

Harpy

Medium, Monstrosity, Chaotic Evil

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ARMOR CLASS

11

HIT POINTS

38 (7d8 + 7)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed Fly 40 ft., Walk 20 ft.

Initiative +1

Saving Throws N/A

Skills N/A

Senses Passive Perception 10

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Languages Common

STR12
+1**DEX**13
+1**CON**12
+1**INT**7
-2**WIS**10
+0**CHA**13
+1

Actions

Multiattack. The harpy makes one Claws attack and one Club attack.

Claws. Melee Attack Roll: +3, reach 5 ft. Hit: 6 (2d4 + 1) Slashing damage.

Club. Melee Attack Roll: +3, reach 5 ft. Hit: 3 (1d4 + 1) Bludgeoning damage.

Luring Song. Wisdom Saving Throw: Humanoids and Giants that can hear the song. Failure: The target is Charmed and compelled to move toward the harpy.

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