



HARPY MONK


CREATURE 7

CE**MEDIUM****HUMANOID****Perception** +15; darkvision**Languages** Common**Skills** Acrobatics +15, Athletics +15, Deception +15, Intimidation +15, Performance +15**Str** +4, **Dex** +6, **Con** +4, **Int** +2, **Wis** +4, **Cha** +4**AC** 24; **Fort** +15, **Ref** +18, **Will** +15**HP** 115**Deflect Arrow**  (Monk); **Requirements** You're aware of the attack, are not flat-footed against it, and have a hand free.**Trigger** You are the target of a physical ranged attack.

You gain a +4 circumstance bonus to AC against the triggering attack. If the attack misses, you have deflected it. You cannot use this feat to deflect unusually massive ranged projectiles (such as boulders or ballista bolts).

Evasion When you roll a success on a Reflex save, you get a critical success instead.**Speed** 20 feet, fly 60 feet**Melee**  fist +12 (agile, finesse), **Damage** 1d6+4 bludgeoning**Captivating Song**  (auditory, concentrate, enchantment, incapacitation, mental, primal) The harpy cries out an eerie, compelling melody. Each non-harpy creature within a 300-foot aura must attempt a DC 25 Will save to avoid becoming captivated by the harpy's song. The effect lasts for 1 round, but if the harpy uses this ability again on subsequent rounds, it extends the duration by 1 round for all affected creatures. Once a creature succeeds at any save against Captivating Song, that creature is temporarily immune to Captivating Songs for 24 hours.**Arrow Snatching** (Monk) Prerequisites Deflect Arrow

You pluck missiles from the air and hurl them back at their source. When you successfully deflect an attack with Deflect Arrow, as part of that reaction, you can immediately make a ranged Strike against the attacker using the projectile you deflected. This is a thrown weapon with the same range increment and effect on a hit as the triggering attack.

Flyby Flurry  (Flourish, monk) Either Stride and then Strike twice, or Strike twice and then Stride.