

HISTORY

The Ghost of Ashenwood Road is a relatively new creature, having moved into the local area only a few months ago. Sean Denton, a traveling merchant, first noted the ghost's appearance. Sadly, most of the town assumed Sean was doing little more than spinning a tall tale for ale. A week following Denton's sighting, several other caravans noted glowing balls of light and unnaturally heavy mists gathering in the area. Travel on the road slowed, but none who took the road reported any trouble – just a potent sense of unease.

Later, when the Ashenwood Bandits begin to disappear, most of the locals assumed this ghost was a vengeful spirit, possibly even a former victim. Some suggested calling in the local clerics, but with none but the bandits harmed, the town's elders saw little reason to challenge the spirit. At least now, even if strange, the woods were safe from the elusive gang.

After running off or killing the local bandits, things quieted. A few weeks later, things in the area worsened. The former bandits returned, this time as rotting, shambling things animated by foul magic. They renewed their attacks, dragging their victims screaming into the night.

Fearing the plague might spread to their small town, the elders called on any who might end this curse. While several local clerics responded and braved the dreaded mists, none returned. Still, the ghost haunts the road.

RUMORS

- *"Sean Denton orchestrated this whole event! He's a lonely old merchant and wants the attention ...not to mention the free drinks!"*
- *"Azzilyn the Red wasn't a necromancer. He was an alchemist who specialized in animating constructs. Everyone knows that!"*
- *"Azzilyn the Red was a crazy old kook! He probably killed the Ashenwood Bandits, animated them in his tower, and they escaped, killing him in the process!"*
- *"The town elders have been looking to increase trade to the town. What better than a ghost, eh? They're probably in cahoots with Azzilyn."*
- *"Azzilyn the Red kept a whole host of animated servants in his tower. Only the gods know what must have become of them after he died."*
- *"Ol' Azzilyn was a powerful necromancer. He probably faked his death and then moved on, leaving a few of his old students for us to contend with."*



SKILL CHECKS

- A DC 20 Diplomacy or Knowledge (local) skill check reveals that the Ghost of Ashenwood first appeared several days after Azzilyn the Red was found murdered in his tower. Although the man was believed to be a necromancer, he had never taken any actions against the town or its citizens.
- A DC 15 Diplomacy or Knowledge (local) skill check reveals that Azzilyn the Red had once been robbed by the Ashenwood Bandits. He had little love for them.
- A DC 10 Diplomacy or Knowledge (local) skill check reveals that Sean Denton has been telling this story at several of the local inns, trading them for drinks. Many believe he's involved somehow.
- A DC 11 Knowledge (religion) skill check reveals the undead plaguing Ashenwood Road are zombies.
- A DC 23 Knowledge (arcana) skill check reveals the zombies attacking travelers were animated with the *animate dead*, lesser spell.



PRESENTS

THE GHOST OF ASHENWOOD ROAD

WRITTEN BY JAYE SONIA

WHAT'S REALLY GOING ON

While most folks believe the Ghost of Ashenwood Road to be a poltergeist or similar spirit, the creature that haunts Ashenwood Road is anything but.

Before he was murdered by a rival, Azzilyn the Red spent several years trying to perfect a formula he developed for a unique golem. After repeated failures, he turned to one of the darkest arts – necromancy. He began to capture the spirits of the newly departed, using them to power his creations. While most of his experiments met with failure, one did not. Animated by the spirit of an angry youth (who was killed by the Ashenwood Bandits), this construct not only responded well – it rose as a truly sentient creature. Azzilyn named it Amortis.

Azzilyn kept Amortis in his tower's library, where it spent its days and nights studying the various languages Azzilyn required of it. In the process, it began studying magic, as well. Eventually, Azzilyn discovered its interest and took it as an apprentice.

While Azzilyn was interested in necromancy, his animated apprentice had an unnatural appetite for it. Azzilyn provided his construct numerous experiments to sate its interest while he lived, but after he died, the construct grew bored and eventually moved on to bigger prey. Acting on half-remembered memories and strange nightmares, the construct sought vengeance on those who wronged it in its former life. Soon after, it began its experiments.

Amortis has since set up shop deep in the Ashenwood, occupying the now vacant cabin the bandits once used. It has a small lab there, as well as a modest library. It spends most of its days studying, reading, or experimenting. It keeps a single animated zombie in the cabin, which it uses to keep its winding strong.

Several other zombies patrol the woods, mindlessly seeking out meals. They have left the remains of several kills (a half-eaten deer here, a mauled traveler there) throughout the forest.

PLOT HOOKS

- While traveling between two major cities, the PCs discover several mauled bodies along an old road. When they inquire in the nearby town, they learn that the old road is haunted.
- The PCs are approached by a cleric representing a church dedicated to slaying the undead. She tells them a spirit of uncommon ability has slain several of their inquisitors and threatens to spread its malign influence if left unchecked. She requires guards willing to accompany her as she lays this vile thing to rest.
- Several books on the magical arts, each stamped with Azzilyn the Red's personal sigil, have turned up in shops around the city the PCs are currently in. One of the books contains a rare spell that a local wizard has been seeking out. After deducing that Azzilyn may have access to similar spells, he hires the PCs to seek him out and offer several expensive scrolls in trade. When the PCs arrive, however, they discover Azzilyn is gone, as is his library.
- While enjoying a quiet meal in a local inn, a traveling merchant offers to trade the PCs an interesting story for a pitcher of stout ale. He then tells them about the Ghost of Ashenwood, claiming that the ghost has fabled treasures locked deep away in its rotting lair.

CREDITS

Written and Designed by: Jaye Sonia

Interior Artists: Hugo Solis

Editing and Development: Jaye Sonia and Allison Tsatsa

Layout: Stephen Wark

Publisher: Storm Bunny Studios, LLC

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Storm Bunny Presents – The Ghost of Ashenwood is published by Storm Bunny Studios, LLC under the Open Game License. Copyright 2013

STORM BUNNY PRESENTS!

Storm Bunny Presents is a distinct line of resources developed by Storm Bunny Studios, LLC for game masters who need distinct villains, exciting encounter locations, unique items, or intriguing plot hooks for their games! Whether for a single session or an ongoing campaign, these resources are designed to enrich and expand play experience while easing the game master's burden.

Each product will include information relevant to the story, including things like related skill checks, rumors, a brief history, and combat stats for the GM.

The current line of resources is designed for use within the **Pathfinder® Roleplaying Game™**, but can easily be adapted for use in any fantasy setting with a little work.

Future, setting-neutral products are currently planned.

\$1.00

AMORTIS, THE GHOST OF ASHENWOOD ROAD

NE medium awakened clockwork

CR 8, XP 4800

Class/Level necromancer 6

Init +7; **Senses** Perception +5; Passive Perception 15; darkvision 60 ft.; low-light vision.; **Speed** 30 ft.

ABILITIES

STR 19 (+4) **INT** 18 (+4) **WIS** 14 (+2)
DEX 16 (+3) **CON** — **CHA** 6 (-2)

DEFENSE

HP 62 (6d6 + 31); fast healing 2

AC 17, **touch** 15, **flat-footed** 12 (Dex +3, dodge +2, natural +2)

Fort +2, **Ref** +7, **Will** +7

Immune construct traits

Weakness vulnerable to electricity

OFFENSE

Melee +10 silver mwk dagger (1d4+3/19-20) or +6 mwk quarterstaff (1d6+4/x2)

Ranged +9 silver mwk dagger or net +8 (entangle)

Base Atk +5; **CMB** +9; **CMD** 24

Special Attacks grave touch (7/day); turn undead (7/day) (DC 11)

Necromancer Spells Prepared (CL 6th; concentration +12; melee touch +9; ranged touch +8)

3rd – *animate dead, lesser, displacement* (DC 17), *magic missile (sickening)* (DC 17), *vision of hell* (DC 17)

2nd – *dust of twilight* (DC 16), *spectral hand, blindness/deafness* (DC 17), *glitterdust* (DC 16), *ghostly disguise* (DC 16), *defensive shock* (DC 16)

1st – *magic missile, shield, cause fear* (DC 16) (x2), *chill touch* (DC 16), *ray of sickening* (DC 16)

0 – *haunted fey aspect* (DC 14), *disrupt undead, touch of fatigue* (DC 15), *sotto voice* (DC 15)

Opposition Schools Enchantment, Transmutation

Combat Resources *amulet of spell cunning* (1/day), *potion of barkskin* +4, *oil of levitate*, *rune of lightning* (1/day), *wand of obscuring mist* (21 charges)

SKILLS

Acrobatics +3, Appraise +8, Climb +5, Disable Device +8, Disguise +4, Escape Artist +3, Fly +8, Heal +2, Knowledge (arcana) +12, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (local) +8, Knowledge (nature) +8, Knowledge (nobility) +8, Knowledge (planes) +11, Knowledge (religion) +11, Linguistics +13, Perception +5, Ride +3, Sense Motive +2, Spellcraft +15, Stealth +3, Survival +2, Swim +4

FEATS, TRAITS & SPECIAL QUALITIES

Augmented Disguise, Desperate Focus, Improved Initiative, Lightning Reflexes, Sickening Spell, Skill Focus (disable device), Spell Focus (necromancy), Spell Mastery, Spell Specialization (*animate dead, lesser*)

SQ repair clockwork, swift reactions, winding

LANGUAGES

Celestial, Common, Dark Folk, Draconic, Gnoll, Gnome, Infernal, Orc, Shadowtongue, Undercommon.

EQUIPMENT

Amulet of spell cunning (1 1st & 1 2nd), *headband of vast intelligence*, +2 (spellcraft), mwk quarterstaff, *oil of levitate* (x2), *potion of barkskin* +4, scholar's outfit, mwk silver dagger, spell component pouch, travelling spellbook, *wand of mirror image* (32 charges), 158 gp (gear weight: 19 lbs)

APPEARANCE, MOTIVATIONS, AND SECRETS

The Ghost of Ashenwood Road appears to be a pastiche of discarded clockwork pieces and parts. It is part scarecrow and part misshapen automaton, its features shaped to look like a very thin man, made from coppery metal.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use"; "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Storm Bunny Presents—The Ghost of Ashenwood. Copyright 2013. Storm Bunny LLC.

