

The woman In white

An adventure by spacemonkey1801

A beautiful woman has been seen walking the river road at night and when the mists cover the river banks. It is said she asks men to walk her home only for them to never be seen again.

Synopsys

The road is being haunted by a ghost who preys on men who have committed adultery

The hook

A wife has asked the party to look for her husband Harold Harold who went fishing by the river banks and has not returned. Find Harold and bring him back for a reward and a free night at the inn.

Rumor

The party will find out the rumors of Harold and the young widow Gene having an affair. Many men of the village or town have gone missing without a trace. Where are they?

BANSHEE

Medium Undead, Chaotic Evil

Armor Class 12

Hit Points 58 (13d8)

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)

Saving Throws WIS +2, CHA +5

Damage Resistances Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison

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

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Elvish

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Traits

Detect Life. The banshee can magically sense the presence of creatures up to 5 miles away that aren't

undead or constructs. She knows the general direction they're in but not their exact locations.

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

Actions

Corrupting Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) necrotic damage.

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 frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Wail (1/Day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.



Some notes. The ghost has a background and is another method of exercising the ghost. I like for the party to investigate the identity of the ghost and why their spirit is haunting the road.

My answer is that a noble woman fell to madness after discovering her husband had a mistress and was planning to leave her. In her distress she took her two children and drowned them in the river where she now haunts. After realizing what she had done she took her own life.

I like to see what the players would do with this information and see how they would exorcise the spirit.

However I love the idea of some ghost on ghost action. Maybe the players can lure the spirit to her old home or the graveyard of the children or lure the ghost to the exact spot where she drowned her children ornate players could raise the children from their resting place...

They could always just enter combat but if their underdeveloped PCS there could be a tpk. Prepare for that outcome...

Names?