

HARPIES

A 5E PLAYER RACE 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, Quinias, Rakia, Sema, Tempest, Urial, Varsha, Wessia, Xalica, Yussik, Zerua.

HARPIES TRAITS

As a harpy, you possess innate traits and capabilities.

Ability Score Increase. Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1.

Age. Harpies reach maturity at 18 years of age and live up to 120 years.

Size. Harpies' sizes can range widely from breed to breed. Typically they have a thin frame and are between 4 and 6 feet tall. Your size is medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common, and another language of your choice.

Talons. Your talons are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength or Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike. Additionally you can hold objects with your feet. You can't use weapon or tools with your talons.

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 flight speed equal to your movement speed. If you are in the air at the end of your movement, you fall if nothing 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.

Subraces. Choose one of the following subraces: Raptor, Songbird, Strix, Cockatrice.

RAPTOR

No-nonsense and intense as most members of their subspecies 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. Your claws deal 1d6 slashing damage. Additionally, if you hit a creature with your talons after flying or jumping 20 ft. or more in a straight line towards it, you grapple the target with your talons in addition to dealing damage. When you grapple a creature this way you can still use both of your hands until the grapple ends.

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

Accurate. You are proficient in Acrobatics, or Perception.



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 [Lapine](#), star-eyed rabbit folk, and the [Slime Folk](#), affable ooze-like humanoids.



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. Whenever you use the help action to help another creature with an ability check, you add your proficiency bonus to the creature's result. You can only do so if you can use your voice or an instrument when using the help action.

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.

Entertainer. You are proficient in Performance and an instrument of your choice.

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. Your large owl-like eyes allow you to see in the dark. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Strix Clarity. On your turn you can use a bonus action to carefully observe and analyze a situation within moments. You add 1d6 to your next ability check or attack roll you make before the end of your turn. You can use this bonus action a number of times equal to your proficiency bonus before you have to use a long rest to do so again.

Voyeur. You are proficient in Perception or Stealth.



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, taking 2d6 poison damage on a failed save and half as much on a successful one. When this poison damage reduces a creature to 0 hit point, the target is stable but petrified for 1 hour, even after regaining hit points. The DC of the saving throw is equal to 8 + your Constitution modifier + your proficiency bonus. The petrification is broken when the creature comes in contact with your saliva. Once you use this action an amount of times equal to your proficiency modifier 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.

Bully. You are proficient in Athletics or Intimidation.

Cockatrice
Artwork by QueenChikkibug



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

Prerequisite: Harpy (Any, 5th level or higher)

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:

- Increase one of your Ability scores by 1.
- 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).

- You have advantage on Constitution saving throws to not fall when you take damage as specified in your Wings trait.
- Whenever you are airborne using your wings and use an action to dash you gain additional 10 ft. of extra movement.

RAPTOR GALE

Prerequisite: Harpy (Raptor)

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:

- Increase your Strength or Dexterity score by 1.
- As a bonus action you can conjure a magical gale that launches you up to 30 ft. upwards in a straight line and until the beginning of your next turn the gale grants you a +2 bonus to your AC against ranged attacks. This movement does not provoke opportunity attacks. You can use this bonus action a number of times equal to your proficiency modifier before you have to finish a long rest to use it again.

ENCHANTING SONG

Prerequisite: Harpy (Songbird, proficiency in Performance)

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:

- Increase your Charisma score by 1.
- You gain expertise in Performance.
- As an action you can use your voice and begin a perform with your enchanting voice until the end of your next turn. An amount of humanoid equal to your proficiency bonus within 30 ft. of you who can hear you must succeed a Wisdom saving throw or be charmed for the duration of your performance. A charmed creature has disadvantage on any Perception check it makes (and thus 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. The saving throw equals to 8 + your Charisma modifier + your proficiency bonus.

GREATER CLARITY

Prerequisite: Harpy (Strix)

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:

- Increase your Dexterity or Wisdom score by 1.
- Whenever you use your Strix Clarity you add 1d8 instead of 1d6 to your ability check or attack roll.
- If you use your Strix Clarity and make an attack roll or ability check with disadvantage, you can forgo adding 1d8 granted by your Strix Clarity and no longer have disadvantage on the attack roll or ability check. If you do so you can not gain advantage on the attack roll of check if other circumstances would allow it.

PETRIFYING BREATH

Prerequisite: Harpy (Cockatrice)

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:

- Increase your Constitution score by 1.
- 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. When you use an action to use your poison breath, you can choose to expend one additional use of your poison breath to increase the size of the effect to a 30 ft. cone. Once you do so you can't use your petrifying breath for 1 minute.
- Anytime you finish a short rest, you regain one use of your poison breath.

FEATURED WRITING

The writing featured in this content was provided by **Sean S.** who collaborated with me on further fleshing out the lore of this entry.



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