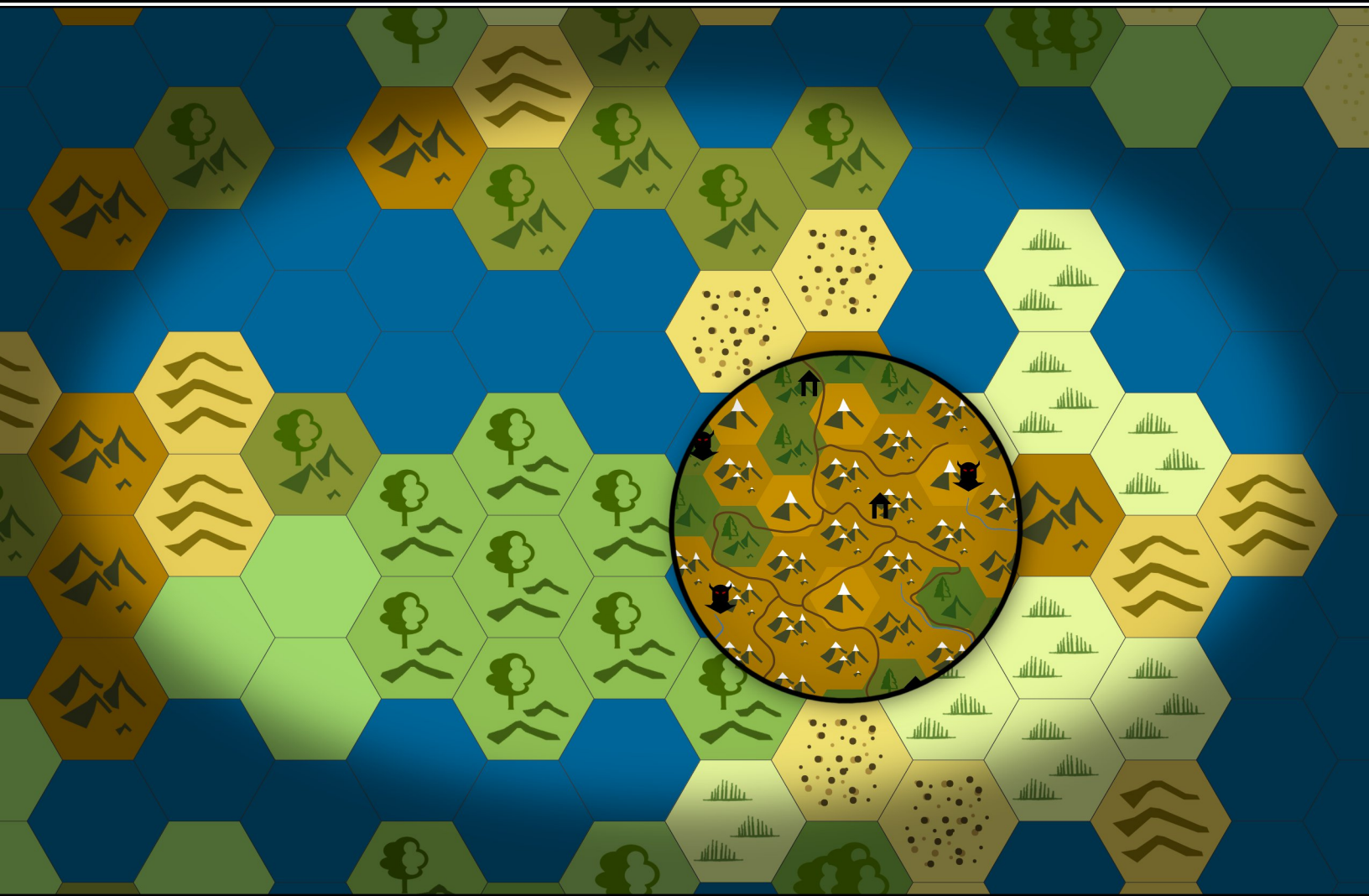


Hexed Places

Pass of Horns



Created by Mark A. Thomas





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Pass of Horns

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Created by **Mark A. Thomas**

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Artists

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About Hexed Places

Hexed Places are outdoor locations and encounters based on the classic six-mile hex format and OSR sensibilities. Use these locales as a quick side adventure, to fill a blank spot in your campaign sandbox, or expand upon them to create a multi-session campaign. Each Hexed Places includes a regional overview; expanded one-mile per hex maps for players and GMs; encounter tables, treasure information, and rumor lists; and descriptions of locations, encounters, and features within the hex.



Contents and Usage

Player and GM Maps

The maps offer a detailed look at the region at a one-mile per hex scale. The player version of the map does not include roads/trails or locale icons.

Introduction and Rumors

This section provides a broad overview of the region, outlining major physical features and obstacles. It also includes a set of rumors that may or may not provide accurate information about the area.

Locations

The major sites in the region are detailed in this section. Each location is referenced by hex coordinates and a name. Locations are ordered by their coordinates, northwest to southeast.

Encounters

This table reflects the typical creature population of the hex. Its primary purpose is to provide wandering monster encounters, but you can use it to fill in blank spaces on the map or as a tool for populating nearby locales.

Extras

The Extras section details any unique creatures, treasures, or magic items mentioned in the text. It also includes any tables referenced in the main document.

Stat Blocks

All creatures and NPCs in Hexed Places include simple stat blocks as a standard frame of reference. Here is a sample:

Orc (5) - AC 6 (13), HD 1, #AT 1, D 1d6, MV 9

Hate the sun. Treasure: 2d6 GP, 2d6 SP each.

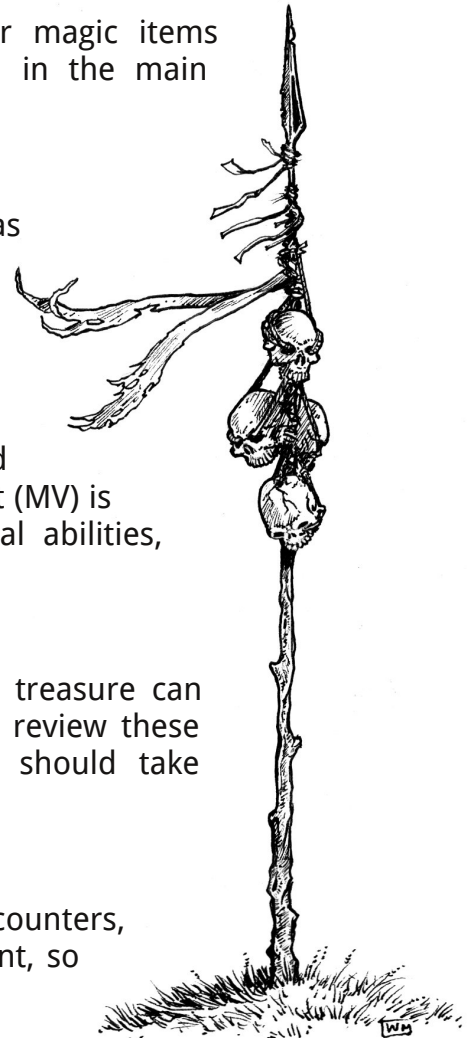
This stat block represents five, one hit-die Orcs. Armor Class (AC) values are given as descending (ascending). An unarmored character is AC 9 (10) and chainmail provides AC 5 (14). Movement (MV) is given in generic units. Unburdened humans are MV 12. Special abilities, class/level, and treasure are appended as needed.

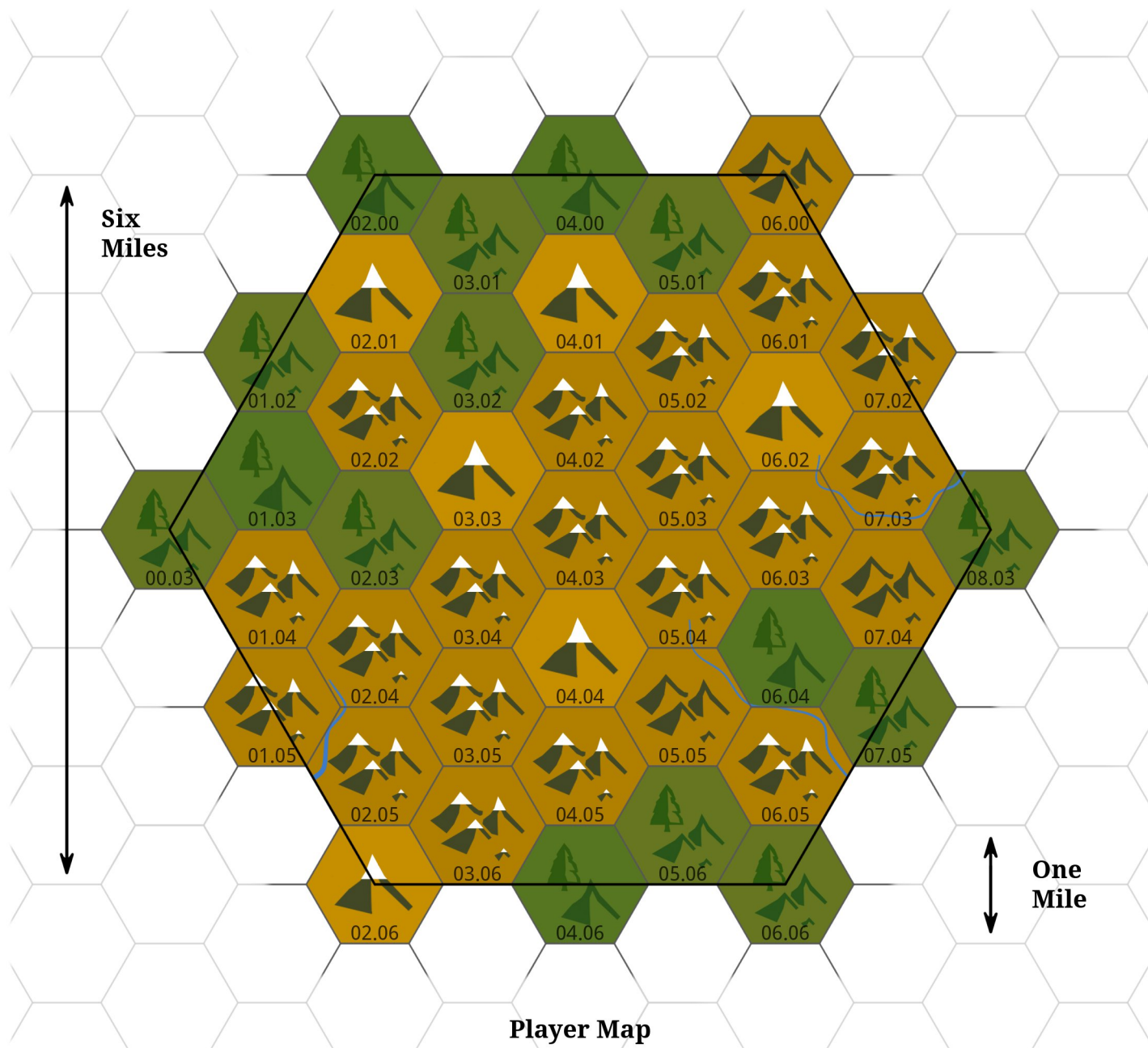
Treasure

Creature and locale descriptions include treasure listings. Since treasure can have a major impact on the campaign, the GM should carefully review these listings and adjust them to suit their game. Intelligent foes should take advantage of any useful treasure they carry.

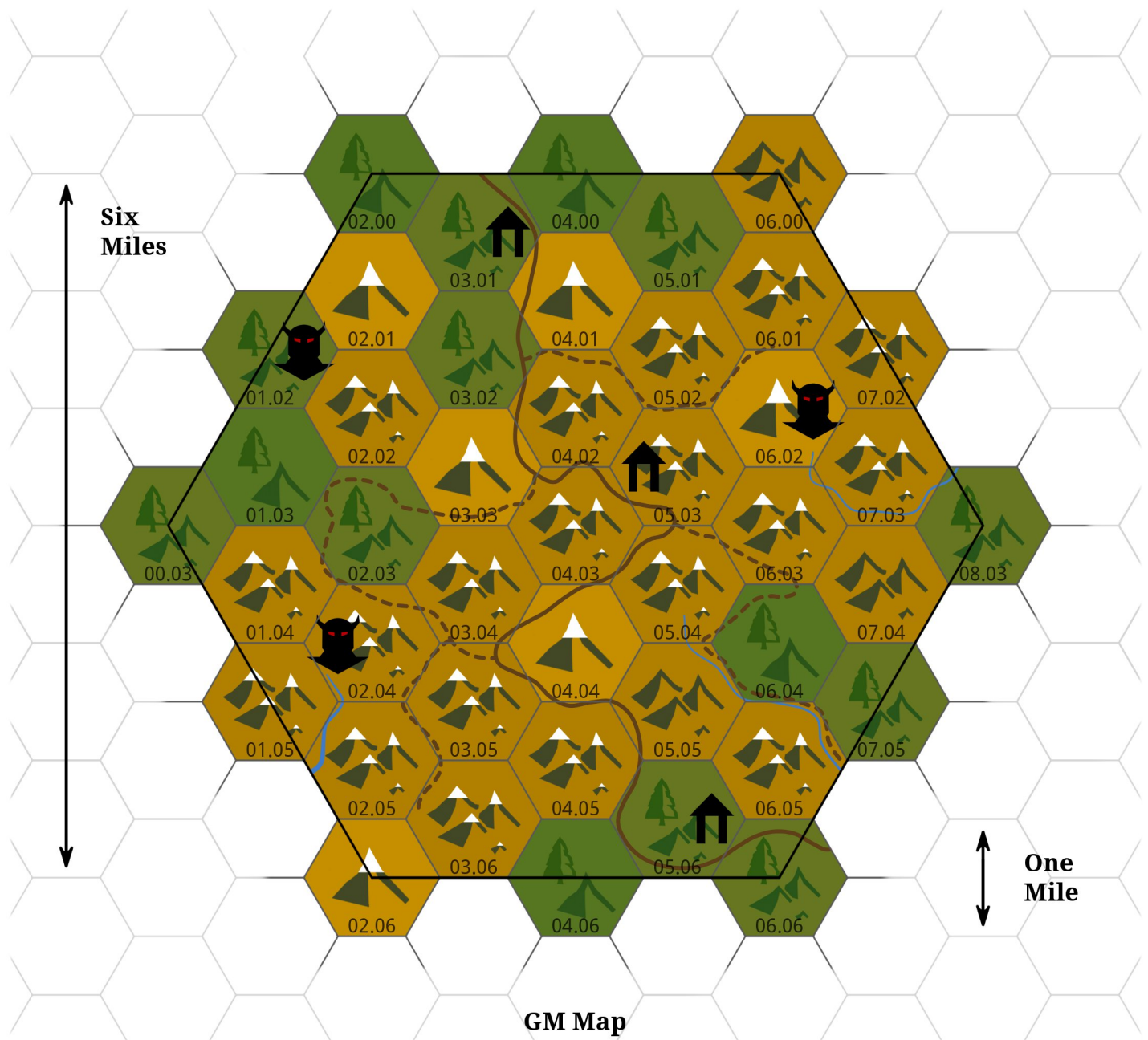
Experience

Hexed Places does not provide experience point values for encounters, foes, or treasure. Experience is very system- and group-dependent, so it's left in the hands of the GM.





Notes:



Notes:

Introduction

This mountain range is both a physical and political barrier, and the Pass of Horns is one of the few places where people can cross from one side to the other. Three outposts, **North Watch (Hex 03.01)**, **Peak Watch (Hex 05.03)**, and **Woodway (Hex 05.06)**, guard the main trail leading through the pass. The central trail circles the base of **Horn Peak (Hex 04.04)**, a climbing challenge for thrill-seekers. Side trails offer adventurous or circumspect travelers routes that avoid official impediments, but they all have hazards of their own. One of the side trails also leads to **Icefall (Hex 03.06)**, a waterfall that purportedly has magical properties.

Rumors

A horrible beast roams the mountains southwest of **Horn Peak**, and few travelers make it around the western trail loop.

Weird, primitive humans inhabit the high places. They are hostile to travelers.

Giant mountain sheep roam the icy slopes that surround the **Pass of Horns**.

The eastern trail is a dead end, but there is a smuggler's path that leads away south.

Hunters pursue the giant mountain sheep, taking hides and horns as trophies.

If you get lost in the mountains, use **Horn Peak** to orient yourself.

When the white mist comes, build a fire and don't stray from its light.

The primitives ride the giant mountain sheep that live in the mountains.

The pool at **Icefall** is magical. It can heal the sick and the lame.

The guards at the watch stations are a mixed bag. Some are honest; others are not.

Expect no aid if you attempt to cross the pass during the winter months.

About the Watch Stations

The Pass of Horns crosses a political border. You should determine the relative attitudes of the two governments and set the ownership of and behavior of the guards at **North Watch (Hex 03.01)**, **Peak Watch (Hex 05.03)**, and **Woodway (Hex 05.06)** accordingly. Perhaps the watch station guards collect tolls, check for contraband, offer currency exchange, or issue travel documents. You should also link the affiliations of patrols and trailblazers (see **Encounters**) to the owners of the relevant stations. The trail system is convoluted and offers travelers routes that bypass the stations, so consider how doing so might affect logistics and legalities in territories beyond the border.

The Trails

The trails marked on the GM map are wide enough to accommodate walkers or pack animals but too narrow for carts or wagons. Trailblazers maintain the main route (solid line), while maintenance of the side trails (dashed line) is hit or miss. The pass is open from mid-Spring through early Autumn. During the coldest months, travelers risk their lives when attempting the crossing, and **Peak Watch (Hex 05.03)** is closed. Blazes consisting of one large and one or more small heaps of stones mark the trails. Each small pile indicates the direction of a downhill route relative to Peak Watch. An **X** marked on the bottom of the topmost stone of a pile denotes a hazard or blockage on the trail ahead.

Locations

Giant Wolverine Den (Hex 01.02)

Several faint game trails crisscross this area, and some lead to a mountainside cave that is home to a giant wolverine. Unlike its smaller, mundane cousins who are generally carrion eaters, this creature is an aggressive hunter, and its range covers most of the **Pass of Horns**, as well as areas to the north and west. The horrible predator pursues and attacks anything it views as prey, although it usually leaves any yetis it encounters alone. See the **Yeti Lair (Hex 02.04)**.

Wolverine, Giant (1 or 2), AC 4 (15), HD 5+5 #AT 3, D 1d4+2/1d4+2/1d6+3, MV 15

Stealthy. Clever. Fierce (+3 to hit). Musky stench attack. Treasure: 500 GP pelt.

The creature's cave den is half-buried beneath a tangle of fallen trees and boulders, leftovers from an avalanche. The hidey-hole reeks of decay, but anyone brave enough to search through the shattered bones and torn rags heaped within will find treasure: 850 GP in mixed coins, a packet of valuable spices, miraculously intact, worth 200 GP, 3 +1 crossbow bolts, and half a pair of boots of levitation. The other boot lies buried in mud and rubble at the bottom of a nearby slope.

Sacrifice Stone (Hex 01.04)

A faint side path leads here from the marked trail loop. Yetis from the **Yeti Lair (Hex 02.04)** leave food offerings for the giant wolverine from the **Giant Wolverine Den (Hex 01.02)** on a wide, flat stone. Broken and gnawed bones lie scattered around the rock, and there is a 15% chance of finding a skinned beast carcass here. Encounters here are with the giant wolverine or yeti hunters (see **Encounters**).

Yeti Lair (Hex 02.04)

A tribe of primitive yetis inhabit a cave network located on the south face of a mountain ridge. A narrow stream flows out of the cave mouth, trickling down the cliff face before winding away through a valley to the south. The yetis hunt the giant mountain sheep that inhabit the mountains and appease the giant wolverine from the **Giant Wolverine Den (Hex 01.02)** by leaving a portion of their kills at the **Sacrifice Stone (Hex 01.04)**.

Yeti (1d4 or 3d6), AC 6 (13), HD 4+4, #AT 2 claws or weapon, D 1d6/1d6 or spear/axe, MV 12

Tribal hunter. Cold immune. Snowy camouflage. Gaze of fear. Hug attack.

Treasure: 4d6 GP trinkets.

There are about 35 yetis in this clan, with one-third that number being non-combatant young who flee if threatened (automatically provoking hostile responses from yeti adults). In addition to the crude trinkets, primitive axes, and spears they carry, the yetis have a cache of 6+1d10 tanned giant mountain sheep hides and 6+1d6 horned skulls worth 50-75 GP each. They also have 6+1d6 well-preserved fur pelts worth about 250 GP each.

The tribe members avoid contact with travelers, but if they're provoked, they fight using hit-and-run and ambush tactics. However, the yetis will also trade if approached with peaceful intent, offering hides and giant mountain sheep skulls in trade. They desire unusual foodstuffs, steel weapons (preferring axes and spears), and shiny trinkets. About half the adult yetis speak a crude form of the common tongue.

Locations (continued)

North Watch (Hex 03.01)

A stone tower guards the entrance to the series of interconnected caves that serve as barracks, offices, kitchen, and common area for the guards stationed here. The tower sits atop a rise, giving it a good view of the trail that runs along the base of the slope. Next to it, there is a small stable with a hayloft and a large storage area. A hut by the trail shelters the on-duty guards. The surrounding wooded slopes show many stumps where guards have cut trees for firewood.

The station has a complement of 24 guards, four sergeants, and two officers (one junior to the other). The guards maintain a three-person watch at the trail and station another guard on the tower roof or outside the tower entrance. There is usually a mule in the stable, and the stable storeroom holds trailblazer supplies (markers, ice picks, snowshoes, outerwear, etc.). There are additional stores in the cave complex. There is a 20% chance a party of 1d6 trailblazers is here, and a 15% chance that a resupply party consisting of eight guards, a sergeant, a junior officer, two drovers, and three to five mules laden with supplies is here. See **Extras** for information about guards, sergeants, and officers.

In addition to the personal treasure carried by each guard, there is an iron chest in the paymaster's office that holds 450 GP in mixed coin. A strongbox in the trailside hut contains collected tolls, 20 GP in mixed currency. The officers and the senior sergeant have keys.

Icefall (Hex 03.06)

The trail here ends at the bottom of a sheer, 200-foot cliff. Water jets from a cave near the top of the precipice, forming an energetic waterfall that coats the rock face with sheets and spires of ice before splashing into a deep pond below. Oddly, there is no visible outflow from the pool. A hidden crevice in the bottom of the basin drains into a chilly cave system beneath the cliff. If someone with woodcraft examines the snowy slopes around the pool, they'll discover the faint trails that lead to and from the pond. Some of these trails lead to the **Yeti Lair (Hex 02.04)**; others go south and eventually lead into the lower slopes and forested hills there.

Each round a character spends bathing in the waters of the pool inflicts 1d4 cold damage but also has a 1 in 6 chance of curing any mundane or magical disease that afflicts them.

Horn Peak (Hex 04.04)

This solitary prominence is the highest point of the mountain range. By some accounts, the spike-like, granite peak gives the pass its name. Local guides will warn travelers to be quiet as they follow the trail that winds around the mountain's base to avoid triggering avalanches. Thrill-seekers sometimes visit the area to climb the peak. There is a 1 in 6 chance that avalanches have destroyed trail markers in this area.



Locations (continued)

Peak Watch (Hex 05.03)

Though it is only open part of the year, this outpost has substantial fortifications and is the largest of the three stations. A 40-foot long, 15-foot high stone wall with two small watchtowers closes the gap between two imposing cliffs. The main trail runs through a wide gate in the center of the wall. An enclosed compound south of the wall and west of the path contains the barracks, stables, a storehouse, and offices. Stairs within lead to the top of the gap wall and the platforms atop the watchtowers. There are several huts scattered along the opposite side of the trail that travelers can use, first come, first served.

The station is closed during the coldest months. The gate in the wall is locked open, and the huts are unlocked. The compound is secured, with spells and traps sealing the doors and gates.

When open, Peak Watch has a complement of 24 guards led by four sergeants and three officers: two junior, one senior. The guards keep two or three mules they use to haul firewood and water. There's a 20% chance 1d4 trailblazers with a mule or two are staying in the barracks, and a 15% chance a resupply party consisting of 12 guards, two sergeants, a junior officer, three or four drovers, and a half-dozen mules are here. See **Extras** for information about guards, sergeants, and officers.

When the station is closed, the only valuables stored here are some non-perishable supplies: lamps, firewood, blankets, and tools. While occupied, an iron chest with a poison needle trapped lock holds the station's pay and collected tolls, 800 GP in mixed coin. The officers all have keys.

Woodway (Hex 05.06)

This tiny outpost is little more than a barracks with a few extra rooms that serve as kitchens, common areas, offices, and storage for the guards assigned here. The guardhouse and a small stable with three stalls and a hayloft form two sides of a squarish yard. An 8-foot tall palisade encloses the remaining sides. Two guards are usually on duty on the flat roof of the barracks, which overlooks the trail and the cleared land around the outpost. Two more stand watch at a trailside hut.

The station's standard complement is 18 guards led by three sergeants and a junior officer. There is a 15% chance that 1d4 trailblazers are making temporary use of the barracks as well, in which case, there is likely a mule in the stables. There is a 10% chance that a resupply party consisting of six guards, a sergeant, two drovers, and two to four mules is here as well. See **Extras** for information about guards, sergeants, and officers.

The paymaster's chest for this station holds about 350 GP in mixed coin, with another 15 GP, also in mixed currency, held at the trailside hut. The officer and senior sergeant have keys.

Trail's End (Hex 06.01)

This trail splits several times, and then each branch peters out amid several short, rocky peaks. The steep slopes and stony spires hide a relatively clear pass that leads north-northwest, eventually finding its way into the lower elevations there. Two side paths meander south, crossing and recrossing. One ultimately leads to the **Frost Giant Lair (Hex 06.02)**; the other disappears beneath a rockfall. Any random encounter in this area is with frost giants or winter wolves (see **Encounters**).

Locations (continued)

Frost Giant Lair (Hex 06.02)

The solitary snow-covered peak, **Whitefang**, is home to four frost giants (siblings). They, along with their winter wolf pets, occupy a small network of ice-filled caves on the mountain's northern slope. During the day, there is a 50% chance that one or two of the giants is out hunting with 1d4 winter wolves. At night, all giants are here, but 1d6 winter wolves are out roaming.

Roaming giants ambush travelers at **Trail's End (Hex 06.01)** or follow the stream that trickles out of the cave to the lower slopes to the southeast and terrorize the scattered lumber and mining camps there. Occasionally, they waylay smugglers on the **Ankle Breaker (Hex 06.04)**. Their winter wolf pets roam further afield and can be encountered anywhere in the region. The giants are only interested in looting passing travelers and feasting on their remains. A strong party might be able to negotiate with them, but the giants will quickly renege on any deal if they spot weakness.

Frost Giant (4), AC 4 (15), HD 10+4, #AT 1, D 4d6 club or 2d10 hurled boulder, MV 12

Murderous brutes. Cold immune. Massive strength. Treasure: 1d6x500 GP mixed coins

Wolf, Winter (10), AC 5 (14), HD 6, #AT 1, D 2d4 bite or 6d4 frost breath, MV 18

Cold immune. Fire vulnerability. Intelligent Treasure: snow-white pelts, 5,000 GP

In addition to personal treasure, the giants have several caches of valuables hidden in their caves. A pit beneath a huge boulder holds 1,750 GP in mixed coins. A deep crevice in an unused cave hides a pouch containing 15 gems (6x250 GP, 3x500 GP, 2x1,000 GP, 3x2,500 GP, and 1x5,000 GP). The giants use captured furs as bedding, and there are some valuable but dirty pieces there (1,000 GP in pelts). A heap of broken and rusted weapons in an alcove hides a +2 short bow and bracers of AC 4.

The Ankle Breaker (Hex 06.04)

A poorly maintained trail winds through a valley strewn with ice-covered boulders. The path appears to vanish when it reaches the stream that flows out of **Hex 05.04**, but it reappears a half-mile downstream and becomes much easier to traverse. The smugglers that use this route reverse the trail markers on the southern section of the trail to confuse travelers. They also set natural-looking traps along the trail. There is a 1 in 6 chance that a passing traveler will set off a trap and suffer a debilitating but minor injury (1d4 damage, limited movement).



Encounters (roll 1d20)

1-2 Ice Worms (treat as winter wolves during warm seasons)

These armored carnivores are 20 feet long and have centipede-like legs with tough digging claws. They burrow through ice and packed snow, following vibrations and sound. Ice worms strike like snakes once they rise to the surface, using their extensible forelimbs to rend and grab their victims. They also spit globs of blood that freeze flesh up to 60 feet.

Ice Worm (1d2), AC 3 (16), HD 5+5 #AT 1, D 2d6 claws or 3d6 icy blood, MV 12 / 6 burrowing
Cold heals. Vulnerable to fire. Vibration sense. Treasure: Alchemical blood, 500 GP.

Ice worms hibernate during the warm season and carry no treasure, but their icy blood is a valuable alchemical ingredient. A single flask is worth 500 GP.

3-4 Winter Wolves

Wolves from the **Frost Giant Lair (Hex 06.02)** are out hunting. They are aggressive predators, but smart enough to flee if sorely pressed. The intelligent wolves will warn the frost giants if they encounter a significant threat. Remove any slain wolves from the giant lair encounter.

Wolf, Winter (10), AC 5 (14), HD 6, #AT 1, D 2d4 bite or 6d4 frost breath, MV 18
Cold immune. Fire vulnerability. Intelligent Treasure: snow-white pelts, 5,000 GP

5-7 Patrol

Station guards on foot patrol the trails. They speak with any group they encounter. They will render aid if necessary, but they do not carry extensive rescue gear. See **Extras** for information about various guards, sergeants, and officers.

8-10 Giant Mountain Sheep

These magnificent beasts roam the mountains, quickly traversing steep slopes and rocky faces that would challenge a well-prepared rock climber. Hunters pursue these herd animals, and their horns and hides make valuable trophies.

Mountain Sheep, Giant (2d4), AC 6 (13), HD 4, #AT 2 or 1 D 2x1d4 hooves or 2d12 horns, MV 15
Sure-footed. Cold-resistant. Follow the herd. Treasure: 50-75 GP hide and horns.

11-12 Sheep Hunters

Hunters pursue the giant mountain sheep (see **Encounters**) that inhabit the region. They are generally friendly to other travelers (less so to other hunters). There is a 25% chance the group was successful and is carrying 2d4 hides and horns worth 50-75 GP each in addition to personal treasure. Most groups have one or two mules loaded with camping gear and trophies.

Hunters (2d4), AC 7 (12), HD 2+1, #AT 1, D spear or longbow, MV 12
Woodwise. Stealthy. Treasure: weapons, 10 SP, 5 GP each.

13 Whiteout

Thick, icy mist reduces all forms of vision to a few feet. Halve movement and travel speed. Travelers have a 1 in 6 chance of suffering an accident that does 1d6 damage for each half-mile traveled, and a 4 in 6 chance of becoming lost. The whiteout lasts 2d10 hours.

Encounters (continued)

14 Living Mist

This elemental creature of ice and air looks like a huge patch of thick fog. It envelops travelers, acting as a whiteout (see **Encounters**). Victims must save versus magic each turn or suffer 1d6 cold damage. The mist is immune to physical damage, but protection from evil hedges it out.

Living Mist (1), AC 0, HD 16, #AT special D special, MV 12

Insubstantial. Chill aura. Immune to cold and physical damage. Vulnerable to fire.

15-16 Yeti

Yetis travel in small hunting groups or, if angered, warbands. Hunters are cautious and evasive. Warbands are aggressive and set ambushes that take advantage of yeti camouflage. See the **Yeti Lair (Hex 02.04)** for further behavior details. Remove slain yetis from the lair.

Yeti (1d4 or 3d6), AC 6 (13), HD 4+4, #AT 2 claws or weapon, D 1d6/1d6 or spear/axe, MV 12

Tribal hunter. Cold immune. Snowy camouflage. Gaze of fear. Hug attack.

Treasure: 4d6 GP trinkets.

17 Giant Wolverine

The beast from the **Giant Wolverine Den (Hex 01.02)** is hungry and aggressive. It attempts to take down a single party member, and then drags them off to feed.

Wolverine, Giant (1 or 2), AC 4 (15), HD 5+5 #AT 3, D 1d4+2/1d4+2/1d6+3, MV 15

Stealthy. Clever. Fierce (+3 to hit). Musky stench attack. Treasure: 500 GP pelt.

18 Frost Giants (northeast quadrant only, treat as yeti elsewhere)

Giants from the **Frost Giant Lair (Hex 06.02)** are out hunting with their winter wolf pets. The giants are familiar with the surrounding terrain and set ambushes for the unwary. If sorely pressed, they attempt to negotiate. Remove slain giants and wolves from the lair.

Frost Giant (4), AC 4 (15), HD 10+4, #AT 1, D 4d6 club or 2d10 hurled boulder, MV 12

Murderous brutes. Cold immune. Massive strength. Treasure: 1d6x500 GP mixed coins

Wolf, Winter (10), AC 5 (14), HD 6, #AT 1, D 2d4 bite or 6d4 frost breath, MV 18

Cold immune. Fire vulnerability. Intelligent Treasure: snow-white pelts, 5,000 GP

19-20 Trailblazers

Trailblazers maintain the local trails and work for one of the political entities that border the region. They do not enforce the law, leaving that to the guard patrols. Trail masters lead 75% of these groups. They usually travel with mules loaded with equipment and camping gear.

Trailblazer (1d6), AC 7 (12), HD 1, #AT 1, D long sword or bow, MV 12

Woodwise. Trustworthy guide. Treasure: 2d10 GP

Trail Master (1), AC 6 (13), HD 3, #AT 1, D long sword or bow, MV 12

3rd level ranger. Woodwise. Trustworthy guide. Treasure: 3d10 GP

Extras

Way Station Guards and Officers

Use the stat blocks below to create the garrisons for each way station in the Pass of Horns.

Guards

Militia Guard (1), AC 5 (14), HD 1+1, #AT 1, D long sword or crossbow, MV 12

Trained combatant. Bored with duty. Treasure: 2d6 SP, 2d6 GP.

Veteran (1), AC 7 (12), HD 2+1, #AT 1, D spear, short sword, or short bow, MV 12

Skilled combatant. Fast and alert. Treasure: 2d6 SP, 4d6 GP.

Sentinel (1), AC 4 (15), HD 3+3, #AT 1, D long sword, javelin, or spear, MV 12

3rd fighter. Squad champion. Something to prove. Treasure: 2d6 SP, 4d6 GP.

Conscript (1), AC 8 (11), HD 1+1, #AT 1, D short sword or crossbow, MV 12

Unwilling and unreliable. Shady dealings. Treasure: 2d6 SP, 2d6 GP.

Recruit (1), AC 5 (14), HD 1+2, #AT 1, D short sword or spear, MV 12

Eager. Unsteady. Diligent. Treasure: 2d6 SP, 1d6 GP.

Mercenary (1), AC 6 (13), HD 2+1, #AT 1, D long sword or short bow, MV 12

Dutiful. Seen it all. Willing to deal. Treasure: 2d6 SP, 2d6 GP.

Dwarf Warrior (1), AC 4 (15), HD 1+3, #AT 1, D battle ax or heavy crossbow, MV 6

Efficient. Skilled combatant. Alert. Treasure: 2d6 SP, 3d6 GP.

Elf Scout (1), AC 7 (12), HD 1, #AT 1, D long sword or longbow, MV 12

1st ranger. Observant. At the rear. Uninvolved. Treasure: 2d6 SP, 2d6 GP.



Extras (continued)

Way Station Guards and Officers (continued)

Sergeants

Aged Veteran (1), AC 5 (14), HD 2+1, #AT 1, D long sword or crossbow, MV 12
Seen it all. Local expert. Cautious. Treasure: 2d6 SP, 2d6 GP.

Sycophant (1), AC 5 (14), HD 2+1, #AT 1, D long sword or crossbow, MV 12
Disliked by the squad. Blustering. Has secret info. Treasure: 2d6 SP, 3d6 GP.

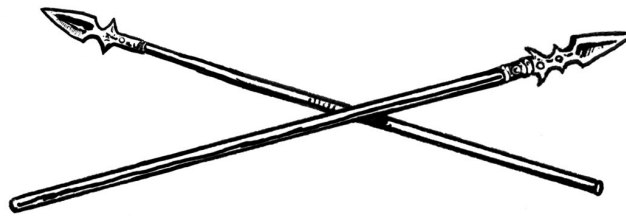
Master Sergeant (1), AC 4 (15), HD 5, #AT 1, D spear, short sword, or crossbow, MV 12
5th fighter. Tough but fair. Takes no bull. Treasure: 2d6 SP, 3d6 GP.

Squad's Friend (1), AC 5 (14), HD 2+1, #AT 1, D long sword or crossbow, MV 12
3rd fighter. Gambling problem. In debt. Treasure: 2d6 SP, 1d6 GP.

Dwarf Veteran (1), AC 3 (16), HD 5+5, #AT 2/1, battle ax or crossbow, MV 6
5th fighter. Surly. Functional drunk. Treasure: 2d6 SP, 3d6 GP.

Elf Ranger (1), AC 6 (13), HD 3+3, #AT 1, spear, long sword, or longbow, MV 12
3rd ranger. Aloof. Sharp temper. Ulterior motive. Treasure: 2d6 SP, 3d6 GP.

Medic (1), AC 4 (14), HD 3, #AT 1, mace, MV 12
3rd cleric. Supportive leader. Behind the scenes operator. Treasure: 2d6 SP, 2d6 GP.



Officers

Administrator (1), AC 8 (11), HD 2+1, #AT 1, long sword, MV 12
Officious. Keeps the gears turning. No leader. Treasure: 2d6 SP, 3d6 GP.

From the Ranks (1), AC 5 (14), HD 3+2, #AT 1, short sword, spear, or crossbow, MV 12
3rd fighter. Popular. Effective leader. Skilled combatant. Treasure: 2d6 SP, 3d6 GP.

Retiring Soon (1), AC 3 (16), HD 4+2, #AT 1, long sword or crossbow, MV 12
4th fighter. Tricky tactician. Respected. Skilled combatant. Treasure: 2d6 SP, 3d6 GP.

Young Blood (1), AC 5 (14), HD 2+2, #AT 1, long sword or crossbow, MV 12
2nd fighter. Something to prove. Fresh from the academy. Treasure: 2d6 SP, 3d6 GP.

Dictator (1), AC 4 (15), HD 4+2, #AT 1, long sword or crossbow, MV 12
4th fighter. Unfriendly. Disliked. Tactician. Treasure: 2d6 SP, 3d6 GP.

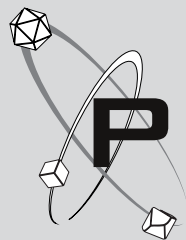
Extras (continued)

Assorted Names

Use these for specific guards or anyone else who needs a name.

Kornelis	Bratkje	Eriko	Bihan	Charupa
Pyrrhod	Bonde	Miya	Gar	Divo
Sergios	Rasick	Orika	Bilior	Adun
Helle	Vig	Kagome	Earleen	Viryanath
Amina	Zajicek	Bronicka	Bristi	Shobhana
Kephort	Noberg	Azusa	Uralde	Virachat
Joachi	Heggenser	Harui	Mattha	Ruiz
Paradan	Rolfso	Yuyu	Jakuaga	Dutara
Nikosk	Laurica	Tartalo	Meredi	Ondoro
Rava	Ambrufo	Desimir	Rocco	Karry
Kilda	Gabea	Zorica	Pushta	Guri
Ayan	Patant	Gergori	Hierisa	Aran
Mikael	Cifio	Desimi	Theoph	Emelyn
Ola	Bino	Sengrat	Vasuda	Jaizki
Arnelisan	Mardo	Miljenk	Pampakala	Faxi
Munon	Mahmana	Vlastimil	Varjitac	Ramie
Cordi	Teo	Barroz	Yajaya	Gudrod
Aya	Orena	Zohiar	Agripu	Thone
Savier	Cariel	Lehe	Rhodita	Janina
Unat	Erena	Gutz	Mochar	Idurre
Ribur	Kitako	Urdaspa	Shamala	Gilena

Shameless plug: If you need more name lists, check out the **Library of Names**, a PDF bundle with more than 1,100 names in easy-to-reference tables.



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