

HARPY

Harpies are known to be loathsome and beautiful in equal measure, winged monstrosities born of malevolent designs from demonic origins. They dwell along craggy shorelines and shipwreck-strewn reefs where the howling winds carry their hypnotic songs across the waves. Harpies are the twisted the union of carrion bird and Myrencean flesh. While most are driven by bloodlust, not all embrace the grim purpose laid before them. Some reject this legacy and instead choose a life far from the screeching flocks of their kin.

Contrary to the tales passed between drunken sailors, harpies are not exclusively female. Male harpies, though rarer and more reclusive, share the same haunting features: gaunt, feathered forms, clawed limbs, and a voice that can charm the mind and fray the will. Their scarcity in stories has more to do with who witnesses them—male harpies are more often found deep inland or high in mountain aeries.

The majority of harpies revel in torment, scavenging battlefields, tormenting shipwreck survivors, or trailing behind armies to feast on the fallen. Yet, a rare few have broken free from this path. Some find purpose among those on the mainland, singing not to deceive, but to soothe.

HARPY TRAITS

Creature Type: Monstrosity.

Size: Medium (about 5-6 feet tall)

Speed: 30 feet walking, 30 feet flying while not wearing medium or heavy armor

As a Harpy, you have these special traits.

Claws. You can use your claws to make Unarmed Strikes. When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning or Slashing damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike.

Natural Performer. You have proficiency in the Performance skill.

Luring Song. As a Magic action, you begin to sing a magical tune which lasts until your Concentration ends on it. One Humanoid or Giant within 30 feet of you that can hear the song must succeed on a Wisdom saving throw. The DC for this save equals 8 plus your Proficiency Bonus and Intelligence, Wisdom, or Charisma modifier (your choice when you select this species). On a failure the creature has the Charmed condition until the song ends. The creature can repeat the save at the end of each of its turns.

While Charmed, the target has the Incapacitated condition and ignores the Luring Song of other harpies. If the target is more than 5 feet from you, the target moves on its turn toward you by the most direct route, trying to get within 5 feet of you. It doesn't avoid Opportunity Attacks; however, before moving into damaging terrain (such as lava or a pit) and whenever it takes damage, the target repeats the save.

A target that makes their saving throw is immune to your song for the next 24 hours.

You can use this trait a number of times equal to your Proficiency Bonus and regain all expended uses when you finish a Long Rest.

