

BANSHEE

BANSHEE LORE

History DC 10: Banshees are often the spirits of those obsessed with some form of perfection in life; now expressed in death for their utter intolerance of any taint of the living in their haunting grounds.

Nature DC 15: Banshees persist in opposition to all things natural and living, their very presence withering the life around them. Areas haunted by a banshee are barren and lifeless, and they invariably detect and are drawn to an intrusions by the living into their spaces.

Religion DC 10: The very sight of a banshee is an ill omen; presaging the imminent doom of one present. When agitated, banshees can produce a deadly wail of anguish and mourning, lamenting the deaths of those present even as it causes them.

Religion DC 15: Banshees are a form of haunting spirit, one bound to a person, location, or object by the circumstances of their death so strongly that only breaking those ties through resolution or ritual can stop them from returning to a space once banished.

BANSHEE TACTICS

Banshees seek to keep the spaces they haunt clear of life, showing themselves in brief glimpses before initiating combat with their Horrifying Visage to attempt to scare the living away. If its foes refuse to flee, it uses its corrupting touch on whichever seems least frightened of it. If reduced to 0 hit points, it lurks nearby, alternating between spat invectives at the players, predictions at how they will die, and hinting at its unfi



BANSHEE

Medium undead, chaotic evil

Armor Class 12

Hit Points 81 (18d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

Damage Resistances Acid, Fire, Lightning, Thunder

Damage Immunities Cold, Necrotic, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 11

Languages Any languages it knew in life

Challenge 4 (1,100 XP)

Ill Omen. When initiative is rolled, the banshee forces one creature it can see to succeed on DC 13 Charisma saving throw or be cursed. While cursed in this way, a creature subtracts 1d8 from the result of any Wisdom saving throws it makes.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Weightless. Whenever the banshee takes damage, it is pushed 10 feet away from the damage's source.

Spectral Weapons. The banshee's attacks treat all creatures as unarmored (an unarmored creature's AC is usually 10 plus its Dexterity modifier.)

Unfinished Business. When the banshee is reduced to 0 hit points, it does not die or fall unconscious. Instead, it loses the ability to take actions, though it can still communicate. After 24 hours, the banshee recovers all of its hit points. While at 0 hit points, the banshee can be destroyed any of the following ways:

- Resolving its unfinished business.
- Subjecting it to the same conditions that killed it.
- Performing funeral rites for it with the Ceremony spell.

Actions

Corrupting Touch. Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 16 (4d6 + 2) necrotic damage and plants within 10 feet of the target wither and die.

Horrifying Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be Frightened for 1 minute. A creature that fails this save by 5 or more has its face twist into a permanent rictus of terror until cured by Greater Restoration or similar magic.

A Frightened creature repeats this saving throw at the end of each of its turns, ending the effect and becoming immune to the banshee's horrifying visage for 24 hours on a success.

Reactions

Wail (1/Day). As a reaction to being reduced below 41 hit points, the banshee releases a mournful wail, provided that she isn't in sunlight. Each living creature within 30 feet that can hear her must succeed on a DC 13 Wisdom saving throw or drop to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.