

Encounter type: Harpy, Scree

Encountered: 1-D4 -1 per 3 players (minimum of 1 encountered).

Attacks per turn: 3

Attack types / Damage per successful attack: 2 Claws: 1-D12 x5 +5 each, 1 Bite: 1-D12 x5 +5

D20 roll needed to have Gold / # of gold coins found: 15+ / 1-D12 x2 +2

D20 roll needed to have Silver / # of silver coins: 12+ / 1-D12 x5 +5

D20 roll needed to have **Treasure** / # of treasure items found: 13+ / 2-D4 +2

Note: Each creature may have treasure. Check for treasure and money on each creature encountered.

Defense: 17

Experience: 200

Life-points: 200

Offense: +3

Region: Volcanic Wilderland Labyrinth

Special: **Lure:** When the Scree Harpy is first encountered, it will sing in the most beautiful voice, causing all within the group to heed its call, falling into a trance and approaching without caution. To avoid this, one must roll a 20 on a D20. If you fail this roll-check, you will lose your first 1-D4 offensive turns. You may defend, but with the following penalties:

Defense: -6

Defensive rolls to evade: -6

When the initial power of Lure wears off (or after the 1-D4 melee turns), you will still have the following penalties for the entire battle:

Defense: -3

Defensive rolls to evade: -3

Offense: -3