



## ZEPHYR HARPY

Medium Monstrosity, chaotic evil

**Armor Class** 14

**Hit Points** 55 (10d8 + 10)

**Speed** 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

**Saving Throws** Dex +7

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** Common

**Challenge** 5 (1,800 XP)

**Flyby.** The Zephyr Harpy doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Keen Sight.** The Zephyr Harpy has advantage on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack.** The harpy makes two attacks with its claws.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage and 7 (2d6 force damage).

**Wind Strike (Recharge 6).** The Zephyr Harpy chooses up to five creatures it can see within a 30ft. range and makes a melee claw attack against each target. It can then teleport to an unoccupied space it can see within 5 feet of one of the targets it hit or missed.

"Zephyr Harpy" by Christopher Ginn @ www.TheDungeonGeek.net  
Adobe Photoshop, Generative Prompting, Adobe Lightroom, + ProCreate



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