

# HARPIES

**H**arpies are some of the most vicious predators that wing above the material plane, and preferentially feed upon the flesh of demihumans. Elves in particular, they seem to take a sort of spiteful glee in tormenting and despoiling. Whether they feed upon sapient creatures purely to satisfy their cruelty or if it's simply a byproduct of the susceptibility of sapient creatures to their innate magics, the harpy is a truly dreadful creature.

While they often speak common, they are rarely enthusiastic about conversing with those they see as potential prey, and most seem to find simply enchanting their meals into walking off a cliff edge to be much more pleasant and efficacious than any sort of subterfuge.

## HARPY LORE

**Arcana DC 10:** While harpies rarely demonstrate any true aptitude for the arcane arts, their songs produce magical effects in those who hear them, and much like an ordinary spellcaster can be interrupted with a swift blow to the head.

**History DC 10:** Favored harpy tactics involve luring travelers into hazards with their song, carrying them to great heights and dropping them, or simply holding them underwater until they drown.

**History DC 15:** Those who must pass near harpy nests often attempt to deafen themselves to avoid being lured into hazards, through wax earplugs or magical means. Those who attempt to do so with mere wadded cloth or covered ears often find the protection insufficient.

**Nature DC 10:** Harpies ordinarily roost in groups of 6-20, though flocks of up to 200 have been recorded.

**Nature DC 15:** Breasts are characteristic of both male and female harpies, leading to the misconception that all harpies are female.

**Alternate Lore.** For another take on harpy lore that attempts to seriously deal with their role in D&D canon as sexual predators, I recommend [u/aobookfulblockhead's](#) treatment which you can find [here](#).

## HARPY SOCIAL ENCOUNTERS

- A harpy roost appears to have adopted a number of young girl-children, presumably after killing and eating their families. One of the children has fallen sick, and the harpies attempt to kidnap and interrogate any humans in the party as to proper care instructions for their new charges.
- A cleric of Silvanus is seeking mercenaries to evict a lone harpy who has nested in a sacred grove and is assaulting pilgrims. The harpy claims to have been called here to protect the grove from the unworthy.

## HARPY LOOMER TACTICS

In a group of harpies, typically only one will sing at a time, with priority going to the most powerful harpy present. The exception to this is the harpy queen, who sings together with the next-strongest member of the roost. Once combat begins in earnest, harpies open with their dive attack, then carry their prey 20 ft. or so off the ground. If they start their turn with their prey in the air, they drop it to knock it prone, then dive attack it again.

## ROOST SHRIKE TACTICS

Roost shrieks open with their Deadly Screech if any enemies are near a hazard. Otherwise, they attempt to dive attack. If they start their turn with a creature grappled, they Dash to move 80 ft. upward then drop the creature, and take the Dodge action on the following turn as they descend.

## SIREN TACTICS

The siren opens with her song, then uses it again whenever her concentration is broken, typically choosing Longing or Alluring if foes are attempting to stay at range, and Melancholic if foes are attempting to close to melee. It carries grappled foes over rocks if they look injured, and over water otherwise, holding them under to drown them if they fail to hold their breath.



## HARPY LOOMER

Medium monstrosity, chaotic evil

Armor Class 11

Hit Points 38 (7d8 + 7)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

**Senses** Passive Perception 10

**Languages** Common, Giant

**Challenge** 1 (200 XP)

**Dive Attack.** If the harpy descends at least 20 feet directly toward a creature, attacks it makes against that creature this turn score a critical on a 19-20.

### Actions

**Multiattack.** The harpy makes two attacks with its Vicious Claws.

**Vicious Claws.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

On a critical hit, the target is Blinded until the end of the harpy's next turn.

**Luring Song (Concentration).** The harpy begins to sing a magical melody that emanates in a 300 foot radius.

A non-harpy creature that starts its turn in the area must succeed on a DC 11 Wisdom saving throw or be Charmed until the beginning of its next turn, or become immune to this effect for the next hour on a success.

The Charmed creature can't take hostile actions and must use its movement to approach the harpy by the most direct route.

### Reactions

**Jink.** When the harpy is hit with a ranged attack while flying at least 10 feet above the ground, it can reduce the attack's damage by half.

## HARPY ROOST SHRIKE

Medium monstrosity, chaotic evil

Armor Class 13

Hit Points 79 (12d8 + 24)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	7 (-2)	10 (+0)	13 (+2)

**Senses** Passive Perception 10

**Languages** Common, Giant

**Challenge** 3 (700 XP)

**Dive Attack.** If the harpy descends at least 20 feet directly toward a creature, attacks it makes against that creature this turn score a critical on a 19-20.

**Snatcher's Grasp.** On its turn, the harpy can choose not to have its flight slowed by grappling a creature.

If it does, the harpy releases its grapple at the end of its turn.

### Actions

**Multiattack.** The harpy makes two attacks with its wrenching claws.

**Wrenching Claws.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage and the target is grappled (escape DC 13).

On a critical hit, the target is knocked prone and cannot stand on its following turn.

**Deadly Screech (Recharge 5-6).** The harpy lets out a dreadful screech, forcing each non-harpy creature within 60 feet that can hear it to make a DC 12 Wisdom saving throw.

On a failure, a creature uses its reaction to move its speed directly toward the nearest hazardous terrain it can see, or directly away from the harpy if no such hazards are available.

### Reactions

**Take Flight.** When the harpy is hit with a melee attack while it is not flying or prone, it can move up to half its fly speed.

**Jink.** When the harpy is hit with a ranged attack while flying at least 10 feet above the ground, it can reduce the attack's damage by half.

# HARPY SIREN

*Medium monstrosity, chaotic evil*

**Armor Class** 14 (Natural Armor)

**Hit Points** 97 (13d8 + 39)

**Speed** 20 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	11 (+0)	15 (+2)	18 (+4)

**Saving Throws** DEX +6, CHA +7

**Skills** Deception +7, Performance +10

**Senses** Passive Perception 12

**Languages** Common, Giant

**Challenge** 5 (1,800 XP)

**Dive Attack.** If the harpy descends at least 20 feet directly toward a creature, attacks it makes against that creature this turn score a critical on a 19-20.

**Amphibious.** The siren can breathe air and water.

## Actions

**Multiattack.** The siren makes two attacks with its Grasping Claws, one of which it can replace with a use of its Siren Song.

**Grasping Claws.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage and the target is grappled (escape DC 14).

On a critical hit, the target is knocked prone and must succeed on a DC 14 Constitution saving throw or be Stunned until the end of the harpy's next turn.

**Siren Song (Concentration).** The harpy begins to sing a magical melody that emanates in a 300 foot radius, choosing one of the following effects. On each of the harpy's turns, it can change the song's effect as a Bonus Action.

A non-harpy creature that starts its turn in the area must succeed on a DC 15 Wisdom saving throw or be Charmed by the siren and suffer the song's effect until the beginning of its next turn, becoming immune to this effect for the next hour on a success.

- **Alluring Melody.** The creature must use its action and movement to move directly toward the siren on its turn.
- **Longing Melody.** The creature takes 3 (1d6) nonlethal psychic damage for each 10 feet away from the harpy that it is.
- **Melancholic Melody.** The creature's movement speed is reduced by half.
- **Dirgeful Melody.** The creature has disadvantage on Death saving throws.

**Thunderous Screech (Recharge 5-6).** The harpy screeches, forcing each creature in a 30 foot cone to succeed on a DC 14 Constitution saving throw or take 28 (6d6) thunder damage and be Deafened until the end of the siren's next turn.

If the siren was singing, it loses concentration and its song ends.

## Reactions

**Dash Upon the Rocks.** When a creature grappled by the harpy hits it with an attack, the harpy can fold its wings and fall, forcing the creature to make a DC 14 Dexterity saving throw.

On a failure, the harpy takes no damage from falling, the grappled creature takes twice as much, and the grappled creature can't hold its breath this turn.

**Take Flight.** When the harpy is hit with a melee attack while it is not flying or prone, it can move up to half its fly speed.

**Jink.** When the harpy is hit with a ranged attack while flying at least 10 feet above the ground, it can reduce the attack's damage by half.

# HARPY QUEEN

*Medium monstrosity, chaotic evil*

**Armor Class** 14 (Natural Armor)

**Hit Points** 136 (16d8 + 64)

**Speed** 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	18 (+4)	15 (+2)	17 (+3)	20 (+5)

**Saving Throws** DEX +8, CHA +9

**Skills** Deception +7, Perception +7, Performance +10

**Senses** Passive Perception 17

**Languages** Common

**Challenge** 9 (5,000 XP)

**Dive Attack.** If the harpy descends at least 20 feet directly toward a creature, attacks it makes against that creature this turn score a critical on a 19-20.

## Actions

**Multiattack.** The harpy makes three attacks, one of which it can replace with its Flocking Song.

**Grasping Claws.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage and the target is grappled (escape DC 16).

On a critical hit, the target is knocked prone and must succeed on a DC 16 Constitution saving throw or be Stunned until the end of the harpy's next turn.

**Pinion Quarrel.** Ranged Weapon Attack: +8 to hit, range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

**Flocking Song (Concentration).** The harpy begins to sing a magical melody that emanates in a 300 foot radius, choosing one of the following effects. On each of the harpy's turns, it can change the song's effect as a Bonus Action.

- **Murmuration Melody.** At the end of the harpy's turn, each other harpy in the area can move up to 10 feet directly toward her. Opportunity attacks provoked by this movement have disadvantage.
- **Mobbing Melody.** The harpy chooses a creature she can see, granting each harpy in the area advantage on the first attack they make against it each turn.
- **Rattling Melody.** Creatures in the area that can hear the harpy have disadvantage on attacks against it.
- **Subsong.** Each other harpy in the area acts on initiative count 0, instead of on its own initiative.

**Thunderous Screech (Recharge 5-6).** The harpy screeches, forcing each creature in a 30 foot cone to succeed on a DC 16 Constitution saving throw or take 35 (10d6) thunder damage and be Deafened until the end of the siren's next turn.

If the siren was singing, it loses concentration and its song ends.

## Reactions

**Dash Upon the Rocks.** When a creature grappled by the harpy hits it with an attack, the harpy can fold its wings and fall, forcing the creature to make a DC 16 Dexterity saving throw.

On a failure, the harpy takes no damage from falling, the grappled creature takes twice as much, and the grappled creature can't hold its breath this turn.

**Take Flight.** When the harpy is hit with a melee attack while it is not flying or prone, it can move up to half its fly speed.

**Jink.** When the harpy is hit with a ranged attack while flying at least 10 feet above the ground, it can reduce the attack's damage by half.

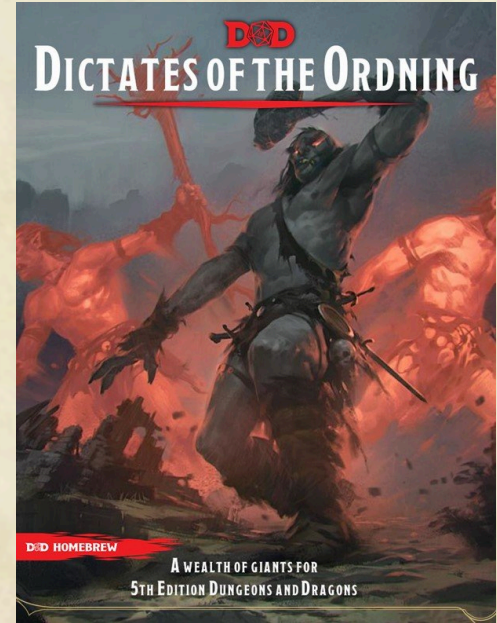
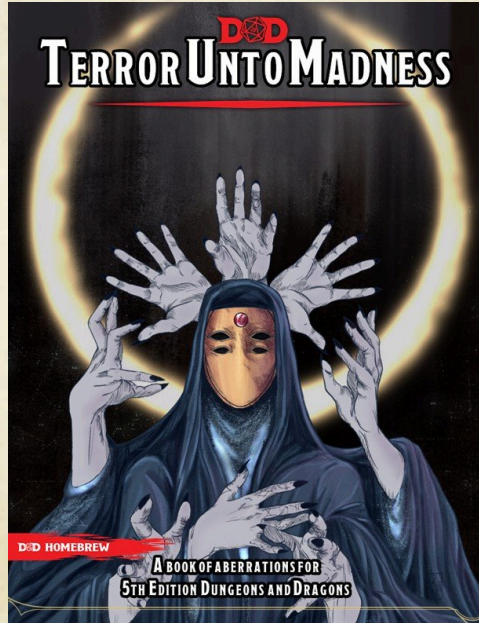
## HARPY QUEEN TACTICS

The harpy queen tries to stay at range with her Pinion Quarrels and maintain concentration on her song, opening with Mobbing, then typically using Murmuration to get other harpies in position for dive attacks. If the party can consistently hit the harpies even with disadvantage, she instead uses her Subsong. After being reduced below 100 hit points, she prioritizes Rattle and closes to melee, prioritizing ranged attackers to drag into the air.

## ART CREDITS

- Harpy by Jesper Ejsing
- Bisk, Goblin King by [Rae Elderidge](#)

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A large, colorful illustration of a green goblin-like character with a crown and a large earring, sitting on a pile of gold coins. The character is holding a glowing blue orb. Surrounding the character are various items: a stack of gold coins, a pineapple, a bunch of grapes, a banana, a stack of books (one titled 'CONFLUX CREATOR'S NASTY BOYS'), a small blue dragon, a small orange lion, and several scrolls. Multiple red buttons with the text 'Become a patron' and the Patreon logo are scattered throughout the scene. A large red button with the same text is at the bottom center. In the bottom right corner, there is a small logo with the text '2022' and 'GEPFUCKER'.