



Divannis Queen-Claw

Divannis is a former harpie queen but was deposed after accidentally killing the hive's lone male. She became a mortal enemy of her own kind especially after throwing herself into full service of her chosen entity (one "Exibelgarath") adventuring on its behalf and becoming a Hag forsaking her former self. Soon after becoming a hag she hatched a wicked plan to destroy her former hive, after several decades her plan proved successful waves of infertility, murdered queens and males slaughtered by shadows in the night before their sexual maturity all worked to wear down the hive's numbers. Finally, a band of slayers tricked by Divannis were guided to the remainder whom were slaughtered to the last.

Divannis appears as a hideously emaciated version of a harpy with a blotch of black skin across her chest along with unusually large black curving foot-talons. She has bulging solid white eyes which glow with an eerie pale light set in a face twisted far beyond that of any other harpie. She hates other harpies especially the young and enjoys inflicting pain and suffering upon them.

I.Q.: 0 **CON:** +3
M.E.: +2 **DEX:** +3
CHA: +6 **STR:** +3
WIS: +2 **BEA:** -7
AUR: -2 **PER:** +2

Character Level: 18 **CR:** 6

Character Class: Witch (10)/Hag (8)

Class Abilities: Witchery, Demon Familiar, Evil Eye, Dark Gift, Potion Knowledge, Superhuman STR & DEX

Feats: Improved Critical (Talons), Sneak Attack (+1D6), Improved Initiative, Alertness (w/in 20 ft of familiar)

Inborn Traits: Kamikazee, Sex Appeal (now moot)

Personality: Mean, suspicious and vengeful

Race: Harpy **Age:** 200 yrs

Alignment: Chaotic Evil Miscreant

Size & Weight Class: Med/Mid **Reach:** 5 ft

Size: 5'8" tall **Weight:** 130 lbs.

Speed: 15 ft/100 ft (land)(flying)

Average H.P.: 122 **K.O.:** 26 **Chi:** 1 **Luck:** 1

Saving Throws: Fort: +9 Ref: +6

Will: +9 Cour: +7

Skills: Detection (+13/+15)(alertness), Hide (+18), Intimidate (+15), Lore (Alien Intelligence)(+21), Lore (Demon)(+21), Lore (Magic)(+23), *Navigation (Air)(+23), Prowl (+16)

Proficiencies: Sniff Out Male (100 ft radius)(98%)

Uncanny Skills: Mimicry (CHA)(+4)

Magic (I.Q.): Sorcery (1D6 + 18 mana per day), Caster Lvl 18, DC 19; Dark Gift (1 x day);

Racial Magic, DC 28 (3 spells per day)(*Comprehend Languages*, *Disguise*, *Fly*, *Ghost Sound*, *Invisibility I*, *Will O' Wisp*)

Special Abilities: Does not need to Breathe, Captivating Song (Will DC 19), Evil Eye (Gaze Attack; DC 19, confers effects of 1 of the following spells: *Blindness/Deafness*, *Curse: Affliction*), Horrid Stench (20 ft radius Disgust Factor DC 12), Scent (20 ft radius).

Horror Factor: 17

Weaknesses: Silver bypasses her Damage Reduction as does salt

*= Denotes racial skills. Details for potions found in GGI Appendix III.

which also behaves as acid on contact (1D3 HP per melee for 1D4 melee rounds).

Treasure: Feather Cape (superior quality; worth 3 gp, made of the soft shiny feathers of young harpies, anyone else caught with this item by harpies will be hounded mercilessly), Amber Beads (12 in her head-plumes, worth 100 gp ea.; have sentimental value to her as they were a gift of her male and can sometimes be found coveting them and humming a low song to herself)

Equipment: 3 potions hung on a thong on her waist (Lovespell, Sleep x 2)

Magic Knowledge: *Clairvoyance*, *Pact Chant*, *Pain*, *Pox*, *See/Sense Magic*, *Alter Appearance*, *Cause Disease*, *Charismatic Aura*, *Curse: Affliction*, *Curse: Attribute Drain*, *Curse: Luck*, *Blood Sense*, *Blindness/Deafness*, *Command Undead*, *Communicate with Animals*, *Commune with Natur*, *Confusion*, *Cure Disease*, *Dispel Curse*, *Dispel Fear*, *Eye Bleed*, *Glamorous Allure*, *Greater Strength I*, *Hex I-III*, *Horror*, *Identify Presence*, *Invigorate Soil*, *Know Weakness*, *Locate Herb*, *Longstride*, *Magical Cauldron*, *Mystic Diagnosis*, *Neutralize Poison*, *Nightmare*, *Pestilence*, *Plague of Flies/Maggots*, *Plague Carrier*, *Protection: Simple*, *Scry*, *Seal of Health*, *Sleep*, *Speak with the Dead*, *Summon Spirit*, *Venom*

Familiar Spells (I.Q.): Channeled magic, Lore (Demon), DC 19, 2 spells per day; *Bead of Energy* (fire), *Blazing Aura* (fire), *Finger of*

Energy (fire), *Ghost Sound*, *Pox*, *Stench*, *Thief's Grace*, *Invisibility I*

Potions: *Fly*, *Lovespell* (DC 12), *Sleep* (DC 12)

Eldritch Talents: *See the Invisible* (reason her eyes are the way they are), *Speak with the Dead* (when she speaks only, can only attempt once per day on the same target; Divannis' tongue is unnaturally long and forked; save DC as normal)

Combat Training: Basic

Combat XP Level: 8

Disciplines: Aggression

#Attacks/Actions per Melee: 4/5 (flying)

Initiative (DEX): +12

AC: 8/12 (flying)

Grapple: +5

Melee: +3

Ranged: +3

Damage Bonus: +5/+1D6 (sneak attack)

Dodge: +6/+8 (flying)

Parry: +5

Critical: 20/17-20 (w/talons)

Maneuvers: Bite (1), Flyby Attack, Knee (1D4 + 5), Diving Talon (2D8 + 1), Talon (1D8 + 5 + auto-grapple), Wing Buffet

Armor

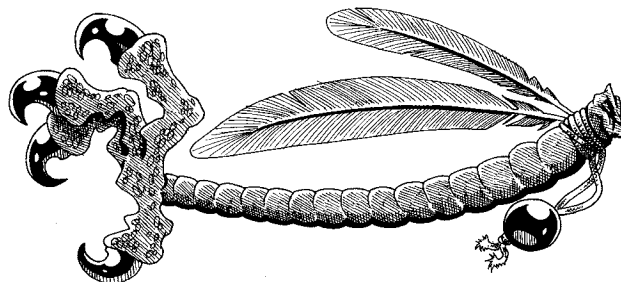
Natural

DR: 10/Silver & Salt

HP: -

Max DEX: -

Casting DC Mod: -





Yuguk Divannis' Demon Familiar (Lesser Imp) CR: 2

Familiar Abilities: Alertness (provides bonuses for Alertness feat to its master while within a 20 ft radius), Animal Form (DEX)(the creature can take the form of a blackbird at will and maintain that form indefinitely and does not lose the ability to talk or cast spells), Spell Casting (the creature bequeaths 2 spells per day via the Channeling method to its master cast from among its own racial spell list)

Character Class: Classless (9)

Class Feats: Improved Initiative, Iron Will, Toughness, Evasion, Improved Evasion.

Alignment: Lawful Evil Miscreant

Size/Weight Class: Tiny/Light **Reach:** 5 ft

Size: 2 ft tall/4 ft wingspan **Weight:** 30 lbs.

Speed: 5 ft/45 ft (land/flying)

Average H.P.: 27 **K.O.:** 15 **Chi:** 2

Saving Throws: Fort: +2 Ref: +6

Will: +6 Cour: -4

Skills: Bluff (+7), Hide (+6), Lore (Magic)(+4), Navigation (Air)(+4), Spellcraft (+4), Survival (+4)

Magic (I.Q.): Save DC 7, 1 x day each; *Bead of Energy* (fire), *Blazing Aura* (fire), *Finger of Energy* (fire), *Ghost Sound*, *Pox*, *Stench*, *Thief's Grace*, *Invisibility I*

Combat Training: Basic
Disciplines: Defense
#Attacks/Actions per Melee: 3/4 (flying)
Initiative (PER): +6
AC: 8/12 (flying)
Grapple: -2
Melee: +1/+3 (flying)
Ranged: +4/+6 (flying)
Damage Bonus: -2
Dodge: +10/+15 (flying)
Parry: +4/+6 (flying)
Critical: 20
Maneuvers: Bite (1), Kick (1), Punch (1), Scratch (1)

Divannis' Lair Notes: If players somehow are able to

locate Divannis' lair they will find it is a natural cave the entrance of which is in the face of a sheer cliff. The lair consists of two chambers the first of which has a small firepit at its center and a filthy bed of straw and cloth-strips against a far wall. The second chamber is fowl smelling with only a small opening, a crack, near its center from which an even grosser stench arises from the water filled chamber underneath (this she uses as her toilet).

Within a small niche in the wall in the first chamber can be found 3 potions (1 of each that she is capable of making). On a rock (acting as a pedestal) by the fire is a bronze bowl with a mirror-polished interior filled with clear lampoil (used as a scrying device). In the far corner is a pile of bones, mostly those of young harpies most bearing vicious teeth and claw marks.

