AGATHA SKILL CHALLENGE

Acrobatics
Roll an Acrobatics check to quickly catch the ex-witch's undead familiar as it flies past. Being so intimately connected to her spirit, it's one of the many elements that keeps her tied to the material plane.

Animal Handling
Roll an Animal Handling check to quickly trap an animal for use in the ritual. Does the ritual require a blood to remind the spirit of its flesh? Does the spirit need to be shown a path to reincarnation?

Arcana
Roll an Arcana check to take enhance the ritual of rest. Is there some magical word that could command the spirit? Is there some ancient sigil that could shore up the ritual?

Athletics
Roll an Arcana check to destroy a significant part of the cottage. Maybe the eastern wall is covered in paintings, painful memories that displease the spirit? Just let your barbarian come in like a wrecking ball. This is my worst suggestion.

Deception
Roll an Intimidation check to take advantage of Agatha's confused state, perhaps convincing her that all her goals are already complete, that she's already agreed to retreat to the afterlife. Or you could pretend to be someone significant from her life.

Insight
Roll an Insight check to understand and sympathise with Agatha's vulnerability. Is she lonely? Is she regretful? How does she feel?

Intimidation
Roll an Intimidation check to command the spirit to leave this mortal plain because it does not belong.

Investigation
Roll a Perception check to notice something helpful in the broader area outside the cottage. On top of a shelf, covered in dust is a jade comb. There are no other items of value in the cottage, so Agatha must be protecting this item. Is it significant to her? Could it be used in the ritual?

History
Roll a History check to recall important information about the Agatha's relationship to the area. The war for the Forge of Spells happened 100 years ago around the time she was alive. Did she lose anyone important? Perhaps being reminded of this information could remind Agatha of her humanity.

Medicine
Roll a Medicine check to recognise the wounds represented on her spiritual form. How would these wounds track when compared to a human body? Could they be pieced together to provide clues to how she died, reminding Agatha of her mortal body?

Nature
Roll a Nature check to infer knowledge of day-to-day swamp-life. Remind Agatha of the daily chores, the simplest mundane tasks of living in a region like this could help her recall her human self.

Perception
Roll a Perception check to notice something helpful inside the cottage. On top of a shelf, covered in dust is a jade comb. There are no other items of value in the cottage, so Agatha must be protecting this item. Is it significant to her? Could it be used in the ritual?

Performance
Roll a Performance check to soothe the spirt with a rhyme or song.

Persuasion
Roll a Persuasion check to appeal to Agatha's human side. I'm not being very helpful for this one. It's probably the most boring ability check. In fact, maybe there's a case to be made for removing persuasion as a skill. What does it do? Why have it in the game? But I'm wasting your time. I'm sorry.

Religion
Roll a Religion check to recall important information about the nature of Banshees. Can they be contained by a salt circle? Do they respond better if you avert your gaze?

Sleight of Hand
Roll a Sleight of Hand check to sneakily add something to the ritual without drawing the Banshee's ire. Perhaps you could Shawshank Redemption a circle of salt around Agatha through a hole in your pocket?

Stealth
Roll a Stealth check to sneak up on the Banshee. If you can get a more complete circle in your ritual, it might prevent the Agatha from resisting its effect. Stealth will help you get in a position that might have been too dangerous to reach otherwise.

Survival
I'm sorry. I legitimately Have no idea how to apply this skill to this situation. If any player tries to use survival: rocks fall, everybody dies.