

HARPIES

A 5E PLAYER SPECIES BY DM TUZ



HARPIES

"The wind calls me, time for the next flight!"

Few know with any real confidence about where Harpies come from, being a people that have migrated from one side of the world to the other, it's hard to pinpoint an origin. Some suggest that they come from rocky archipelagos across the seas but the evidence is shaky at best. With a natural inclination for migration and wanderlust, Harpies can be found in almost every corner of the world. With light frames and huge wings that allow them to sail the wind currents, there are few places where a Harpy nest can't be found.

Many Harpies are filled with a free spirit that draws them to explore and experience new things every chance they get. This need for the new can lead to quickly hopping from one place to another without ever really settling for the longest time. There are times that something, a place or people, draws their attention long enough that they choose to instead settle and make that a part of their life.

There are people that view this need to explore as a sort of air-headed flightiness or lack of focus but these are mostly misconceptions and miscommunications. Another problem that can arise is that with their feeling of personal freedom, Harpies have been known to conflict with laws and rules that infringe on that. Basic common sense rules are easily followed but overly complicated laws can be seen as a form of oppression by Harpies.

SOCIETY BIRDS

The migration patterns of Harpies are common enough that traders and entertainers have built their businesses around their appearances. When shown something unique or attention drawing, Harpies don't hesitate to part with their coin for the opportunity. Harpy traders are even considered a premium in isolated communities, bringing goods and news that would normally be a challenge to collect themselves.

With their common migrations, Harpies have been known to keep many partners and relationships that they check up on with every landing. Some have a 'lover in every port' while others always know the right people to get what they need in the strangest of places. Though most relationships with Harpies are not very deep, it's a sign of how much a Harpy cares for you that they would wish to take you with them on migrations, instead of having you wait for their return.

Sometimes people have a hard time holding a conversation with a Harpy, having their attention bounce from subject to subject or even forget that they are in a conversation entirely. Those who are not used to talking with Harpies can find this vexing, considering their attitude rude or calling them air-headed. Those familiar with Harpies or watch them talk to each other can understand that it's more so that their conversations are usually high paced and jump subjects easily.



Raptor

Artwork by QueenChikkibug

HARPY NAMES

With the variety of Harpies and the places they can be born, their names range far and wide as they sometimes take naming conventions from local cultures. Songbirds sometimes use names based on famous people or works of art. Raptors have been known to base their names off of places they view as strong like mountains or rivers. Strixes usually base their names on the culture they are raised around along with Cockatrices.

Male Name Examples:

Akash, Baran, Caelus, Delith, Esen, Forlen, Guntur, Herris, Isil, Jestry, Keanue, Luine, Mellan, Neifion, Oranus, Perun, Quillik, Ravil, Sepher, Torm, Urhi, Van, Waister, Xaniv, Yorkal, Zephyr.

Female Name Examples:

Aethra, Bonaria, Cielo, Dima, Era, Furia, Glaw, Haneul, Inanna, Jallios, Kailani, Luisa, Misty, Ninlil, Olivia, Pilvi, Quinnias, Rakia, Sema, Tempest, Urial, Varsha, Wessia, Xalica, Yussik, Zerua.

HARPIES TRAITS

Creature Type. Humanoid

Size. Medium (about 5-6 feet tall)

Speed. 30 feet

Talons. The talons on your feet are natural weapons with the finesse property which you can use to make Unarmed Strikes. They deal Slashing damage equal to 1d4 plus your Strength modifier, instead of the normal damage of an unarmed strike. Additionally you can hold objects with your feet but can't use tools or weapons with them.

Wings. Your wings are capable of carrying you. To use your wings you must not hold any objects in your hands or wear medium or heavy armor. Your vertical jump distance is doubled if you can use your wings to fly. These wings grow more powerful as you gain levels.

At 3rd level you gain a Fly speed equal to your Speed. If you are in the air at the end of your movement, you fall if nothing but your wings holds you aloft.

At 5th level you no longer fall at the end of your movement. When you take damage while you fly and it is not your turn, you must succeed a Constitution saving throw or fall. The DC equals 10 or half the damage you take, whichever number is higher.

Lineage. Choose one of the following subraces: Raptor, Songbird, Strix, Cockatrice, Covid. Your lineage gives you additional traits.

RAPTOR

Raptors are no-nonsense and intense as most members of their kin grew up in rough hunting communities and are ready to start and end a fight. With tall lean bodies, they pride themselves as hunters of the wilds and find themselves most comfortable away from cities.

Born with a greater control of their flying and the ability to traverse the skies much easier, they have grown to rely on their flight for survival. Most adapt to being solitary or in small groups as they have been known to view their abilities as something that puts them above their cousin Harpies.

Crushing Talons. The damage of your talons is increased to 1d6. Additionally, if you hit a creature with your talons after flying or jumping 20 ft. or more in a straight line towards it, the target gains the Grappled condition in addition of taking damage. When you grapple a creature this way you can still use both of your hands until the grapple ends.

Eagle Eyes. You are proficient in the Perception skill.

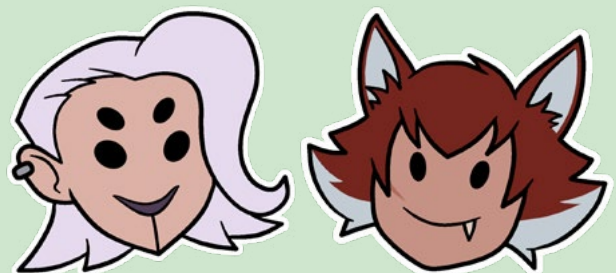
Raptor's Wings. You can still use your wings when wearing medium armor.



Songbird
Artwork by QueenChikkibug

Check out these other Player Races!

Aside from the Harpies I also have created many other player races such as the ever-loyal [Wolf Folk](#), and the often misunderstood [Arachne](#).



SONGBIRDS

Charming beautiful subspecies of Harpies, sporting colorful plumage and tailfeathers that easily draw the eye of onlookers. Most are found settled in cities and settlements where they have found positions that their expertise can be put on full display.

Most have a natural singing voice and an affinity for the arts, using their skills to impress and charm as they like. With such a social ability, they are more inclined to end confrontations with deals and diplomacy over fighting. Some have been wrongly accused of using their voice to magically charm others, giving them an unearned reputation for bewitching people.

Back-Up Performer. You can take the Help action to assist an ally by using your voice or an instrument, even when aiding a physical ability check. If you can use your voice or an instrument, you can assist an attack roll by distracting an enemy within 10 feet of yourself. When you use the Help action to assist a creature's Charisma ability check, you add your proficiency bonus to that creature's roll. You can only provide this benefit if you are able to speak or play an instrument.

Song and Dance Diplomacy. You can make Charisma (Performance) checks in place of Charisma (Persuasion), if you can use your voice or an instrument to do so.

Born Entertainer. You are proficient in the Performance skill.

STRIX

Some might mistake them to be a close relative of Raptors, but physical appearance is where any sort of resemblance ends. Strix are less known to indulge in wanderlust and instead find a habitat or profession that fits them best and stay in it.

Mostly nocturnal creatures with a habit for solidarity, they have been found in areas where they can feed their attention with study or artifice. They are known to have more careful and analytical minds that are used to having conversations get right to the point contrary to the topic hopping that their cousins might have.

Darkvision. You have a 120 feet darkvision.

Stealthy Moves. You are proficient in the Stealth skill. Additionally you can move silently regardless of your movement speed and you can move out of your cover and remain hidden as long as you end your movement in another eligible cover to hide.

Strix Strike. When you hit a creature with an attack roll during your first turn in combat, the creature takes an extra 1d6 damage. If the creature is surprised or can't see you, you deal an extra 2d6 damage instead.



Strix
Artwork by QueenChikkibug

Alternative Trait: Flight

For some the provided Wings trait might appear convoluted or counter to how they think harpies should be depicted. If your Dungeon Master allows it, you can replace the Wing trait with the following trait:

Flight. Your wings allow you flight. You have a flying speed equal to your walking speed. You can't use this flying speed if you are wearing medium or heavy armor. (Raptors can still use their flight speed when wearing medium armor.)

COCKATRICE

Viewed as some of the strangest subspecies of Harpies, they often have less feathers and more scales along with smaller wings that might lead to a more fowl appearance. With such different features, they are less capable of flight but make up for it being much tougher and hearty than their cousins.

Known for taking the much more determined and head-strong path to their goals, few choose to be in their way or suggest that the habit might stem from some inferiority complex about their inability to fly like their cousins. Through either being backed into a corner or quickly brought to temper, Cockatrice Harpies have the ability to produce a petrifying breath, the origin of which is still hotly debated.

Cockatrice Toughness. Your Hit Point maximum increases by 1 and increases by 1 every time you gain a level.

Poison Breath. As an Action you can breath a cloud of poison at a creature within 10 ft. of yourself. The creature must make a Constitution saving throw (DC is equal to 8 + your Constitution modifier + your Proficiency Bonus), taking 2d6 Poison damage on a failed save and half as much on a successful one. When this Poison damage reduces a creature to 5 or less hit point, the target is stable but gains the Petrified condition for 1 hour, even after regaining hit points. The petrification is broken when the creature comes in contact with your saliva. You can use this action a number of times equal to your Proficiency Bonus before you have to finish a Long Rest to use it again.

Your poison breath becomes stronger as you gain levels. Your poison breath deals 3d6 damage when you reach 5th level, 4d6 when you reach 9th level, 5d6 when you reach 13th level, and 6d6 when you reach 17th level. Once you reach 9th level, the petrification lasts for 24 hours and when you reach 13th level it is permanent until broken or healed.

Puny Wings. Your puny wings are barely able to carry you. Your Wings trait does not improve as you gain levels.

Cockatrice
Artwork by QueenChikkibug

CORVID

Unsettling to some and deeply respected by others, Corvids are a unique subspecies of Harpy distinguished by their dark, iridescent plumage and striking eyes. Unlike most Harpies, they form fewer but deeper connections, lingering in whatever place catches their interest. The things that fascinate a Corvid are rarely ordinary—these Harpies are drawn to the strange and morbid, guided by eccentric tastes that have earned them a questionable reputation.

That reputation is not entirely unearned. Corvids possess a passive sensitivity to the undead, growing restless and uneasy in the presence of those who walk when they should not. Where most would flee, Corvids feel an irresistible compulsion to return the dead to their proper rest—by whatever means necessary. Wise companions learn to heed a Corvid's sudden shift in demeanor.

This same strangeness carries into their voice. Corvids are gifted mimics, able to reproduce voices and sounds with unnerving accuracy, yet are wholly incapable of carrying a tune in any form—a quirk most find either charming or deeply unsettling.

Mimickry. You can mimic sounds and voices you have heard, but you can't replicate melodies or singing voices. A creature that hears your imitation can determine it is false by succeeding on a Wisdom (Insight) check against a DC equal to 8 + your Proficiency Bonus + your Charisma modifier.

Hasten Demise. Once per turn, when you deal damage to a creature, you can deal additional Necrotic damage equal to 1d6 or your Proficiency Bonus, whichever is higher. A creature that takes this Necrotic damage will be affected by one of the following:

Ill Omen. The creature subtracts 1d4 from the next saving throw it makes before the beginning of your next turn.

Fading Hope. The creature can't regain Hit Points until the beginning of your next turn.

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

Sense Death. As a Magic Action, you can attune your senses to the presence of death. Until the end of your turn, you gain awareness of the following within 200 feet of you:

- The presence of lingering spirits such as hauntings or lasting undead influence.
- The presence of Undead.
- Whether a Necromancy spell of 5th level or higher was cast in the area within the past 24 hours
- The location of any corpse of a Small or larger creature

Once you use this trait, you can't use it again until you finish a Long Rest.



Corvid
Artwork by DM Tuz



Mark of Garuda
Artwork by Gabriel Sampaio

HARPY UNIQUE FEATS

Harpy characters have access to unique feats when they level up in a class. Some DMs allow the use of feats to further customize a character, see chapter 6, “Customization Options”, of the Player’s Handbook.

The following special feats allow your character to expand upon their innate abilities, as each feat represents an evolution of your character’s nature and traits.

MARK OF GARUDA

Origin Feat (Prerequisite: Harpy), You can replace your Origin Feat from any Background with this.

You have been bestowed with the power of a great bird entity that enhance your innate Harpy abilities. Whether it was a merciful god or cruel demon, you do not know. You gain the following benefits:

Ability Score Improvement. Increase your one Ability scores by 1 (to a maximum of 20).

Deft Wings. You no longer need to have your hands free to use your wings (meaning you can hold objects and use somatic spell components, spell focuses, tools, and weapons while you fly with your wings trait).

Garuda’s Might. You have advantage on Constitution saving throws to not fall when you take damage as specified in your Wings trait.

Soaring. Whenever you are airborne using your wings and use an action to dash you gain additional 10 ft. of extra movement.

RAPTOR GALE

General Feat (Prerequisite: Raptor Harpy, Level 4+)

The kinship between the very wind and the raptors runs deep. The element that your ancestors fostered kinship with favours you. With a beat of your mighty wings you conjure a primordial gale to lift you into the skies. You gain the following benefits:

Ability Score Improvement. Increase your Strength or Dexterity score by 1 (to a maximum of 20).

Raptor Gale. As a bonus action you can conjure a magical gale that launches you up to 30 ft. upwards in a straight line without provoking opportunity attacks and any ranged attack targeting you has disadvantage until the beginning of your next turn. You can’t use this bonus action if you are grappled or restrained. You can use this bonus action a number of times equal to your proficiency bonus before you have to finish a long rest to use it again.

ENCHANTING VOICE

General Feat (Prerequisite: Songbird Harpy, Level 4+, 13+ Charisma)

It appears that any lie hides a kernel of truth. Indeed, your voice carries innate magic that the uninformed ascribe to your kind. With the tone of your voice you are able to enrapture the people of the world. You gain the following benefits:

Ability Score Improvement. Increase your Charisma score by 1 (to a maximum of 20).

Affable Voice. You learn the *Friends* cantrip and can cast it using only vocal components. If the nature of your interaction influenced by the cantrip was harmless (for example convincing the target to do you a simple favor at no major cost of its own, telling you a secret that the target thinks will not get it in trouble, or agree to a favorable trade within reason) the target does not become hostile towards you once the spell ends. Charisma is your spellcasting ability for this spell.

Enchanting Song. As an action you can use your voice and begin a perform with your enchanting voice until the end of your next turn. A number of humanoids equal to your proficiency bonus within 30 ft. of you who can hear you must succeed a Wisdom saving throw (DC is equal to 8 + your Charisma modifier + your Proficiency Bonus) or you give it the Charmed condition for the duration of your performance. A charmed creature has disadvantage on any Perception check it makes (so it suffers a -5 penalty to its passive Perception) as it is enraptured by your voice. On your subsequent turns you can use an action to continue your song and extend the duration of your performance until the end of your next turn. As part of the same action, you beckon any amount of creatures charmed by your voice to approach, which a creature will do on its turn by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain or hazards (such as fire or a pit), a target can repeat the saving throw. A creature also repeats the saving throw at the end of each of its turns if it is aware that it is in a dangerous situation, such as in the middle of a combat or inside a burning building. If a creature's saving throw is successful or if it takes any amount of damage, the effect ends on it.

SUREKILL STRIKE

General Feat (Prerequisite: Strix Harpy, Level 4+, 13+ Wisdom)

Your situational awareness is great even among your kind. Within a split second you can analyze any given predicament and more importantly: find your way out of it. You gain the following benefits:

Ability Score Improvement. Increase your Dexterity or Wisdom score by 1 (to a maximum of 20).

Deadly Strike. Whenever you use your Strix Strike the damage you deal is increased to d8s.

Clarity over Power. When you make your first attack roll in a combat, you can choose to forfeit the extra damage of your Strix Strike and either gain advantage on the attack roll or remove one source of disadvantage on the attack. [Example: If you have the Poisoned condition, you can remove the disadvantage from the condition, but if you have

the Blinded and Poisoned condition you can only remove one source, the Blinded or Poisoned condition, of disadvantage and will still attack with disadvantage.]

PETRIFYING BREATH

General Feat (Prerequisite: Cockatrice Harpy, Level 4+, 13+ Constitution)

Your increased lung volume lets you exhale a devastating cloud of petrifying poison. Perhaps all your boasting and yelling did you some good after all. You gain the following benefits:

Ability Score Improvement. Increase your Constitution score by 1 (to a maximum of 20).

Deep Breath. Whenever you use your poison breath trait you can choose to exhale your breath in a 15 ft. cone targeting each creature in the area.

Additionally, when you use an action to use your **Poison Breath**, you can choose to expend one additional use of your **Poison Breath** trait to increase the size of the effect to a 30 ft. cone. Once you do so you can't use your **Poison Breath** trait for 1 minute.

CORVIAN EXOCIST

Prerequisite: Harpy (Corvid), Level 4+

Truth of how your kind came to be has been lost indeed. But you can feel this truth deep within your soul: Corvids were made to hunt the Undead. You gain the following benefits:

Ability Score Improvement. Increase your Wisdom or Charisma score by 1 (to a maximum of 20).

Death Defied. You gain resistance to Necrotic damage.

Undead Hunter. Whenever you use your **Hasten Demise** trait against an Undead, you deal Force damage instead of Necrotic (this damage still allows you to choose an additional effect) and if the Undead creature has less than 10 Hit Points remaining after taking that damage, you can expend an additional use of the trait to give it the Stunned condition until the end of your next turn.

Additionally, you gain an additional effect to choose for your **Hasten Demise**:

Disrupt. If the creature is an undead, it has disadvantage on the next attack roll it makes before the end of your next turn.



Created by Dungeon Master Tuz
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