Banshee

written by CresthavenRPG Guru | January 3, 2020



Rare | Medium | Neutral evil | Undead

This beautiful, ghostly elven woman glides through the air, her long hair flowing around a face knotted into a mask of rage. The Banshee is a ghostly apparition of a tormented soul, often appearing as a withered woman wreathed in spectral mist. Her scream is a psionic shockwave of raw anguish that

shatters minds and leaves victims broken. Drawn to emotion and grief, the Banshee drifts through the veil of reality, using her psychic abilities to torment the living.

Armor Class	Hit Points	Move
26	20 *(5 Hit Dice)*	walk 60 ft fly 60 ft

Ability Scores

STR	DEX	CON	INT	WIS	CHA
-3	2	0	1	0	3

None Appearing: d2
Habitat: Haunted Forests, Ruins, Graveyards
Intelligence: High
Negotiation: Rarely
Potential Energy Pool: 25
Morale DC: 4 (Run at 25% Hit Points)
Challenge: 5.0 (950 XP per monster)

Combat

Has 1 touch attack. Hit Bonus +6. Damage 2d8 psychic

Special Attack

Wail of Despair: Once per encounter, the Banshee unleashes a devastating psionic scream. All living creatures within 30 feet must make a Wisdom ability save (DC 15) or fall prone, weeping uncontrollably, and be unable to act for 1d4 rounds. Creatures that succeed are still shaken and suffer disadvantage on Wisdom saves for 1 round. Costs 10 energy points.

Special Defense

The Banshee may use one of the following psionic powers per round. The energy cost is deducted from her Potential Energy Pool:

- **Id Insinuation** – Cost: 5
- **Ego Whip** – Cost: 5
- **Mind Blank** – Cost: 5
- **Telepathy** – Cost: 5
- **Danger Sense** – Cost: 3
- **Psychic Residue** – Cost: 2 (used to leave lingering effects in haunted areas)

Treasure

Individual: 1d3 pp, 1d4x10cp, 1d3x10sp

Lair: 1d6x1000 cp (5%), 1d10x1000 sp (25%), 1d4x1000 gp (25%), 3d6x100 pp (25%), any 3 magic items +1 scroll (25%)