

TALANARA – THE GREAT SCREAMER,
MOTHER OF HARPIES

Large monstrosity

Armor Class 19 (natural armor)

Hit Points 245 (25d10 + 100)

Speed 40 ft. fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18	20	18	16	12	20
(+4)	(+5)	(+4)	(+3)	(+1)	(+5)

Saving Throws Dex +11, Wis +7, Cha +11

Skills Acrobatics +11, Arcana +9, Insight +7, Perception +7

Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses truesight 120 ft., passive perception 20

Languages Kagari, Naelani, Eholan

Challenge 17 (18,000 XP)

Legendary-Resistances (3/Day). If Talanara fails a saving throw, she can choose to succeed instead.

Magic Resistance. Talanara has advantage on saving throws against spells and other magical effects.

Magic Weapons. Talanara’s weapon attacks are magical.

Sorcery Points. Talanara possesses 12 sorcery points which can be used for her metamagic features.

Metamagic. Talanara possesses the following metamagic: heightened, quicken and subtle.

ACTIONS

Multi attack. Talanara makes four claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Voice of Darkness (Recharge 5-6). Talanara can create magical sound effects through her voice. She can either lure her victims to be mercilessly devoured, or she can emit a devastating scream that stuns her opponents. Using this ability, she may either use Psychic Scream or Luring Song. Once either one is used, neither can be used again until this trait recharges.

- **Luring Song.** Talanara sings a magical melody. Every humanoid and giant within 300 feet of Talanara that can hear the song must succeed on a DC 19 Wisdom saving throw or be charmed until the song ends. Talanara must use a bonus action on her subsequent turns to continue singing. She can stop singing at any time. The song ends if Talanara is incapacitated.

While charmed by Talanara, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from Talanara, the target must move on its turn toward Talanara by the most direct route, trying to get within 5 feet. It doesn’t avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than Talanara, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy’s Luring Song for the next 24 hours.

- **Psychic Scream.** Talanara emits a magical scream. Each creature within 120 feet of Talanara and able to hear the scream must make a DC 19 Constitution saving throw. On a failed save, a creature takes 44 (8d10) psychic damage and is stunned for 1 minute. The stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. Talanara is a 12th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 19, +10 to hit with spell attacks). She knows the following spells.

- Cantrips (at-will): *acid splash, chill touch, firebolt, ray of frost, minor illusion*
- 1st Level (4 slots): *absorb elements, magic missile, shield*
- 2nd Level (3 slots): *mirror image, see invisibility*
- 3rd Level (3 slots): *counterspell, fireball, dispel magic, lightning bolt*
- 4th Level (3 slots): *charm monster*
- 5th Level (2 slots): *hold monster*
- 6th Level (1 slot): *chain lightning*

LEGENDARY ACTIONS

Talanara can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. Talanara regains spent legendary actions at the start of her turn.

Claw. Talanara makes one claw attack.

Teleport (Cost 2 Actions). Talanara magically teleports, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.

Cast a Cantrip. Talanara casts one of her cantrips.

Cast a Spell (Cost 3 Actions). Talanara casts a spell from her list of known spells, using a spell slot.

