

9/12/2026 White Lady in the Walls

We rise up from the tunnel and can see the char and ash within the walls of Charrow. The stars are barely visible through the smoky air. Naturally, Elandra can be seen using a spare femur to sift through the ashes in search of teeth. She'll be donning her own tooth outfit before this trip ends. A tooth-fit, if you will.

There is evidence of people traversing through, but no real signs of anyone inhabiting what's left of this controlled burn district. Off in the distance we can hear the cawing of a murder of crows. They're congregating off towards the right. Perhaps these rooks could know something about "The Rook". Why is a man referring to himself as a crow?

We head towards the cawing and can see that some obstacles have been set up along this road that slows us down to a marching order (Agnes, Emonie, Elandra, Eggie, Ken, Barty). This district of Greymire looks like it may have housed a thriving community. The bell tower of its cathedral looks like it used to stand beautifully before the fire burned it to the ground.

As we continue down, the sounds of the sea begin to invade my senses and the area ahead begins to open up. It's industrial and it looks almost fully restored. About 10-15 ft away, Agnes and Barty passively hear a faint snap and groan off in the distance inside a building. Barty heads in to investigate; he can't see anything, but he can hear everything. A scraping sound, like someone is trying to move debris around. He lights the room with his torch, "Is anyone in there?"

Agnes helps Barty and Emonie start to clear the rubble. As one of the pieces of debris falls, a hand flies out directly for Emonie's face, but her natural dexterity saves her and she cleaves the arm right off. Before the remainder of it's body can continue to crawl towards them, Barty spears it to death.

That little debacle has earned us the attention of three shadowy figures from the industrial area and now they're sauntering towards us. As they slowly approach, we can see they are not blighted. They have a banner of soot across their temples and their weapons are sheathed. A tall female elf stands tall in the middle as she's surrounded by a human man and a male half elf.

Her name is Shen and she lets us know that if we're here to see the Rook we should make our way towards the industrial area. We follow behind her as her boyish guards follow behind. As we approach, we start to see about two dozen silhouettes appear surrounding the industrial area.

Shen assures us that, "you're in no danger here, unless you want to be."

Inside the warehouse, it is very well lit but setup from the outside to look unlivable and cluttered. The inside looks as if it wasn't touched by the fire. Fully stocked and organized. A woman at a desk is working hard among the piles of papers.

We are told to wait for the Rook to finish his business with an insubordinate. While we wait, I decide to busk for the locals and actually end up making 3 iron bits! I mainly was trying to drown out the screams of a man in the distance..the insubordinate, I think.

After awhile, Shen comes to retrieve us and take us to meet with the Rook. He doesn't have the soot across his eyes, and is dressed more in peasant garb rather than a powerful leader. A grumpy, old-looking accountant. He is intrigued by our need to settle an accounting issue. He tells us he gave our silver to another group who came to claim it and the rest of the riches he "inherited" from Yorick could better be used among his people.

He tells us of a place in Greymire of a wealthy family, The Harrowfells, that if we went to their estate to retrieve some documents could result in riches far more valuable than the reward we are owed.

He reports that this home is haunted by a Banshee. A woman in white. The men he has sent out there before have returned and been completely frightened and some even comatose.

The Rook tells us about the religious militant force that invaded is from Ebonmoore. He is not a fan and reports that they haven't entered Charrow, "because I haven't allowed that."

"The lord of Ebonmoore is good friends with the barron and his wife is pretty religious." He wants these documents because they are deeds for trade routes for shipping in and out of Greymire. He wants them to legally establish themselves to support the people of Greymire. We agree to his deal and he sends in the past men he sent into the estate.

He points to the grand salon on the blueprints to show that she had presented herself here and gutted the other guy. Shen escorts us to the estate after a long rest. It's uneventful as we pass by some locals clearing out areas. There are charred bodies around and doesn't appear to have any evidence of anyone trying to cover them, just left among the wreckage.

As we are led into the estate, we can see a stable area, an open access (now walled off) to the sea, and the mansion it self smack in the middle. 2 stories tall and as wide as Yorick's ego. This family was the epitome of wealth. The windows on the mansion look almost untouched and the curtains all drawn. Some part of it have caved in from some parts of the fire hitting it, but it really has survived better than what we've passed en route to here.

We approached the stairway entrance and it's dripping in elegance. Barty knocks on the swollen wooden doors that have been overtaken by the salty, sea air. The doors are locked, Emonie picks the lock and we push into the house. There is a man down the hallway of the entrance with a bag over his head and a piece of parchment attached to his chest. Acts of the Banshee? We walk in to see if we can read what is written on the parchment. Despite it being daytime, it still feels so dark and dank inside. The curtains drawn over the barred windows really keeps the daylight out.

It's not actually paper, it's a wooden board that has one word scrawled onto it, "LEAVE." We can see the way towards the merchant area, and the only way in is through an iron shutter and locked/closed door. Agnes casts light to brighten the area for us as we head towards the merchant area together.

Agnes and Barty walk closer to look at the man and the plank on his chest. The writing looks like it was painted by finger. As they are looking, Agnes can see the color of the writing comes from his sliced neck that trickles down below. Emonie looks around trying to take it all in and look for weapons and treasures. She senses what she feels like the head of a statue turn and she hears her say "LEAVE" and then a CRACK and then the giant, ornate chandelier starts to fall right above Agnes and Barty.

Their dexterity skills shine as they dodge the chandelier and take damage from the glass shattering on them. Emonie lets everyone know what she heard and saw. We decide to go upstairs, because it feels like the Banshee is here but we just don't see her. A huge portrait hangs on a wall with the family and we can see that the children in this painting look almost like they're holding back tears.

Who lived here? Were there monsters here before the Blight came? Agnes observes that this painting seems to have been altered. We start to explore the mansion more, entering in a dining room, we can see a large table with an untouched, polish table setting right at the head of the table. Barty approaches and notices that under the table setting is dust, and written in it says, "THIEF" and then the cabinets full of china, etc crash to the floor. Clearly she knows we're here and she's not pleased.

We head further down the hallway, the study and private parlor room are open/available to go inside. We enter the study and can tell that this room has been explored/ransacked before. The contents are piled/separated, not thrown about. Emonie looks around to sleuth and pilfer for treasure. It appears that we continue to be watched. Her looting goblining unfortunately got the better of her and she lock picks through a lock that is linked to an explosive taking fire damage but then inside the drawer is an old, ornate key.

She yanks the key from the drawer and ignites what sounds like an Indiana Jones style reaction of feet scurrying right above our heads. Onward to the grand salon for more exploring, Barty opens the unlocked door and before his eyes he sees a man hanging upside down and his innards hanging from a tear through his flank. We look past the hanging body and can see that everything is covered in dust and age, except the lid of the grand piano in the corner of the room.

Elandra heads towards the master chamber to see if there are any other goodies to loot. She pushes through to see a canopy bed with a yellowed curtain and in the bed is a body. The body doesn't appear to scare Elandra as she tiptoes inside to try and loot the wardrobe closet. Emonie remains at the doorway to keep watch while the rest of us watch their loot-goblin habits take over them.

With no success in their looting, they exit the room to tell us what they saw and left in the room. They both appear more disappointed that their loot goblining did not prove to be lucrative. Barty

goes into the master chamber to look through and investigate. He stubs his toe a few times and comes out to tell us, "This family had good taste."

No one seems to care much about the corpse in the bed. I am a coward just peering in from the hallway and listening to their reports. Agnes goes in to take a crack at investigating this area. She sees a portrait in the bedroom of a man and woman (both faces have been charred off). She finds a small, leather coin purse with the equivalent of 120 gold and high-quality menswear. She pulls a large, wide brimmed hat with a feather in it.

She opens the canopy curtain to view the body, lying in the bed on the left side, covered in a blanket. Everyone who entered that room, went in to loot, saw the corpse in the bed, and then just left. No one touched it or tried to uncover it from the blankets. I am wary of this room.

We head to the library, Emonie continues her loot goblining and sparks the wrath of the ghost and ends up with a shelf crashing down on her, but thankfully she remains inspired to dodge and remain safe. Behind the bookcase, she can see scratch marks that had gone into the plaster with a hole inside the wall. Elandra looks through the hole but doesn't see anything but deduces that the gaps in the walls are large enough for people to move around within. Is there a woman in the wall?!

Now onward to the lady's chambers to look more. Agnes prepares a safe zone for us all as we prepare to enter the lady's chambers as we anticipate that this will be intense. Emonie begins to lock pick the door and can feel the door unlock from the inside. They can see inside that there are a lot of clothing items, some jewelry boxes and all the paintings on the wall have been turned around to face the wall.

Elandra, Agnes and Barty enter the room to explore. Elandra finds a dress and some jewelry that appears to go with the dress. A jewelry box houses a beautiful necklace with a prominent black stone. She uses her mage hand to pick up the dress and matching necklace and put it in her backpack. She opens the drawers and finds a bloody dagger that she leaves behind and a ledger that has all the pages ripped out.

Agnes opens the lady chambers doorway that leads into the master chamber. The body that was in the bed is no longer there. Barty opens the bath/dressing room and sees a massive wardrobe. He opens it and feels a giant gust of wind push through. The wardrobe's back wall is missing and there's a large gap leading into that wall. A tunnel? It's pitch dark inside. Does the banshee reside in the walls?

I begrudgingly follow behind them as we single file into this tight, dark, scary tunnel that leads to a wall with a rope that is leading up. I misty step up because I am too weak to climb a rope. As we climb, we can hear the door behind us slam. We have entered the wall dimension. As we continue to climb, it seems like we're in a child's bedroom now.

We walk out into the hallway and can see the destruction on this floor is dense. The roof has collapsed inside and really taken out a lot. As we walk down the hallway, we can hear thumping within the walls, almost paralleling us. It's a room with dumbwaiters and levers. One of the levers is marked "MERCHANT" and Barty lifts it up to see if it will open the iron shutter.

We make it back to the ornate door that leads to the meeting room using the key that Emonie found. Continuing on we move through the strong room to try to get into the merchant room. We need those documents so we can leave this strangely, haunted house. The merchant office is empty and has evidence of being looted by the Rook's men?

We enter the showroom, we can see a cracked case with a wand inside. Looks like there was a disturbance here, maybe they got gutted right before they found something? Barty picks up something and then starts a fight as he alerts a suit of armor. Roll for initiative (9).

Emonie, Ken, Barty, Eggie, Agnes, Elandra (we all rolled VERY LOW)... "Oh no."

She ain't a ghost, she just a white lady living in the walls.

With grit and sweat, we fight and Emonie takes the giant armor man down and we await the white lady in the wall. I'm full of vicious mockery today and want to insult the heck out of these creatures for some reason.

Barty lands the final blow on the white lady in the wall. We then take time to look through the room to find the deeds and documents that we are looking for. Eggie's identify skills reveal that the wand we found is called "The Wand of Secrets" It feels old, very old.

We search the entire house and see that this woman was likely the mother of the home. 600 gold found total!

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