear arrows (40), *elixir of vision*, *potion of protection from arrows*, *potion of cure moderate wounds*, tanglefoot bag, thunderstone

Abilities Str 10, Dex 20, Con 12, Int 9, Wis 14, Cha 20

SQ track, wild empathy +7 (+3 vs. magical beasts)

Feats Dodge, Great Fortitude, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (short bow)

Skills as above plus Bluff +9 (+11 vs. humans), Handle Animal +13, Intimidate +9, Knowledge (local) -1 (+1 vs. humans), Perform (song) +11, Survival +9 (+10 tracking, +12 tracking humans)

Languages Common

Gear as above plus *cloak of resistance +1*, silk rope (50 ft.), perfume (50 gp), fine prayer beads (25 gp) and 52 gp of assorted jewellery.

CORRUPTING ASPECT OF PAZUZU

The Corrupting Aspect of Pazuzu is a manifestation of Pazuzu's might in the physical world. While many demons require complex summoning rituals to enter the world, Pazuzu is eager to answer the call of petitioners who seek his attention. However, the demon prince is hesitant to risk his own existence when answering unknown summoners so he sends this aspect in response to calls from mortals susceptible to temptation.

ECOLOGY & SOCIETY

The Aspect exists solely at the whim of Pazuzu and does its creator's wishes in all things. He manifests for two reasons: to corrupt the pure and innocent and to defend his most favorite cultists. For the latter, summoning requires a standard action to evoke Pazuzu's name. Pazuzu requires a suitable sacrifice of blood and villainy from the cultists. If none is forthcoming, the Aspect turns on the cultists, ripping one of their number to shreds as a lesson.

The Corrupting Aspect is summoned regularly by Pazuzu's Fury to oversee a rite that infuses a harpy with abyssal power, granting it the fiendish template. The rite requires the harpy to eat the heart of its first kill in the presence of the Corrupting Aspect. The Aspect channels the power of Pazuzu into the creature (using its *consuming rage* power), which causes the harpy to painfully lose all control as a terrible fury grips its mind. The Aspect holds the harpy down during the process (who is driven temporarily mad by the ritual and likely to tear herself to pieces if allowed to do so). During the screaming rage, the harpy's body twists and changes, becoming stronger and more powerful as demonic energy fills her. After an hour, the rage passes and the harpy transforms into a Furious Harpy, forever enslaving it to Pazuzu.

COMBAT AND TACTICS

While it can fly, the Corrupting Aspect prefers to land and engage its foes with its *+3 unholy falchion*. It uses Dazzling Display to cower opponents then wades into combat hoping for a critical hit (which triggers Sickening Critical and Staggering Critical).

The Aspect saves its breath weapon for when it can catch many foes grouped together. If it has allies, it uses its *consuming rage* ability on them; otherwise it uses it on itself. Since it is a mere fragment of Pazuzu's power, it does not fear death.

CORRUPTING ASPECT OF PAZUZU LORE

A character making a Knowledge (planes) check may know some information about a Corrupting Aspect of Pazuzu. A successful check reveals all information gained by a lesser check.

DC 20: This is a Corrupting Aspect of Pazuzu – a manifestation of Pazuzu's might in this world. They can be summoned to this world by those seeking demonic power or sent by Pazuzu himself to represent his interests.

DC 25: The Aspect wields a deadly sword capable of inflicting savage blows. In addition, the creature can spit a gout of acid and cause worshipers of Pazuzu to froth into a destructive rage.

DC 30: The Corrupting Aspect of Pazuzu can also oversee profane rites performed by cultists and Pazuzu can focus his power through the Aspect, transforming those who willingly accept the demon prince's favour.

CORRUPTING ASPECT OF PAZUZU CR 10 (XP 4,800)

Evil and charisma radiates like heat from this demon that possesses the body of a tall and powerfully built man with the head of a hawk. Four great wings with a span twice his height spread out behind him. Instead of feet, he has cruel bird talons that continually clench as if they wish to seize the world and squeeze all the goodness from it.

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft. *see invisibility*; Perception +21, Sense Motive +21

Speed 30 ft., fly 60 ft. (perfect)

ACP -0; Fly +31, Stealth +22

AC 27, touch 18, flat-footed 19; **CMD** 34; Dodge (+7 Dex, +1 dodge, +9 natural)

Immune electricity and poison; **Resist** acid 10, cold 10, fire 10

Fort +9, **Ref** +14, **Will** +12; **SR** 23

hp 136 (13 HD); **DR** epic/5

Space 5 ft.; **Base Atk** +13; **CMB** +16

Melee *+3 unholy falchion* +20/+15/+10 (2d4+7/15-20) and 2 talons +11 (1d4+1)

Ranged mwk composite shortbow (range 70 ft.) +21/+16/+10 (1d6+3)

Atk Options Dazzling Display, Sickening Critical, Staggering Critical (DC 23)

Special Attacks breath weapon, consuming rage

Breath Weapon (Su) 1/day, 30-ft. cone, 10d6 acid damage, Reflex DC 22 halves. This save is constitution based.

Consuming Rage (Sp) 1/day, casts *rage* as the spell (CL 10th).

Combat Gear 20 arrows

Abilities Str 16, Dex 24, Con 23, Int 18, Wis 20, Cha 22

Feats Critical Focus, Dazzling Display, Dodge, Improved Critical, Sickening Critical, Staggering Critical, Weapon Focus (falchion)

Skills as above plus Bluff +22, Diplomacy +22, Disguise +22, Intimidate +22, Knowledge (arcana) +20, Knowledge (religion) +20, Knowledge (planes) +20

Languages Abyssal, Celestial, Common, Halfling, Sylvan, telepathy 100 ft.

Gear as above

THE HARPY ROOST

Pazuzu's Fury lairs in a number of different locales scattered throughout the Lonely Coast. The following is an example of one of their many lairs – a ruined tower atop a hill. Use the description of Pazuzu's Fury from pages 7–8 to populate the lair. The full number of harpies present at the lair is provided as an encounter on page 14.

LAIR FEATURES

The harpy roost has the following features of note.

Hillside: The roost is a ruined tower atop a steep hill devoid of trees. Climbing the hill does not require a Climb check, but it does count as difficult terrain.

Hole in the Wall: A hole in the base of the tower leads to the cellar. Medium creatures can squeeze through the hole while smaller creatures can easily fit through. The harpies do not like being enclosed so they do not follow PCs through the hole. Instead they sit outside and wait for the PCs to come out.

Tower: The tower is 20 ft. in diameter, tapering slightly as it climbs. The tower was once much taller, but the top floors have



collapsed, leaving a crumbling, circular wall that ranges from 20 to 30 ft. high. PCs can scale the walls with a DC 15 Climb check. The PCs can burst through 10 ft. square sections of the weakened wall (hardness 8; 180 hp; DC 28 Break). If three adjacent sections are destroyed, that quarter of the tower collapses, inflicting 5d6 points of crushing damage to those within.

Tower Door: A set of crumbling stairs (Acrobatics check DC 10 to climb) lead up to the only door in the tower. The harpies have barricaded the front door by piling rubble behind it (hardness 8; 180 hp DC 28 Break).

Tower Cellar: The cellar has survived in better condition than the rest of the tower. The thick walls and arches support the roof above. In the center of the room is a 100 ft. deep well. Dirt and stone have gummed up the well, and it is currently dry. Against the wall are several empty barrels and few extra chairs. A set of stairs lead to a trap door that opens onto the ground floor.

Tower Ground Floor: Jagged rubble and mounds of harpy guano (that count as difficult terrain) fill the tower's ground floor. Characters moving through the ground floor risk exposure to disease (see Disease in a Harpy Lair).

DISEASE IN A HARPY LAIR

The ground of a harpy lair is a disgusting mess. Half-eaten bodies are tossed down to rot away after the succulent innards are eaten. Reeking harpy guano can actually form mounds beneath the roosts of the harpies. Disease flourishes in the environment and poses a significant challenge to anyone moving through the lair on foot.

Characters merely walking through the area have a 25 percent chance per minute of being exposed to a disease. Falling prone in the muck increases the chance to 50 percent per instance. Actively searching through the debris results in automatic exposure.

The following diseases are likely to be encountered in a harpy lair. A GM can pick one when exposure happens or determine randomly (refer to the *Pathfinder Roleplaying Core Rulebook* for details on many diseases).

Diseases: Bubonic Plague, Cackle Fever, Mindfire, Shakes, Slimy Doom

Trap Door: The trap door grants access between the cellar and the ground floor. A few pieces of masonry and a mound of guano cover the trap door to the cellar which now requires a DC 15 Strength check to open unless the masonry is cleared off first. Opening the trap door disturbs the guano and exposes everyone within 5 ft. to a disease (see Disease in a Harpy Lair).

Tower Interior: The interior of the tower is hollow, as the floors have collapsed, leaving jagged stones jutting from the walls which the harpies use as supports for their roosts. A stair circles the inside of the wall, providing access to the arrow slits that pierce the wall. Climbing the stairs does not require a Climb check, but it does count as difficult terrain. An arrow slit pierces the wall every 10 ft. on the stairs, for a total of six arrow slits.

Harpy Roosts: The harpies have positioned five thick branches in the tower interior as roosts. They are wedged between opposite walls, separated by 5 feet in height and at different angles to create a tangled web of branches extending across the hollow interior of the tower. PCs can destroy these roosts or knock them down (Break DC 16; hardness 5; 20 hp).

Because of their taloned claws, the harpies can move on the roosts at full speed and not risk falling. Characters can walk on the roosts (DC 17 Acrobatics check) or climb on them (DC 10 Climb check). If the PCs fall from the roosts to the ground below, they may be exposed to disease (see Disease in a Harpy Lair).

Harpy Nest: The harpies built their nest at the very top of the stairs in the tower interior. The harpy nest is 10 ft. in diameter and is woven of flexible green wood and vines and layered with dried mud and blood. Here, they lay their eggs, raise their chicks, and undergo the ritual that transforms them into fiendish harpies, enslaved to the will of their namesake.

Movement in the nest is difficult for non-taloned creatures and requires a DC 10 Acrobatics check or slip and fall prone into the muck at the bottom of the nest. It is a 30 ft. drop from the nest to the bottom of the tower. (Falling characters take 3d6 falling damage).

LAIR DEFENCES

Pazuzu's Fury takes the defence of their lair very seriously. The first layer of defence is a patrol of harpies that slowly circles the roost at a distance of about a quarter mile. Use the Foragers encounter for this patrol. If they spot intruders who appear well armed and/or numerous, the patrol does not fight, instead retreating to warn the roost.

Pazuzu's Fury always have multiple harpies on sentry duty in the tower, watching for approaching threats who get by the

patrol. (Use four of the more junior harpies from the Harpy Roost encounter.) Intruders must approach by climbing the treeless hillside which provides no cover for Stealth checks.

Once intruders are spotted, the harpies begin combat with their song (using Collective Song, if possible). The harpies that are not part of the collective song concentrate their attacks on those not captivated. Those harpies that are skilled at ranged attacks make full use of the arrow slits in the tower to gain cover. The slayer uses her death attack on captivated PCs. Meanwhile, the abbess remains invisible while casting spells on the other harpies. Afterward, she switches to her ray attacks.

If the harpies are in danger of being defeated by the intruders, the Harpy Abbess summons a Corrupting Aspect of Pazuzu (page 17) to aid in the defence. The Aspect takes the abbess' life in punishment, but not until after the battle.

OTHER HARPY LAIRS

The ruined tower is just one of many possible lairs for the migratory Pazuzu's Fury. Below is a selection of other possible lairs. Use the elements presented above to construct a lair in these alternate locales.

Charred Trees: A wildfire reduced much of this portion of the forest to little more than ash. However, the pine trees survived and the harpies have built their nests in the upper branches. The destruction from the fire discourages hunters and other explorers from entering this part of the forest.

Cliffside Cave: The entrance to the lair is through a number of cave mouths that open onto the side of a steep cliff. No paths lead up to the cave mouths, which are only accessible by winged creatures. Tunnels from the cave mouths all lead to one great chamber. The harpies roost on the ledges of the cavern, high above the floor, which is laced with fissures.

Hammock: A hammock is a dense stand of hardwood trees in the middle of a reedy marsh. The trees grow on a natural rise that is inches higher than the surrounding marshland. The dense foliage thrives in the rich soil and plentiful water. In short, a hammock is a perfect roost for the harpies who can fly over the surrounding muck. The hammock is only accessible by boat, and the harpies can see foes approaching from some distance.

Island: Pazuzu's Fury sometimes roost on islands off the Lonely Coast. They prefer small islands – no more than a mile across – with plenty of caves or natural overhangs to protect them from the weather. Raging surf and a lack of good beaches discourage landing and improve the island as a lair in their eyes.

Tuath Temple: The ancient people who once lived in the Lonely Coast left behind many overgrown temples to the nature spirits they worshipped. These great rings of standing stones crown hills and provide the harpies with an excellent vantage point to spy threats to their lair.

ADVENTURE SEEDS

Pazuzu's Fury are very versatile foes and provide a GM with numerous ways to include them in a campaign. Below are a number of adventure seeds that can be developed as the GM sees fit.

DEMONIC RIVALS

A cult of Lamashtu, demonic mother of monsters, has arisen in the area and is causing horrible atrocities, such as unleashing deformed beasts or causing infants to be born deformed. The location of their secret lair is unknown to civilized folk, but the eagle eyes of the harpies may have noticed something. There is no love lost between the followers of Lamashtu and Pazuzu, but can the PCs figure out how to bargain with harpies? The PCs may even entice the harpies to fight the cultists. Another option is for the PCs to let the followers of Lamashtu know about the harpies and try to draw the cultists into attacking their winged foes.

THE UGLY DUCKLING

CR 7 (XP 3,200)

Female half-celestial harpy paladin 1

LG Medium outsider (native)

Init +6; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +10

Speed 20 ft., fly 80 ft. (good); Flyby Attack

ACP -0; Fly +17

AC 25, touch 17, flat-footed 18; **CMD** 28; Dodge (+6 Dex, +4 armour [mithril chain shirt], +2 shield [+1 darkwood buckler], +1 dodge, +2 natural)

Immune disease; **Resist** acid 10, cold 10, electricity 10

Fort +8, **Ref** +11, **Will** +9; **SR** 18

hp 60 (8 HD); **DR** evil/5

Space 5 ft.; **Base Atk** +8; **CMB** +12

Melee mwk greatsword +13/+8 (2d6+6) and 2 talons +7 (1d6+2)

Ranged +1 *composite shortbow* (range 70 ft.) +14/+9 (1d6+5)

Special Attacks captivating song (DC 21; Casual Song), smite evil (+7 attack, +8 damage)

Spell-like Abilities (CL 8)

At will—*detect evil*

3/day—*protection from evil*

1/day—*aid, bless, cure serious wounds, holy smite* (DC 21), *neutralize poison, remove disease*

Combat Gear 40 arrows, *potion of cure moderate wounds, silversheen*

Abilities Str 18, Dex 22, Con 14, Int 10, Wis 14, Cha 24

SQ aura of good (faint)

Feats Casual Song, Dodge, Flyby Attack, Great Fortitude

Skills as above plus Bluff +8, Diplomacy +15, Heal +8, Knowledge (religion) +4, Perform (song) +15

Languages Common

Gear as above plus perfume (50 gp), silver holy symbol and 45 gp of assorted jewellery.

HOLY CRUSADE

A knight from the original faith corrupted by Pazuzu has gathered an expedition to hunt down the harpy tribe. He could hire the PCs either as guides or as additional muscle. The knight could be earnest in his desire to eradicate the harpies, or perhaps he is tempted by the power offered by Pazuzu and wishes to wrest the secret of how to call the demon lord from the harpies. The local villagers may be supportive of the knight's efforts and want the harpies gone, or the locals fear that the knight will just stir the harpies up and they will suffer the beasts' wrath.

THAT WHICH WAS LEFT BEHIND

The PCs have a map that leads to a hidden entrance of a dungeon. Unfortunately, the entrance is located in the cellar of the ruined tower where the harpies are currently roosting and there are far too many harpies to fight. The PCs could sneak into the cellar, distract the harpies or simply wait for them to migrate. If the PCs negotiate, they learn that the harpies wish to reclaim relics left behind at the abandoned convent. The items may or may not be magical, but they remind the harpies of a time when rage did not control their every thought. Naturally, the paladins of the faith will take a dim view of strangers digging through the ruins and unearthing secrets best left buried.

THE TRAVELLING MENAGERIE

A traveling menagerie has captured a harpy from Pazuzu's fury, and is charging visitors to see the creature. The owner even lets the harpy sing to enthral the audience with a bard ready to countersong if matters get out of hand. While the PCs are in attendance, some of the tribe hears the cries of their captured sister and attempts to rescue her. Alternatively, the bard may not countersong in time to keep the harpy from mauling an enchanted victim through the bars of the cage. Now the locals are demanding that the creature be killed. The menagerie owner hires the PCs to protect his attraction.

THE UGLY DUCKLING

Recently, a harpy devoured the seed of a hound archon. The essence of the good outsider infused the resulting egg, which hatched a half-celestial harpy. The creature never fit in with her fiendish kin and is savagely picked upon. The PCs may discover the half-celestial harpy as a fledgling in the nest. Or she has fled the tribe, and the PCs must rescue her from the scream of harpies chasing her. Taken even further, the half-celestial harpy only needs to ingest seed and not kill to fertilize her eggs, which hatch winged aasimar. Have the PCs witnessed the creation of a new race? Pazuzu will certainly take steps to stop this.

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