

## The Silverhex Chronicles: Mausoleum

### Rhiannon Sarvio

(Falconer CR 3)

XP 800

Human aristocrat 5

CG Medium humanoid (human)

**Init** +1; **Senses** Perception +10

Defense

**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

**hp** 17 (5d8–5)

**Fort** +0, **Ref** +4, **Will** +3

Offense

**Speed** 30 ft.

**Melee** mwk short sword +4 (1d6/19–20)

**Ranged** mwk light crossbow +5 (1d8/19–20)

Tactics

**During Combat** The aristocrat mounts his horse and flees while shooting his crossbow. He orders his falcon to attack only if his foes seem weak or he is in mortal peril.

Statistics

**Str** 10, **Dex** 12, **Con** 9, **Int** 11, **Wis** 8, **Cha** 14

**Base Atk** +3; **CMB** +3; **CMD** 14

**Feats** [Lightning Reflexes](#), [Mounted Combat](#), [Skill Focus \(Handle Animal\)](#), Perception)

**Skills** [Climb](#) +5, [Diplomacy](#) +9, [Handle Animal](#) +13, [Knowledge](#) (nobility) +7, Perception +10, [Profession](#) (falconer) +7, [Ride](#) +3, [Survival](#) +3

**Languages** Common

**Combat Gear** *potion of cure light wounds*, tanglefoot bag; **Other Gear** mithral chain shirt, masterwork light crossbow with 20 bolts, masterwork short sword, signal whistle, silver holy symbol, trained hawk (*Pathfinder RPG Bestiary* 131, worth 40 gp), bit and bridle, light horse (combat trained), riding saddle, saddlebags, 360 gp

The falconer has dedicated his life to training birds of prey—his raptors are his dearest friends. He cares little about courtly life and prefers the company of his noble birds.

### Triumph

(Hawk CR 1/3)

XP 135

N Tiny [animal](#)

**Init** +3; **Senses** low-light vision; [Perception](#) +14

Defense

**AC** 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

**hp** 4 (1d8)

**Fort** +2, **Ref** +5, **Will** +2

Offense

**Speed** 10 ft., fly 60 ft. (average)

**Melee** 2 talons +5 (1d4–2)

**Space** 2-1/2 ft.; **Reach** 0 ft.

Statistics

**Str** 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 14, **Cha** 7

**Base Atk** +0; **CMB** +1; **CMD** 9

**Feats** [Weapon Finesse](#)

**Skills** [Fly](#) +7, [Perception](#) +14; **Racial Modifier** +8  
[Perception](#)

Ecology

**Environment** temperate forests

**Organization** solitary or pair

**Treasure** none

Falconers prize these majestic birds as trained hunting companions if raised from chicks and properly instructed.

## Zephyr

*This proud horse thunders across the grassy plain with fluid grace, wind tugging at its loose-fitting barding.*

**Horse CR 1**

**XP 400**

N Large [animal](#)

**Init** +2; **Senses** low-light vision, [scent](#); [Perception](#) +6

**Defense**

**AC** 11, touch 11, flat-footed 9 (+2 Dex, -1 size)

**hp** 15 (2d8+6)

**Fort** +6, **Ref** +5, **Will** +1

**Offense**

**Speed** 50 ft.

**Melee** 2 hooves -2 (1d4+1)

**Space** 10 ft.; **Reach** 5 ft.

**Statistics**

**Str** 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7

**Base Atk** +1; **CMB** +5; **CMD** 17 (21 vs. trip)

**Feats** [Endurance](#), [Run](#)<sup>B</sup>

**Skills** [Perception](#) +6

**SQ** docile

**Ecology**

**Environment** temperate plains

**Organization** solitary, pair, or herd (3–30)

**Treasure** none

**Special Abilities**

**Docile (Ex)** Unless specifically trained for combat (see the [Handle Animal](#) skill, a horse's hooves are treated as secondary attacks.

Horses stand 5 to 6 feet tall at the shoulder and weigh between 1,000 and 1,500 pounds.

The statistics above are for a typical riding horse, called by some a “light horse.” Some horses are larger and heartier, bred for labor such as pulling plows or carriages. These horses are called “heavy horses” and gain the following adjustments to the base statistics detailed above.

**Heavy Horse:** A heavy horse gains the advanced simple template. In addition, it also gains a bite attack that inflicts 1d4 damage, and its hoof damage increases to 1d6. As with a light horse, a heavy horse can be specifically trained for combat with the [Handle Animal](#) skill.

## The Silverhex Chronicles: Mists

### Sicklewit

(Atomie CR 1)

XP 400

CN Diminutive fey

**Init** +7; **Senses** low-light vision; [Perception](#) +7

Defense

**AC** 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

**hp** 9 (2d6+2)

**Fort** +1, **Ref** +6, **Will** +5

**DR** 2/cold iron

Offense

**Speed** 20 ft., fly 50 ft. (good)

**Melee** rapier +8 (1d2–2/18–20)

**Space** 1 ft.; **Reach** 0 ft.

**Special Attacks** sneak attack +1d6

**Spell-Like Abilities** (CL 6th; concentration +10)

Constant—[speak with animals](#)

At will—[dancing lights](#), [reduce person](#) (DC 15)

3/day—[invisibility](#) (self only)

1/day—[shrink item](#)

Statistics

**Str** 6, **Dex** 17, **Con** 13, **Int** 11, **Wis** 14, **Cha** 18

**Base Atk** +1; **CMB** +0; **CMD** 8

**Feats** [Improved Initiative](#)<sup>B</sup>, [Weapon Finesse](#)

**Skills** [Acrobatics](#) +8 (+4 when jumping), [Bluff](#) +9, [Escape](#)

[Artist](#) +7, [Fly](#) +18, [Perception](#) +7, [Sense Motive](#) +6,

[Stealth](#) +20

**Languages** Common, Sylvan; [speak with animals](#)

Ecology

**Environment** any temperate

**Organization** solitary, pair, gang (3–6), or band (7–14)

**Treasure** standard (rapier, other treasure)

Atomies perceive themselves as larger than they actually are. Like pups standing up to a full-grown cur, atomies never back down from aggression, and take tremendous pride in defeating and humiliating foes larger than themselves. Atomies find great pleasure in shoring up the odds in a fight against larger foes. They make use of their [reduce person](#) spell-like ability as an offensive measure, hoping to shock and humiliate humanoid opponents, giving them a chance to make a killing jab. Atomies employ their [invisibility](#) spell-like ability to get in close and make sneak attacks before darting back out of reach.

In lands thick with fey, atomies often serve as border sentries or bodyguards to nymphs, dryads, or other more powerful fey creatures. While atomies prove only

passable in their ability to defend such creatures, other fey accept their fealty out of respect and perhaps with a bit of mirth as well. Atomies enjoy their time as honor guards, but often grow bored and leave their posts in search of adventure.

These nimble creatures adore swordplay and practice with their blades endlessly. Atomies often travel their lands seeking adventure tinged with mischief. Sensitive to bullying and oppression, atomies revel in turning the tables on a cruel mayor or tormenting dishonorable mercenary bands. Atomies, enamored with tales of epic duels and the defeat of great evils, sometimes follow adventuring parties and eavesdrop on their nightly tales by the campfire. If a warrior in the group tends to boast of his swordplay, an atomie rarely resists the urge to humble him by sabotaging his equipment or invisibly reducing him and challenging him to a duel.

Atomies get along well with grigs, and it is not uncommon to see the two types of creatures banding together for defense or companionship. Some sages claim the two creatures share a past link, pointing out their similar insectile wings. Anyone questioning an atomie or grig about this theory is greeted with bouts of shrill tiny laughter. An atomie stands just under a foot tall and weighs 2 pounds.

## Elk CR 1

XP 400

N Medium animal

**Init** +3; **Senses** low-light vision; [Perception](#) +7

Defense

**AC** 13, touch 13, flat-footed 10 (+3 Dex)

**hp** 15 (2d8+6)

**Fort** +6, **Ref** +8, **Will** +2

Offense

**Speed** 50 ft.

**Melee** gore +3 (1d6+2), 2 hooves –2 (1d3+1)

Statistics

**Str** 14, **Dex** 17, **Con** 16, **Int** 2, **Wis** 15, **Cha** 7

**Base Atk** +1; **CMB** +3; **CMD** 16 (20 vs. trip)

**Feats** [Lightning Reflexes](#), [Run](#)<sup>B</sup>

**Skills** [Perception](#) +7

Ecology

**Environment** [cold](#) or temperate plains

**Organization** solitary, pair, or herd (3–50)

**Treasure** none

Elk range in great herds throughout the plains, hills, and forests of many wilderness areas. Their size, strength, and antlers allow them to contend with most of their environment's dangers, though herds generally favor flight to combat. Elk also prove exceptionally adaptable survivors, capable of living through severe weather changes without concern. Most breeds of elk stand between 3 and 5 feet tall and weigh between 350 and 550 pounds, with females far slighter than the males. Numerous species of elk exist. Some larger species can stand up to 6 feet tall at the shoulder and can be used as mounts by Medium humanoids; these elk have 3 Hit Dice and are Large. One particularly unusual species of elk, the river elk, is an excellent swimmer—these elk gain a swim speed of 30 feet. All elk of this size are CR 2 creatures.

## The Silverhex Chronicles: Colony

### Folloth Teag

(Local Celebrity CR 2)

XP 600

Human bard 3

LE Medium humanoid (human)

Init +1; Senses Perception +4

Defense

AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)

hp 20 (3d8+3)

Fort +2, Ref +4, Will +3; +4 vs. bardic performance, language-dependent, and sonic

Offense

Speed 30 ft.

Melee mwk dagger +4 (1d4–1/19–20)

Ranged dagger +3 (1d4–1/19–20)

Special Attacks bardic performance 10 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)

Bard Spells Known (CL 3rd; concentration +5)

1st (4/day)—[charm person](#) (DC 14), [cure light wounds](#) (DC 13), [hypnotism](#) (DC 14), [sleep](#) (DC 14)

0 (at will)—[daze](#) (DC 13), [detect magic](#), [light](#), [lullaby](#) (DC 13), [mage hand](#), [resistance](#)

Tactics

During Combat The bard uses bardic performance to bolster his entourage, and spells to impede enemies.

Statistics

Str 8, Dex 13, Con 12, Int 14, Wis 10, Cha 15

Base Atk +2; CMB +1; CMD 12

Feats [Skill Focus](#) (Bluff), [Spell Focus](#) (enchantment), [Weapon Finesse](#)

Skills [Appraise](#) +6, [Bluff](#) +11, [Diplomacy](#) +8, [Disguise](#) +8, [Intimidate](#) +6, [Knowledge](#) (arcana, nobility) +7, [Knowledge](#) (local) +9, Perception +4, [Perform](#) (act, dance) +8, [Perform](#) (sing) +7, [Sense Motive](#) +5, [Spellcraft](#) +8

Languages Common, Elven, Infernal

SQ bardic knowledge +1, versatile performance (act)

Combat Gear [potion of invisibility](#); Other Gear masterwork dagger, [bracers of armor](#) +1, 48 gp

Celebrity bards love the spotlight and their throngs of admiring fans.

### Enthralled Guards 2

(Brigand CR ½)

XP 200

Human warrior 2

NE Medium humanoid (human)

Init +1; Senses Perception +0

Defense

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 15 (2d10+4)

Fort +4, Ref +1, Will +0

Offense

Speed 30 ft.

Melee longsword +3 (1d8+1/19–20) or sap +3 (1d6+1 nonlethal)

Ranged longbow +3 (1d8/×3)

Tactics

During Combat The warrior snipes with arrows until her foes are close, then uses her sword. She hurls thunderstones at spellcasters, and tanglefoot bags at foes wearing heavy armor.

Statistics

Str 13, Dex 13, Con 12, Int 9, Wis 10, Cha 8

Base Atk +2; CMB +3; CMD 14

Feats [Point-Blank Shot](#), [Skill Focus](#) (Stealth)

Skills [Intimidate](#) +4, [Stealth](#) +6

Languages Common

Combat Gear [potion of cure light wounds](#), masterwork arrows (5), tanglefoot bags (2), thunderstone (2); Other Gear leather armor, longbow with 20 arrows, longsword, sap, 48 gp

A brigand has no sense of mercy, and is happy to kill for a handful of silver. Brigands waylay caravans, create illegal turnpikes on roads to collect tolls from travelers, attack noisy camps at night, and harass villages for protection money. They are easily routed but carry a grudge and remain a recurring problem until imprisoned or killed.

Many brigands are former soldiers who lacked the discipline to stay in the military or a mercenary company, and may even be deserters from a local or invading army. They rarely use group tactics, and form into gangs under the toughest member of the group, typically a grizzled mercenary (warrior 6).

## The Silverhex Chronicles: Crash

### Kellid Warriors (2)

**BRIGAND CR ½**

XP 200

**Human warrior 2**

NE Medium humanoid (human)

**Init** +1; **Senses** Perception +0

DEFENSE

**AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

**hp** 15 (2d10+4)

**Fort** +4, **Ref** +1, **Will** +0

OFFENSE

**Speed** 30 ft.

**Melee** longsword +3 (1d8+1/19–20) or sap +3 (1d6+1 nonlethal)

**Ranged** longbow +3 (1d8/×3)

TACTICS

**During Combat** The warrior snipes with arrows until her foes are close, then uses her sword. She hurls thunderstones at spellcasters, and tanglefoot bags at foes wearing heavy armor.

STATISTICS

**Str** 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +2; **CMB** +3; **CMD** 14

**Feats** Point-Blank Shot, Skill Focus (Stealth)

**Skills** Intimidate +4, Stealth +6

**Languages** Common

**Combat Gear** *potion of cure light wounds*, masterwork arrows (5), tanglefoot bags (2), thunderstone (2); **Other Gear** leather armor, longbow with 20 arrows, longsword, sap, 48 gp

A brigand has no sense of mercy, and is happy to kill for a handful of silver. Brigands waylay caravans, create illegal turnpikes on roads to collect tolls from travelers, attack noisy camps at night, and harass villages for protection money. They are easily routed but carry a grudge and remain a recurring problem until imprisoned or killed. Many brigands are former soldiers who lacked the discipline to stay in the military or a mercenary company, and may even be deserters from a local or invading army. They rarely use group tactics, and form into gangs under the toughest member of the group, typically a grizzled mercenary (warrior 6).

### Kellid Ragers (2)

**SAVAGE MERCENARY CR 1/2**

XP 200

**Human barbarian 1**

CN Medium humanoid (human)

**Init** +1; **Senses** Perception +5

DEFENSE

**AC** 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, –2 rage)

**hp** 17 (1d12+5)

**Fort** +6, **Ref** +1, **Will** +3

OFFENSE

**Speed** 30 ft.

**Melee** greatsword +6 (2d6+7/19–20) or heavy flail +6 (1d10+7/19–20)

**Special Attacks** rage (6 rounds/day)

TACTICS

**During Combat** The barbarian favors her greatsword and Power Attack when fighting monsters, but uses her flail against weapon-using foes to make disarm and trip combat maneuvers.

**Base Statistics** When not raging, the barbarian's statistics are **AC** 17, touch 11, flat-footed

16; **hp** 15; **Fort**+4, **Will**+1; **Melee** greatsword +4 (2d6+4/19–20) or heavy flail +4 (1d10+4/19–20); **Ranged** sling +2

(1d4+3); **Str** 17, **Con** 14; **CMB** +4; **Skills** Climb +3, Swim +3.

STATISTICS

**Str** 21, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +1; **CMB** +6; **CMD** 15

**Feats** Cleave, Power Attack

**Skills** Climb +5, Knowledge (nature) +4, Perception +5, Survival +5, Swim +5

**Languages** Common

**SQ** fast movement

**Combat Gear** *potion of cure light wounds*, *potion of remove fear*, alchemist's fire; **Other Gear** breastplate, greatsword, heavy flail, sling with 10 bullets, 5 gp  
This cold, merciless barbarian fights for gold and glory.

## The Silverhex Chronicles: Webs

### SPIDER, GIANT

*A spider the size of a man crawls silently from the depths of its funnel-shaped web.*

**XP 400**

N Medium [vermin](#)

**Init** +3; **Senses** darkvision 60 ft., [tremorsense](#) 60 ft.; [Perception](#) +4

DEFENSE

**AC** 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

**hp** 16 (3d8+3)

**Fort** +4, **Ref** +4, **Will** +1

**Immune** mind-affecting effects

OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** bite +2 (1d6 plus [poison](#))

**Special Attack** [web](#) (+5 ranged, DC 12, hp 2)

STATISTICS

**Str** 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +2; **CMB** +2; **CMD** 15 (27 vs. trip)

**Skills** [Climb](#) +16, [Perception](#) +4 (+8 in webs), [Stealth](#) +7 (+11 in webs); **Racial Modifiers** +4 [Perception](#), +4 [Stealth](#) (+8 in webs), +16 [Climb](#)

ECOLOGY

**Environment** any

**Organization** solitary, pair, or colony (3–8)

**Treasure** incidental

SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC

14; *frequency* 1/round for 4 rounds; *effect* 1d2

Strength *damage*; *cure* 1 save.

The statistics above are for a web-spinning spider.

Hunting spiders lose the web ability but gain a +8 racial modifier on [Acrobatics](#) checks. All giant spiders have a +2 racial bonus on poison save DCs.

## The Silverhex Chronicles: Silverhex

### Vessel Between Sniper

#### TOWN WATCHERCR 1

XP 400

#### Halfling ranger 2

LN Small humanoid (halfling)

**Init** +3; **Senses** Perception +8

#### DEFENSE

**AC** 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)

**hp** 15 (2d10)

**Fort** +4, **Ref** +7, **Will** +2; +2 vs. fear

#### OFFENSE

**Speed** 20 ft.

**Melee** short sword +4 (1d4+1/19–20)

**Ranged** mwk shortbow +7 (1d4/x3)

**Special Attacks** favored enemy (fey +2)

#### TACTICS

**During Combat** The ranger shoots at opponents who attempt to harm innocents or his allies. If trying to capture someone alive, he uses a tanglefoot bag. If trying to disperse a hostile crowd, he throws a thunderstone.

#### STATISTICS

**Str** 12, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 10

**Base Atk** +2; **CMB** +2; **CMD** 15

**Feats** Point-Blank Shot, Precise Shot

**Skills** Acrobatics +7 (+3 when

jumping), Climb +8, Diplomacy +1, Intimidate +4, Knowledge (geography, nature) +5, Knowledge (local) +2, Perception +8, Stealth +12, Survival +6, Swim +5

**Languages** Common, Halfling

**SQ** track +1, wild empathy +2

**Combat Gear** *potions of cure light wounds*, tanglefoot bags (2), thunderstone; **Other Gear** masterwork studded leather, masterwork shortbow with 20 arrows, short sword, 84 gp

The town watcher protects a settlement from hostile creatures.

### Vessel Between Striker

#### BULLYING BRAWLERCR 1

XP 400

#### Human monk 2

LE Medium humanoid (human)

**Init** +5; **Senses** Perception +7

#### DEFENSE

**AC** 14, touch 14, flat-footed 12 (+1 Dex, +1 dodge, +2 Wis)

**hp** 17 (2d8+5)

**Fort** +5, **Ref** +4, **Will** +5

**Defensive Abilities** evasion

#### OFFENSE

**Speed** 30 ft.

**Melee** unarmed strike +5 (1d6+4) or mwk nunchaku +6 (1d6+4) or mwk nunchaku flurry of blows +4/+4 (1d6+4)

**Ranged** light crossbow +2 (1d8/19–20)

**Special Attacks** flurry of blows, stunning fist (2/day, DC 13)

#### TACTICS

**Before Combat** The monk drinks his *potions of bull's strength* if facing more than two opponents.

**During Combat** The monk uses flurry of blows whenever possible, especially against opponents successfully affected by his stunning fist. If reduced to 5 hit points or fewer, he withdraws to drink one of his *potions of cure light wounds* before returning to the fray.

**Base Statistics** Without *bull's strength*, the monk's statistics are **Melee** unarmed strike +3 (1d6+2) or mwk nunchaku +4 (1d6+2) or flurry of blows (nunchaku) +2/+2 (1d6+2); **Str** 15; **CMB** +3; **CMD** 17.

#### STATISTICS

**Str** 19, **Dex** 12, **Con** 15, **Int** 8, **Wis** 14, **Cha** 10

**Base Atk** +1; **CMB** +5; **CMD** 19

**Feats** Blind-Fight, Dodge, Improved Initiative, Improved Unarmed Strike, Scorpion Style, Stunning Fist

**Skills** Acrobatics +5, **Bluff** +1, Intimidate +5, Perception +7, Sense Motive +7, Stealth +5

**Languages** Common

**Combat Gear** *potions of bull's strength*, *potions of cure light wounds* (2), acid (2); **Other Gear** light crossbow with 20 bolts, masterwork nunchaku, 23 gp

Bullying brawlers are often sent to confront those who cross an order of monks. They are relentless in their pursuit of vengeance.