

# Harpy



Level	6	AGL	16	Defense	Block	16	
Size	Medium	CHA	5	Bonus	Dodge	15	
Initiative Bonus	-2	CON	13		Perry	13	
Grouping	1d4	END	12	High Pain Threshold		N/A	
Aggressiveness	9	INT	8	Magic Resistance			
Movement	60' (12)	OBS	18	AGL	N/A	INT	N/A
Treasure	1d6	STR	17	CHA	N/A	OBS	N/A
		WIS	13	CON	N/A	STR	N/A
				END	N/A	WIS	N/A

Attack skills / Weapon	Bonus	Damage	Rate	Range	TL
Talons	+5	1d6+1d4	4	1	1
Bite		1d4+1			
Simple Melee Weapon	+3	Variable	Variable	1	1

## Territory & Description:

These horrible creatures have the legs and wings of a vulture but the body, arms and head of a human. They dwell in any mountainous regions but are most often found along the coast where they attack passing ships or dive for food in the sea. They will hunt both land and sea animals, however, and are particularly fond of the taste of human flesh.

Harpies build their nests on the rocky peaks of mountains. Because their favorite food source (man) is so dangerous they have learned that attacking in a group grants better individual success. Once their prey has been captured they will fly away, rend the body and fly back to the privacy of their own nests to consume their portion.

Their main form of attack is to strike with their talons and follow up with a simple melee weapon. Like many birds of prey they often strike from out of the sun and attempt to surprise their prey with a quick attack. Their dreadful stench (known as Harpy Stink) stuns those that are close to it, giving the harpy time to capture prey and fly away with the unfortunate victim. Harpies are not fearless, however, and will not continue with an attack if they are outnumbered and fear being killed.

## Special Abilities (Poison):

Harpies secrete a foul odor from glands in their armpits. This horrible stink serves as an identifier to other harpies and to aid them while they hunt by temporarily incapacitating both their prey and those around their prey. In this way, they can prevent harm coming to themselves by ensuring that nobody can attack them.

All living creatures with a sense of smell (except other harpies) must make a CON roll and/or a CON based Magic Resistance roll on the turn the Harpy gets within 15' of them. A successful roll results in no ill effects but a failed roll means the character is overcome by the harpy's stench. On such occasions, these characters will begin gagging and vomiting for 1d4 rounds. During this time they are unable to take any action, thus preventing any attacks and negating all non-magical defense bonuses.

Characters only need to make this roll one time. So if multiple harpies attack, a successful CON roll will prevent the gagging effect from all the harpies for the duration of the combat.

Harpy Stink		Reaction Time	Immediate
Dose Size	1 TBLSP	Effects Roll	CON
Type	Gagging agent	Pass	No Effect
Source	Animal	Fail	Gagging. No action
Cost	250	Frequency	1
Admin	IH	Duration	1d4 rounds

Harpy 1		Current CON	13	Current END	12	Weapon	Club	Bonus	+3	Damage	1d6+3	Rate	2	Range	1	TL	1
Hit Points	8	Head (1)	29	Chest (2-3)	25	Abdomen (4-5)	25	Appendages (6-9)	Roll 1d6 and compare to appendages below								
Hit Points	5	R Wing (1)	5	L Wing (2)	7	R Arm (3)	7	L Arm (4)	8	R Leg (5)	8	L Leg (6)					
Body	5		5		7		7		8		8						

Harpy 2		Current CON	13	Current END	12	Weapon	None	Bonus	+3	Damage		Rate		Range	1	TL	1
Hit Points	8	Head (1)	29	Chest (2-3)	25	Abdomen (4-5)	25	Appendages (6-9)	Roll 1d6 and compare to appendages below								
Hit Points	5	R Wing (1)	5	L Wing (2)	7	R Arm (3)	7	L Arm (4)	8	R Leg (5)	8	L Leg (6)					
Body	5		5		7		7		8		8						

<b>Harpy 3</b>	Current CON	13		Weapon	Bonus	Damage	Rate	Range	TL	
	Current END	12		Hatchet	+3	1d8+1	3/2	1	1	
Hit Points	Head (1)		Chest (2-3)		Abdomen (4-5)		Appendages (6-9)			
Body	8		29		25		Roll 1d6 and compare to appendages below			
Hit Points	R Wing (1)		L Wing (2)		R Arm (3)		L Arm (4)		R Leg (5)	L Leg (6)
Body	5		5		7		7		8	8

<b>Harpy 4</b>	Current CON	13		Weapon	Bonus	Damage	Rate	Range	TL	
	Current END	12		None	+3			1	1	
Hit Points	Head (1)		Chest (2-3)		Abdomen (4-5)		Appendages (6-9)			
Body	8		29		25		Roll 1d6 and compare to appendages below			
Hit Points	R Wing (1)		L Wing (2)		R Arm (3)		L Arm (4)		R Leg (5)	L Leg (6)
Body	5		5		7		7		8	8

<b>Harpy 5</b>	Current CON	13		Weapon	Bonus	Damage	Rate	Range	TL	
	Current END	12		Spear	+3	1d10+2	1/1	1	1	
Hit Points	Head (1)		Chest (2-3)		Abdomen (4-5)		Appendages (6-9)			
Body	8		29		25		Roll 1d6 and compare to appendages below			
Hit Points	R Wing (1)		L Wing (2)		R Arm (3)		L Arm (4)		R Leg (5)	L Leg (6)
Body	5		5		7		7		8	8

<b>Harpy 6</b>	Current CON	13		Weapon	Bonus	Damage	Rate	Range	TL	
	Current END	12		Tree Branch	+3	1d4+4	2	1	1	
Hit Points	Head (1)		Chest (2-3)		Abdomen (4-5)		Appendages (6-9)			
Body	8		29		25		Roll 1d6 and compare to appendages below			
Hit Points	R Wing (1)		L Wing (2)		R Arm (3)		L Arm (4)		R Leg (5)	L Leg (6)
Body	5		5		7		7		8	8

<b>Harpy 7</b>	Current CON	13		Weapon	Bonus	Damage	Rate	Range	TL	
	Current END	12		Trident	+3	2d4+3	3/2	1	1	
Hit Points	Head (1)		Chest (2-3)		Abdomen (4-5)		Appendages (6-9)			
Body	8		29		25		Roll 1d6 and compare to appendages below			
Hit Points	R Wing (1)		L Wing (2)		R Arm (3)		L Arm (4)		R Leg (5)	L Leg (6)
Body	5		5		7		7		8	8

<b>Harpy 8</b>	Current CON	13		Weapon	Bonus	Damage	Rate	Range	TL	
	Current END	12		None	+3			1	1	
Hit Points	Head (1)		Chest (2-3)		Abdomen (4-5)		Appendages (6-9)			
Body	8		29		25		Roll 1d6 and compare to appendages below			
Hit Points	R Wing (1)		L Wing (2)		R Arm (3)		L Arm (4)		R Leg (5)	L Leg (6)
Body	5		5		7		7		8	8