

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, Quinnias, 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, Auran, 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 sub-species 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 Lapine 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 (Diplomacy), 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.)

MY OTHER WORKS

If you like my work, consider checking out my other freely available works:

[Horrors of the Dark](#) - A complete bestiary fan adaptation of Red Hook Studio's *Darkest Dungeon*

[Bloodstained Notes](#) - A Hunter's Bestiary - A complete bestiary fan adaptation of From Software's *Bloodborne*

[Unbound Monsters: Slaughterhouse Horrors](#) - A small collection of horrific monsters given as a free sample of my patreon exclusive monsters

Tuz's Fearsome Foes - A set of unique foes designed to be the centerpiece of a one shot monster hunt, or a longer story, such as the notorious [Rat Pile](#), or [Gemhide, the White Bulette](#).



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