

HARPY

Vicious faeries with an insatiable lust for mortal flesh and wealth, harpies have heads, torsos, arms and upper legs resembling those of mortals, though with sadistic-looking characteristics such as malicious eyes, long fangs, clawed hands and blade-like ridges along their arms, as well as flesh pulled taut against their bones, giving them an almost undead appearance. Their lower legs and wings are like those of raptor birds, especially carrion feeders such as vultures, though bat- and lizard-like characteristics can be intermingled. As they regularly come into conflict with mortals, they make their cave-lairs in difficult-to-access places such as steep hills and mountains, where they dwell in small families (2–6 individuals) or gather into clans for strength (13–39 individuals), though strong personality conflicts among their matriarchs traditionally prevent unification into tribes. Their lairs are full of bones; indeed, there will likely be the remnants of many carcasses at the bottom of ravines, gorges or cliffs near cave entrances. Harpies rely on stealth to attack, waiting until victims are at their most vulnerable, then striking for the kill. Their saliva can also weaken victims, making the process easier. If outmatched, they will still attempt to steal as much as they can and flee. However, they also have magical voices they can use to sing alluring music before the battle begins, enticing victims and then disrupting their minds.

- Needle harpies are children with underdeveloped needle-like claws and fangs.
- Spike harpies are young adults with sharp spike-like claws and fangs.
- Knife harpies are adults with heinous knife-like claws and fangs.
- Blade harpies are old adults with brutal blade-like claws and fangs.

HARPY TRAITS
Class: faerie
Origin: Midgard
Sapience: moral-agent
Lifeways: <i>lashful-wicked-leeward</i> , <i>laxful-wicked-leeward</i> , <i>lawful-wicked-leeward</i>
Vessel: corporeal (zoetic-organic)
Tier/Shape Range: Dawning ½×½×½ to Quelling 1×1×2
Role: Warrior
Creature Knowledge:
• <i>General:</i> <i>nighlore</i> (sta) DR 17
• <i>Specific:</i> <i>farlore</i> (imp) DR 25
Roottrait Points: 3+[3×(tier-1)]
Attack Roottraits:
• <i>Physical Strikes/Harm:</i> Wis/Lth
• <i>Magical Strikes/Harm:</i> Wis/Glt
Augmentations/Lifeskills: Nml +3, Mfl +3; hasten +3; physical strikes +2, physical harm +2; magical strikes +1, magical harm +1; <i>barter</i> +0 (train: sta); <i>chip</i> +0 (train: sta); <i>clout</i> +2 (train: imp); <i>deepfare</i> +1 (train: sta); <i>dive</i> +0 (train: sta); <i>farlore</i> +0 (train: imp); <i>heed</i> +1 (train: imp); <i>landfare</i> +1 (train: sta); <i>look</i> +1 (train: imp); <i>lurk</i> +3 (train: imp); <i>mingle</i> +0 (train: sta); <i>nighlore</i> +0 (train: sta); <i>seafare</i> +0 (train: sta); <i>search</i> +2 (train: imp); <i>taw</i> +0 (train: sta); <i>toil</i> +0 (train: sta); <i>tumble</i> +1 (train: imp)
Carcass Harvest:
• <i>Food:</i> [(1d4)×cubes] meals; <i>cook</i> (sta) DR 19 <i>corroded</i> (lesser)
• <i>Water:</i> [(1d2)×cubes] meals; <i>mash</i> (sta) DR 18 <i>corroded</i> (medial)
• <i>Bones, Fangs, Claws:</i> [(3d4)×cubes] coppers; <i>hew</i> (sta) DR 9
• <i>Hides, Scales:</i> [(1d4)×cubes] silvers; <i>taw</i> (sta) DR 16
Lair Treasure:
• <i>Mundane:</i> modest
• <i>Magical:</i> modest

NEEDLE HARPY
Tier: Beginning
Lifeway: <i>lashful-wicked-leeward</i>
Languages: Common, Faerie, Giant
Shape: ½×½×1
Size Modifier: +2
Mass Modifier: ±0
Speed: walk 5; fly 11
Roottraits: Brw 1; Lth 2; Smt 0; Wis 2; Glt 1
Hasten: 5
Defenses: Nml 21; Ftl 15; Mfl 18
Grit: 5+2d6 [12]
Pneuma: 5
Harm Yields: <u>susceptible</u> <i>gleam</i> , <i>gloom</i> , <i>rasp</i> , <i>logos</i> , <i>charis</i> , <i>heinous</i> ; <u>vulnerable</u> <i>whelm</i> 5, <i>flare</i> 1, <i>frost</i> 1, <i>shock</i> 2; <u>resistant</u> <i>wreck</i> 1, <i>rot</i> 3, <i>shake</i> 2; <u>immune</u> <i>chaos</i> , <i>hubris</i> , <i>hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>poisoned</i> , <i>diseased</i>
Lifeskills: <i>barter</i> +0 (sta); <i>chip</i> +1 (sta); <i>clout</i> +4 (imp); <i>deepfare</i> +3 (sta); <i>dive</i> +2 (sta); <i>farlore</i> +2 (imp); <i>heed</i> +4 (imp); <i>landfare</i> +3 (sta); <i>look</i> +4 (imp); <i>lurk</i> +7 (imp); <i>mingle</i> +1 (sta); <i>nighlore</i> +1 (sta); <i>seafare</i> +1 (sta); <i>search</i> +4 (imp); <i>taw</i> +2 (sta); <i>toil</i> +1 (sta); <i>tumble</i> +4 (imp)
ATTACKS AND POWERS
Innate Weapons – 5 strikes; assail Nml [utilization; 0 pneuma]:
• 1 Bite: targeted melee 0; strike +4; <i>wreck</i> (<i>rend-stab</i>) harm 1d2 Option [adjutant; 1 pneuma]: <i>gore</i> (1d2) or <i>rend</i> (1d2) Option [adjutant; 1 pneuma]: <i>enfeeble</i> (1d4 rounds)
• 2 Claws: targeted melee 0; strike +4; <i>wreck</i> (<i>rend-stab</i>) harm 1d2+1 Option [adjutant; 1 pneuma]: <i>gore</i> (1d2) or <i>rend</i> (1d2)
• 2 Talons: targeted melee 0; strike +4; <i>wreck</i> (<i>rend-stab</i>) harm 1d4+1 Option [adjutant; 1 pneuma]: <i>gore</i> (1d2) or <i>rend</i> (1d2)
Arcane Crushmite – 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]: blast area melee 1; strike +3; <i>whelm</i> harm 1d10+2
Arcane Gleamray – 1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 40; strike +3; <i>gleam</i> harm 1d8+2
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>arcane radiance</i> ; <i>arcane shadow</i> ; <i>arcane shroudbright</i> ; <i>aspect of magician</i> ; <i>grappling</i> – improved; <i>magic channeling</i> ; <i>magic countering</i> ; <i>magic deciphering</i> ; <i>magic sensing</i>
Song of Bewilderment [utilization; 2 pneuma]: harpy projects voice and sings beautiful notes with ugly undertones, affecting all non-faerie creatures within range 50 – engages each target in CSmtC/CWisC/CGltC; if target fails, it is <i>confused</i> for 1 round Option [adjutant; 2 pneuma]: harpy makes the song more perilous and increases effect to <i>deranged</i> for 1 round
Ascension-Point Value: 13

ALPENGARD | MONSTER STATISTICS

SPIKE HARPY
Tier: Raising Liferview: <i>laxful-wicked-leeward</i> Languages: Common, Faerie, Giant, Dragon
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 6; fly 13
Roottraits: Brw 1; Lth 2; Smt 1; Wis 3; Glt 2 Hasten: 6 Defenses: Nml 21; Ftl 16; Mfl 21 Grit: 10+3d6 [21] Pneuma: 8
Harm Yields: <u>susceptible</u> <i>gleam, gloom, rasp, logos, charis, heinous</i> ; <u>vulnerable</u> <i>whelm 4, flare 1, frost 1, shock 2</i> ; <u>resistant</u> <i>wreck 1, rot 4, shake 3</i> ; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>poisoned, diseased</i>
Lifeskills: <i>barter +2 (sta); chip +2 (sta); clout +5 (imp); deepfare +4 (sta); dive +2 (sta); farlore +3 (imp); heed +6 (imp); landfare +4 (sta); look +6 (imp); lurk +8 (adv); mingle +2 (sta); nighlore +2 (sta); seafare +2 (sta); search +5 (imp); taw +3 (sta); toil +2 (sta); tumble +4 (imp)</i>
ATTACKS AND POWERS
Innate Weapons – 5 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 0; strike +5; <i>wreck (rend-stab) harm 1d4</i> Option [adjutant; 1 pneuma]: <i>gore (1d2) or rend (1d2)</i> Option [adjutant; 1 pneuma]: <i>enfeebled (1d4+1 rounds)</i> • 2 Claws: targeted melee 0; strike +5; <i>wreck (rend-stab) harm 1d4+1</i> Option [adjutant; 1 pneuma]: <i>slash (1d4) or gore (1d4)</i> • 2 Talons: targeted melee 1; strike +5; <i>wreck (rend-stab) harm 1d6+1</i> Option [adjutant; 1 pneuma]: <i>slash (1d4) or gore (1d4)</i>
Arcane shadowsmite – 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]: blast area melee 1; strike +4; <i>gloom harm 1d10+3</i>
Arcane Snowray – 1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 40; strike +4; <i>frost harm 1d8+3</i>
Arcane Gleamspears – 4 strikes; assail Nml [utilization; 1 pneuma]: targeted ranged 30; strike +4; <i>wreck (stab) harm 1d6+1</i> plus <i>gleam harm 1d6</i> Option [adjutant; 2 pneuma]: <i>combine</i>
Monster and Mortal Powers: <i>ability substitution (Wis); arcane radiance; arcane shadow; arcane shroudbright; aspect of magician; grappling – improved; magic channeling; magic countering; magic deciphering; magic sensing</i>
Song of Bewilderment [utilization; 2 pneuma]: harpy projects voice and sings beautiful notes with ugly undertones, affecting all non-faerie creatures within range 50 – engages each target in CSmtC/CWisC/CGltC; if target fails, it is <i>confused</i> for 1 round Option [adjutant; 2 pneuma]: harpy makes the song more perilous and increases effect to <i>deranged</i> for 1 round
Ascension-Point Value: 15

KNIFE HARPY
Tier: Surging Liferview: <i>lashful-wicked-leeward</i> Languages: Common, Faerie, Giant, Dragon
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 8; fly 15
Roottraits: Brw 1; Lth 4; Smt 1; Wis 4; Glt 2 Hasten: 7 Defenses: Nml 25; Ftl 19; Mfl 23 Grit: 17+4d6 [31] Pneuma: 10
Harm Yields: <u>susceptible</u> <i>gleam, gloom, rasp, logos, charis, heinous</i> ; <u>vulnerable</u> <i>whelm 4, flare 1, frost 1, shock 2</i> ; <u>resistant</u> <i>wreck 2, rot 6, shake 3</i> ; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>poisoned, diseased</i>
Lifeskills: <i>barter +2 (sta); chip +3 (sta); clout +5 (imp); deepfare +5 (sta); dive +3 (sta); farlore +3 (imp); heed +7 (imp); landfare +5 (sta); look +7 (imp); lurk +11 (adv); mingle +2 (sta); nighlore +3 (sta); seafare +2 (sta); search +6 (imp); taw +4 (sta); toil +2 (sta); tumble +6 (imp)</i>
ATTACKS AND POWERS
Innate Weapons – 5 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 0; strike +6; <i>wreck (rend-stab) harm 1d4</i> Option [adjutant; 1 pneuma]: <i>slash (1d4) or gore (1d4)</i> Option [adjutant; 1 pneuma]: <i>enfeebled (1d4+2 rounds)</i> • 2 Claws: targeted melee 1; strike +6; <i>wreck (rend-stab) harm 1d4+1</i> Option [adjutant; 1 pneuma]: <i>slash (1d4) or gore (1d4)</i> • 2 Talons: targeted melee 1; strike +6; <i>wreck (rend-stab) harm 1d6+2</i> Option [adjutant; 1 pneuma]: <i>slash (1d4) or gore (1d4)</i>
Arcane radiancensmitemite – 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]: blast area melee 1; strike +5; <i>shock harm 1d10+3</i>
Arcane Fireray – 1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 40; strike +5; <i>flare harm 1d8+3</i>
Arcane Acidspears – 4 strikes; assail Nml [utilization; 1 pneuma]: targeted ranged 30; strike +5; <i>wreck (stab) harm 1d6+1</i> plus <i>rasp harm 1d6</i> Option [adjutant; 2 pneuma]: <i>combine</i>
Arcane Thundersphere – 1 zone 6×6×6; assail Ftl [utilization; 1 pneuma]: blast area ranged 30; strike +5; <i>shake harm 1d6+2</i>
Arcane Poisonwall – 12 zones 1×1×1; assail Ftl [utilization; 3 pneuma]: wall area ranged 20; strike +5; <i>rot harm 1d4+2 – persist (5 rounds)</i> ; moderately obscure visibility; increase terrain difficulty 1 grade
Monster and Mortal Powers: <i>ability substitution (Wis); arcane radiance; arcane shadow; arcane shroudbright; aspect of magician; grappling – advanced; magic channeling; magic countering; magic deciphering; magic sensing</i>
Song of Bewilderment [utilization; 2 pneuma]: harpy projects voice and sings beautiful notes with ugly undertones, affecting all non-faerie creatures within range 50 – engages each target in CSmtC/CWisC/CGltC; if target fails, it is <i>confused</i> for 1 round Option [adjutant; 2 pneuma]: harpy makes the song more perilous and increases effect to <i>deranged</i> for 1 round
Ascension-Point Value: 17

BLADE HARPY
Tier: Helming Lifeview: <i>lashful-wicked-leeward</i> Languages: Common, Faerie, Giant, Dragon, Weird
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 9; fly 17
Roottraits: Brw 1; Lth 5; Smt 2; Wis 6; Glt 4 Hasten: 9 Defenses: Nml 30; Ftl 22; Mfl 29 Grit: 37+6d6 [58] Pneuma: 16
Harm Yields: <u>susceptible</u> <i>gleam, gloom, rasp, logos, charis, heinous</i> ; <u>vulnerable</u> <i>whelm 2, flare 1, frost 1, shock 2</i> ; <u>resistant</u> <i>wreck 3, rot 8, shake 4</i> ; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>poisoned, diseased</i>
Lifeskills: <i>barter +4 (sta); chip +4 (sta); clout +9 (adv); deepfare +7 (sta); dive +3 (sta); farlore +6 (imp); heed +10 (imp); landfare +7 (sta); look +10 (imp); lurk +13 (adv); mingle +5 (sta); nighlore +5 (sta); seafare +4 (sta); search +8 (imp); taw +6 (sta); toil +3 (sta); tumble +8 (imp)</i>
ATTACKS AND POWERS
Innate Weapons – 5 strikes; assail Nml [utilization; 0 pneuma]: <ul style="list-style-type: none"> • 1 Bite: targeted melee 1; strike +8; <i>wreck (rend-stab) harm 1d4+1</i> Option [adjuvant; 1 pneuma]: <i>slash (1d4) or gore (1d4)</i> Option [adjuvant; 1 pneuma]: <i>enfeeble (1d4+3 rounds)</i> • 2 Claws: targeted melee 1; strike +8; <i>wreck (rend-stab) harm 1d6+1</i> Option [adjuvant; 1 pneuma]: <i>slash (1d4) or gore (1d4)</i> • 2 Talons: targeted melee 1; strike +8; <i>wreck (rend-stab) harm 1d8+2</i> Option [adjuvant; 1 pneuma]: <i>slash (1d6) or gore (1d6)</i>
Arcane Firesmite – 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]: blast area melee 1; strike +7; <i>flare harm 1d10+5</i>
Arcane shadowray – 1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 40; strike +7; <i>gloom harm 1d8+4</i>
Arcane Poisonspears – 4 strikes; assail Nml [utilization; 1 pneuma]: targeted ranged 30; strike +7; <i>wreck (stab) harm 1d6+1</i> plus <i>rot harm 1d6+1</i> Option [adjuvant; 2 pneuma]: <i>combine</i>
Arcane radianceningsphere – 1 zone 6×6×6; assail Ftl [utilization; 1 pneuma]: blast area ranged 30; strike +7; <i>shock harm 1d6+2</i>
Arcane Acidwall – 12 zones 1×1×1; assail Ftl [utilization; 3 pneuma]: wall area ranged 20; strike +7; <i>rasp harm 1d4+3</i> – <i>persist (5 rounds)</i> ; moderately obscure visibility; increase terrain difficulty 1 grade
Arcane Snowwisp – 1 strike; assail Nml [utilization; 3 pneuma]: targeted ranged 10; strike +7; <i>frost harm 1d4</i> – <i>persist (10 rounds; range 10)</i>
Monster and Mortal Powers: <i>ability substitution (Wis); arcane radiance; arcane shadow; arcane shroudbright; aspect of magician; grappling – advanced; magic channeling; magic countering; magic deciphering; magic sensing</i>
Song of Bewilderment [utilization; 2 pneuma]: harpy projects voice and sings beautiful notes with ugly undertones, affecting all non-faerie creatures within range 50 – engages each target in CSmtC/CWisC/CGltC; if target fails, it is <i>confused</i> for 1 round Option [adjuvant; 2 pneuma]: harpy makes the song more perilous and increases effect to <i>deranged</i> for 1 round
Ascension-Point Value: 21