# Harpy

written by CresthavenRPG Guru | November 20, 2014

*Rare | Medium | Chaotic evil | Magical Beast*

A harpy has the lower body of a giant eagle and the upper body and head of a hideous- looking woman. By their singing, harpies lure creatures to them to be killed and devoured.

| Armor Class | Hit Points | Move |
|---|---|---|
| 13 | 12 *(3 Hit Dice)* | walk 60 ft<br>fly 150 ft |
| **Appearing** | 2d4 | |
| **Habitat** | Coastal,Hills,Mountains,Plains | |
| **Negotiation** | no | |
| **Morale DC** | 6 | |
| **Challenge** | 2 (600 XP per monster) | |

## Ability Scores

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 1 | 1 | 1 | -2 | 0 | 1 |

## Combat

Has 2 attacks. Hit Bonus +1. Damage Claws (2) 1d4 +1 damage. Bite 1d6 +1 damage

### Special Attacks

Charming Song. The song of the harpies has the ability to charm all characters who hear it (elves are resistant to the charm). Those who fail their Intelligence DC 10 save will proceed towards the harpy with all possible speed, only to stand entranced while the harpy slays them at its leisure. This charm will last as long as the harpy continues to sing. Harpies can sing even while engaged in melee.

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## Treasure

**Individual:** None

**Lair:** 1d12×1,000 cp (20%),1d6×1,000 sp (30%), 1d6 gems (25%), 1d3 jewelry (20%), any 2 magic items (10%).