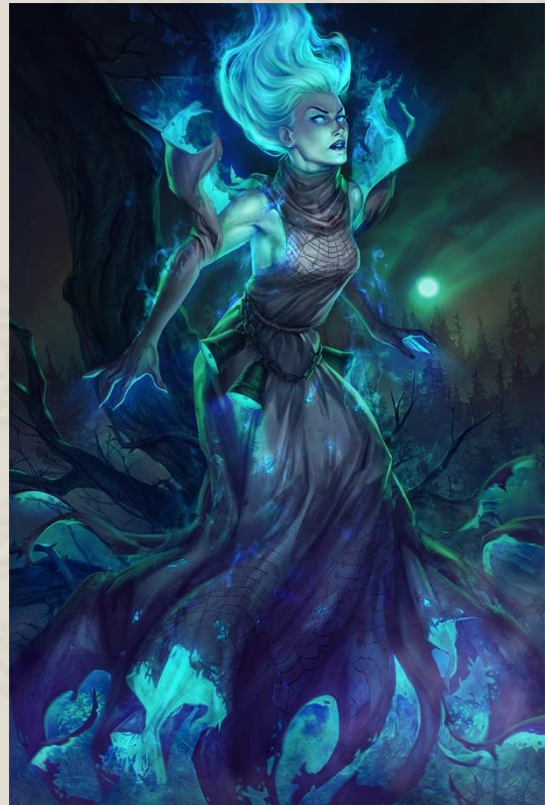# Wailing Ones (Lesser Banshee)

New Playable BECMI Race for the Mystara Campaign Setting.

By Havard

- **Prime Requisite:** Wis and Cha
- **Ability Score Mods:** N/A
- **Ability Score Max:** N/A.
- **Weapons allowed:** Any
- **Armor allowed:** Any
- **HD type D8**
- **Save as:** Elf.

This creature originally appeared in B4 The Lost City as Banshee and later in AC9 Creature Catalog as Banshee, Lesser.

Wailing Ones, sometimes called Lesser Banshees can be found all over Mystara. Wailing Ones can appear as either male or female and are similar to humans or elves, but thin and pale. Their eyes are glowing, and their mouths are black.
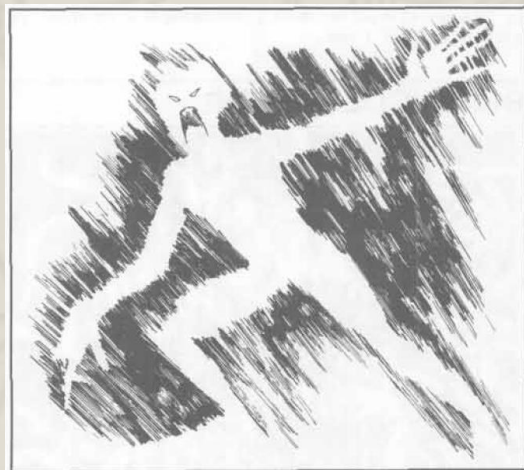
Wailing Ones are not undead, but they are sometimes mistaken for undead Banshees (Haunt). Rather Wailing Ones are Anima; spirits similar to Dryads, Satyrs and Treants. Wailing Ones are drawn to families where one of the family members is about to die and their presence is often seen as a warning. They also mourn the dead and can be found guarding graves or tombs. If distracted from such duties, they will react with hostility.

In combat they may fight with weapons or use their scream ability which deals 1d4 dmg to anyone within a 30' radius.

Wailing Ones can advance as monstrous spellcasters to Druid 8

ADVANCEMENT

LEVEL	XP	HD	ABILITIES
Somberborn	-16.000		
Sorrowborn	-8.000		
Griefborn	-4.000		
NM	0	5d8	Scream attack 1d4 dmg
1	16.000		
2	48.000	6d8	Invisibility to Undead. Undead ignore the Wailing One.
3	112.000		Scream attack does 2d4 dmg
4	240.000	7d8	**Gargoyle friendship:** Gargoyles start out as friendly towards the Wailing One, though will fight if attacked. This does not affect Greater Gargoyles or other constructs.
5	496.000		Scream attack does 3d4 dmg/round
6	796.000	8d8	**Greater Gargoyle friendship:** Ability also affects Greater Gargoyles. A single Gargoyle (lesser or greater) may decide to accompany the Wailing One on adventures.
7	1.396.000		Scream attack does 4d4 dmg/round
8	1.696.000	9d8	
9	1.996.000		
	+200.000/per level	+1 HP per level	