

BEAN SIDHE

Many believe they are simply cries carried on the wind, but the wise know it is a harbinger of death. The bean sidhe (pronounced “BAN-shee”) is a powerful fey creature that is tied to particular clan. A feminine figure seen in tattered clothes, these ethereal beings issue warnings sounds that chill the blood. They are both respected and feared for their connection to the afterlife, and it is unwise to interfere with their mournful task.

Mysterious Mourner. The bean sidhe is often described as a tall, thin woman with long gray hair, which she slowly combs as she cries. Most in the presence of a bean sidhe only know her by her haunting wails, although some encounter her as she attends to her work. She remains unresponsive to passersby, focusing solely on her lament for the dying.

Harbinger’s Comb. The bean sidhe’s comb is a powerful and significant item, though its specific properties are unknown. It’s believed that they cannot rest or recover their powers without it. If stolen, the bean sidhe will pursue the thief relentlessly and will not cease her cries until the comb is returned. To hold a bean sidhe’s comb is to invite the wrath of a powerful force, an act few live to regret.

Emissary of the Morrigan. The bean sidhe is intricately linked to the Morrigan, the Irish goddess of war, fate, and death—acting as her messenger to chosen families warning of impending loss. She carries out her divine tasks with unwavering loyalty. Those who cross paths with the bean sidhe would do well to avoid interfering with her sorrowful duties.

Bean Sidhe

Medium fey, neutral

Armor Class 13

Hit Points 65 (10d8 + 20)

Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Dex +6, Wis +5, Cha +7

Skills Perception +5, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Ethereal Sight. The bean sidhe can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Fey Presence. The bean sidhe has an unsettling aura of sorrow and otherworldly energy. Any creature that starts its turn within 10 feet of the Bean Sidhe must succeed on a DC 14 Wisdom saving throw or have disadvantage on attack rolls and saving throws until the start of its next turn.

Innate Spellcasting. The bean sidhe’s innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: *detect magic*, *mage hand*, *minor illusion*

3/day each: *charm person*, *invisibility* (self only), *misty step*

1/day each: *dispel magic*, *faerie fire*

Actions

Omen of Death. The bean sidhe can touch a creature and deliver a message of its impending doom. The affected creature gains disadvantage on death saving throws for 24 hours. This effect can be removed by a *lesser restoration* spell or similar magic.

Withering Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (3d6) necrotic damage.

Bonus Actions

Ethereal Jaunt. The bean sidhe can magically shift from the Material Plane to the Ethereal Plane, or vice versa. Once the bean sidhe uses this ability, it cannot use it again until it finishes a short or long rest.

Keening (1/Day). The bean sidhe releases a mournful wail that can be heard up to a mile away. Creatures within 60 feet of her that can hear her wail must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

