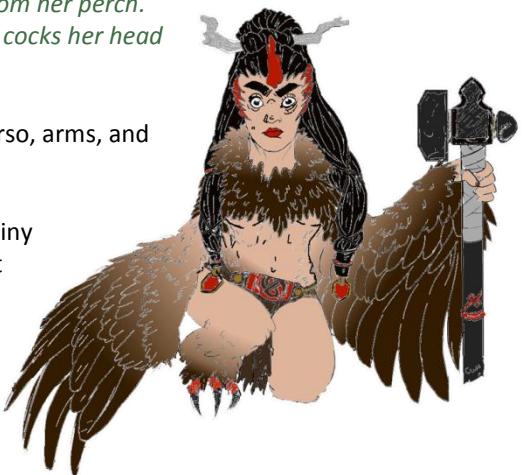


# HARPY, CHICKEN

A stout Dwarven woman with a feathered head and red comb stares down from her perch. Her awkward, disproportionate wings flap wildly as she readies her hammer, cocks her head to one side, and begins to cluck in torturous rhythm.

A Chicken Harpy combines the body, legs, and wings of a chicken with the torso, arms, and head of a female dwarf.

**TREASURE HUNTERS.** Chicken harpies are driven by their infatuation of small, shiny objects, gems and jewelry. It is not uncommon for them to engage in combat with hopes of acquiring items rather than killing for a meal. They are omnivorous enjoying meat but are also able to sustain a diet of grains and seeds. Chicken harpies usually roost in abandoned barns, windmills, or other buildings where they can perch on a horizontal beam in the upper parts of the building.



**CLUCKING SONG.** Unlike other species of harpies, the song of a Charpy is dreadful. It has a rhythmic beat that will bore itself into the subconscious of its victims. They use their clucking song to crush the minds of their opponents and may taunt them by staying out of melee range and letting their malicious melody deal the damage.

## HARPY, CHICKEN (CHARPY)

Medium monstrosity, Chaotic Neutral

**Armor Class** 13

**Hit Points** 44 (8d8 + 8)

**Speed** 20 ft., fly 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	7 (-2)	10 (+0)	10 (+0)

**Senses** passive Perception 10

**Languages** Dwarvish

**Challenge** 2 (400 XP)

**Short Flight.** The Chicken Harpy can only fly 30 ft at a time. It must then stop and land before attempting to take flight again.

## ACTIONS

**Multiattack.** The chicken harpy makes two attacks: one with its claws and the other with its hammer.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 6 (1d4 + 4) slashing damage.

**Hammer.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 11 (2d6 + 4) bludgeoning damage.

**Clucking Song.** The chicken harpy's song is a torturous, rhythmic screech that is detrimental to the ears. All humanoids and giants within 120 feet of the Chicken Harpy that can hear its clucking tune must make a DC 15 Wisdom saving throw or the song becomes "stuck in their head". A saving throw is made each round that a victim remains within the range of the chicken harpy's tune or until failing a saving throw. On a failed save, the harpy's earworm melody bores itself into the subconscious of its victims causing 1d4+1 psychic damage each round for as long as the chicken harpy continues its dreadful song. The chicken harpy must use a bonus action on its subsequent turns to continue its torturous ballad. It can stop its song at any time. The song ends if the harpy becomes incapacitated. Those affected by the Clucking Song will continue to take psychic damage for 1d4 rounds after the Clucking Song has stopped.