

Ghost Mom

This encounter is for players of any level

This encounter begins when the ghost appears, and ends when the ghost leaves.

- At some point during the party's travels, the ghost of a dead mother bonds itself to a party member (randomly, or whoever is funniest)
- The Ghost will constantly nag the player to
 - Wash before meals
 - Not let their equipment stay dirty
 - Not make a mess around the inn, camp, dungeon, ect
 - Generic mom support (do you best! Don't let those orcs get you down! Be sure to bring your coat! don't eat too many sweets! Be sure to get plenty of sleep!)
 - Not be rude to other party members or elders. (will wash mouth out with soap)
 - Ect.
- The ghost will randomly "re-arrange" the players backpack, making it more difficult for them to retrieve things (extra turn looking) (You put your potions under your owlbear hide? thats just asking for a mess, sweetie!)
- The ghost will also "kiss the boo-boo" to heal the player when they get low on health (level appropriate healing spell, cure light wounds, ect)
- If the player upsets the ghost, she will "ground" the player casting whatever "bind person" spell is appropriate for you level/edition. until the player apologies and promises to do better.
- The ghost can only be removed by a dispel magic (10% success chance) also each day the ghost has a 5% chance to move on and leave.

Originally written by [Khron67](#) from reddit

Edited and enhanced by J. Kyle