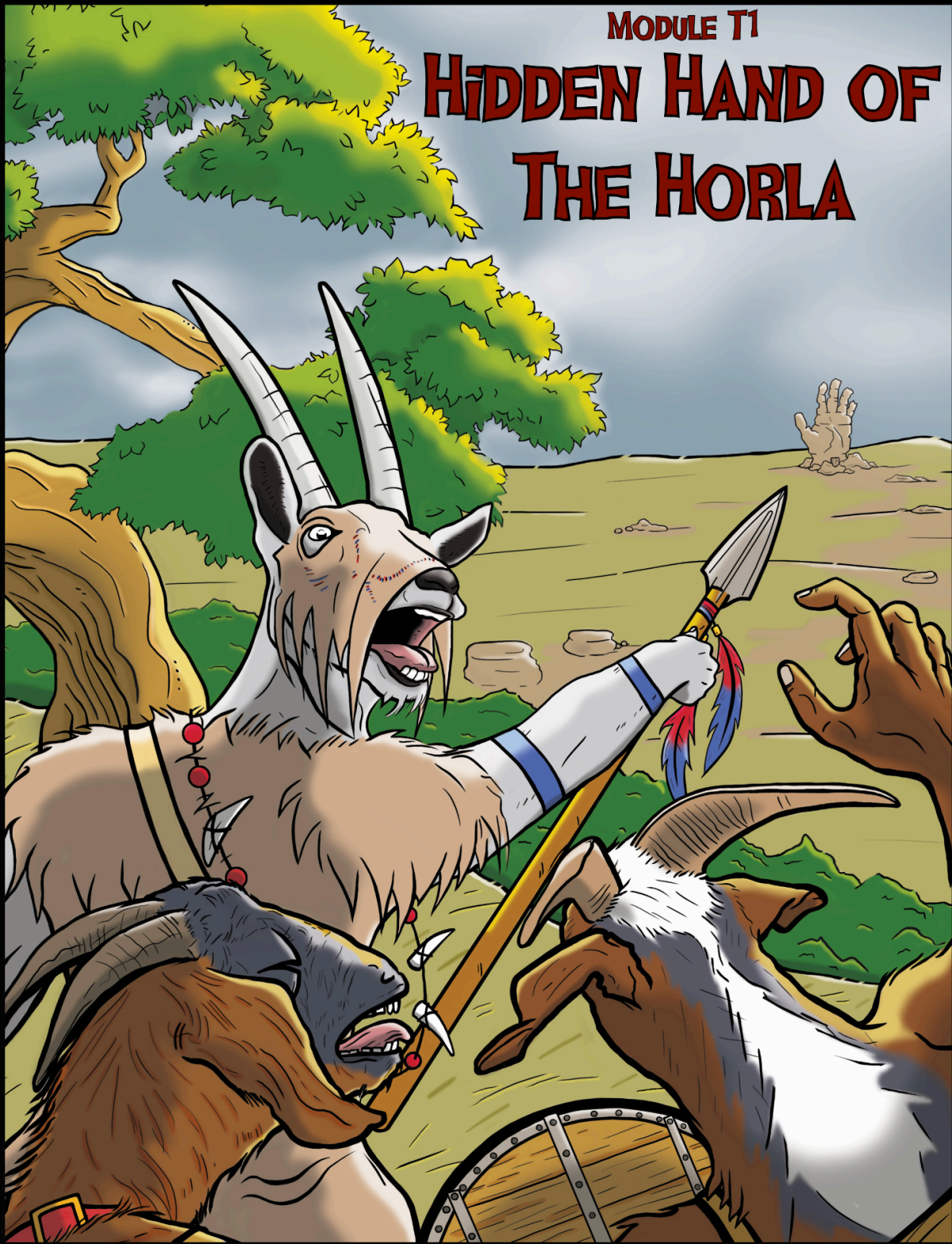


MODULE T1

HIDDEN HAND OF THE HORLA



GATEWAY TO



ADVENTURE



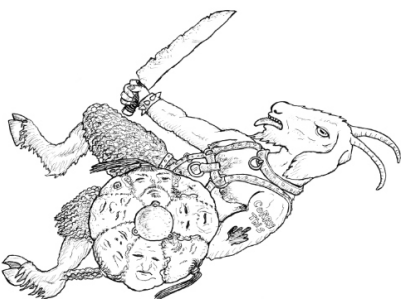
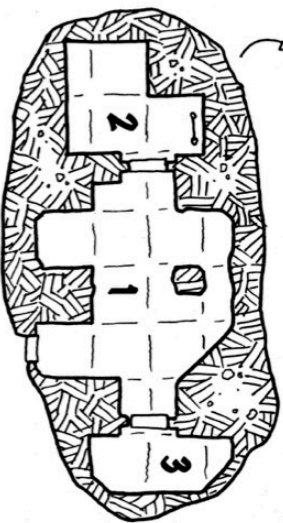
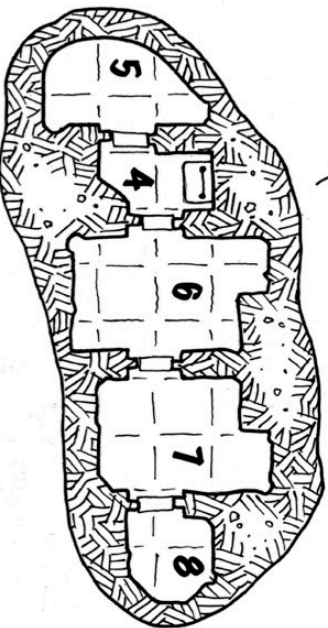
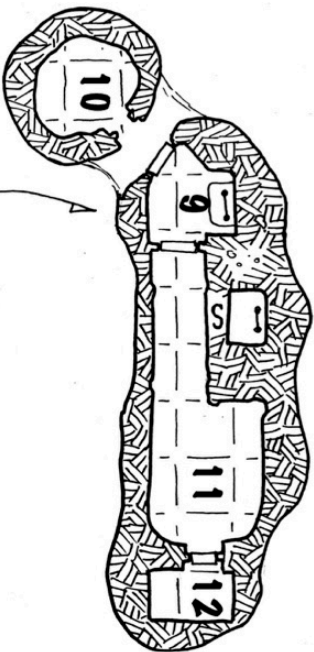
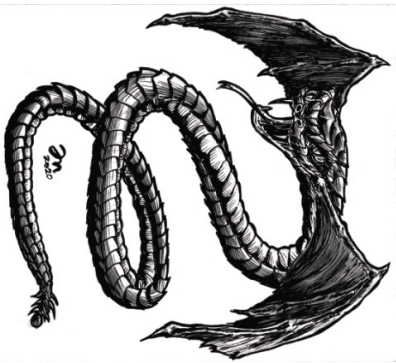
DESIGNED FOR USE WITH

OLD-SCHOOL ESSENTIALS



Permission is granted to copy this image as a player hand out to help in solving the puzzle in room 11.

THE HAND MAGE'S TOWER



MODULE T1

HIDDEN HAND OF THE HORLA

BY R.J. Thompson

AN ADVENTURE FOR CHARACTER LEVELS 1-3



Writing, design, layout: R.J. Thompson

Editing: Amy Kohl, Ian Zebarah Shears and David A. Hill

Cartography and tower image by Dyson Logos, licensed under a Creative Commons Attribution 4.0 International License

Some artwork copyright Stacie Joy, Diogo Nogueira, Clayton Williams, Denis McCarthy, Bradley K McDevitt, Vera Petruk and kssss used with permission. Publisher's Choice Quality Stock Art © Rick Hershey/Fat Goblin Games. Some images by www.critical-hit.biz. Some art in the public domain.

Play Testers: Sara Castle, Jonathan Matthews, Rick Mithofer, Timothy Joseph Forbes

Gateway To Adventure and Hidden Hand of the Horla © Copyright 2021 Appendix N Entertainment.

Old-School Essentials is a trademark of Necrotic Gnome. The trademark and Old-School Essentials logo are used with permission of Necrotic Gnome, under license.



ISBN: 979-8-9851662-3-1

USING THIS MODULE

Hidden Hand of the Horla is an adventure module intended to be used with the *Old School Essentials Retro Adventure Game* with and without the *Advanced Genre Rules*. As such, it should be easily adapted to other rulesets based upon old-school editions of the world's most popular role-playing game.

Supplementing *OSE* and being usable with other old school adventure RPGs, **GATEWAY TO ADVENTURE** modules make several assumptions. In the true spirit of the early game, adventures may contain encounters which appear too difficult for a party of adventurers of the levels for which the adventures are designed. Some adversaries, traps, etc. may need to be avoided. Sometimes an enemy may be able to be defeated by using cunning and knowledge, rather than combat and special abilities. An example may be in the slaying of a vampire by forcing it into direct sunlight or staking it through the heart while it sleeps. In fact, if a player knows real world folklore about a creature, they should be encouraged to use that knowledge to role play and defeat their foe. Likewise, traps and puzzles may require the players' cunning to solve, rather than a roll of the dice. These things should be made aware to the players before embarking upon this adventure. Creativity and cunning on the part of the players should be encouraged and rewarded. The referee should read the entire adventure, including the sections on new monsters etc., prior to running it, making alterations where they see fit.

PLAYER BACKGROUND

Legends tell of the Hand Mage's Tower that once stood at the edge of the realm. Within the Hand Mage experimented and hoarded his magical treasures. The tower stood for many years until one day it mysteriously vanished. Rumors spread that the mage had offended the gods and had been eradicated from existence, or else had made a pact with a demon prince and was now paying his due. Whatever the case, the tales became legend and all but the

oldest elves were unsure if the tower had ever existed at all. Now the tower has reappeared where it once stood. The player characters have heard of the reappearance of the tower and the potential for the first adventuring party to explore it and profit from the wizard's treasures.

REFeree BACKGROUND

In truth, the name of the Hand Mage was Rosencrantz Agrippa. He was a member of a cabal of nine mages who experimented in traversing time and space, first via portals and ancient spells, then by devices of their own making. These mages worked together for many years more than their mortal lives should have allowed, uncovering the mysteries of time, space and the planes. In time they learned to harness the power which would allow them to traverse the worlds at will. One among them, called Na'ir, had created mechanisms which would allow them to move to a plane of their choosing, at will, and create small pocket dimensions for themselves. To this end, each mage was given a metal rod with which to use this ability. These were the Nine Rods of Na'ir (see Appendix F: Artifacts.) Each of these rods was created with a safeguard, a location that they could be teleported away from their masters, that they might not fall into the wrong hands.

Agrippa's hand shaped tower was actually an experimental vessel with a sort of captain's helm built into it. He had built the tower for his own experiments, to see if he could move an entire structure, using his rod. In these endeavors, he was successful. During a foray into another realm Agrippa saw a strange vessel. In an attempt to meet and learn about the creatures piloting the vessel, he hailed it, waving to get their attention. What he was unaware of was the fact that it was a derelict ship and the crew had been victims of a horla (see Appendix A: Monsters.) The foul creature had forced the crew to kill each other, and the captain last of all. The captain, in a bid to escape the control of the horla killed herself. The ship and horla were adrift, the horla trapped on board, until Rosencrantz's error.

A horla may make a connection a creature only if it is touched or hailed. If a connection is made, the horla may begin to take hold of its victim's body. The horla tormented Rosencrantz for months, driving him to unspeakable acts. In a moment of sanity, Agrippa used his Rod of Na'ir to move the tower into a pocket dimension of his own creation. After teleporting the tower, he used the rod's safeguard, in the hope that the horla would never be able to escape. Though Agrippa himself would perish, the horla would be trapped for eternity, lest the spell that created the dimension be broken. Unfortunately, something did happen that caused the spell to be broken, and thus the tower returned to its original location.

Hidden Hand of the Horla has been written with replay-ability in mind. To that end, the author has created a variant table based upon random actions of a group of goat folk that have infiltrated the tower, seeking treasures and forbidden magic. The table has three results which will alter the module. The referee may choose to roll randomly on the table or not have any of the rooms and encounters altered by the table at all.

RUMORS

Prior to entering the tower each PC should know one random rumor from the following table. You may choose to have them already possess this knowledge prior to beginning, or may wish to role play a scenario in a local village, in which the PCs interact with the occupants and gain this information. To discover which rumor a PC knows, roll 1d12 and consult the table below.



RUMORS	
D12 RUMOR	RUMOR
1	The Hand Tower was built by an evil mage to show that all in the land were held under the influence of his hand. (F)
2	Goat folk troops have been seen scouting the tower and its surroundings. (T)
3	The tower was cursed by another mage, long ago and became invisible, only discoverable by a remove curse spell. (F)
4	The Hand Mage had a penchant for potion making (T)
5	The Hand Mage had a secret book of spells, all dealing with various hand gestures (T)
6	The Hand Mage once belonged to a cabal of wizards who played with time, space and destiny. (T)
7	The tower is haunted by the ghost of the dead wizard. (F)
8	The Hand Mage used to perform vile experiments on people, he is still alive inside and awaiting new test subjects. (F)
9	Wizards, like the Hand Mage, often trap their workshops and libraries, so that no one may access their secrets. (T)
10	The Hand Mage became a lich and has brought the tower back himself! (F)
11	Flying serpents native to this land often nest in high places, be wary of the "finger towers." (T)
12	Each finger is a tower, holding its own secrets and treasures. (F)

RANDOM ENCOUNTERS

Once per 4 turns of exploration during the day, and once per 2 turns of exploration during the night, 1d6 should be consulted to determine if a random encounter occurs. This can be done additionally if the referee believes that the PCs have done something which might attract attention to themselves. During the day, a result of 1-2 means a random encounter occurs. At night an encounter occurs on a result of 1-4. If a random encounter occurs, roll the appropriate die on the table to determine what the PCs encounter. Statistics for all monsters can be found in Appendix A: Monsters.

RANDOM ENCOUNTERS	
DIE RESULT:	ENCOUNTER
D4 DAY, D6 NIGHT	
1	1d2 (1d3 night) winged vipers. These are the same vipers as in room 10.
2	1d2 (1d4 at night) giant centipedes
3	1d2 goat folk. These are same goat folk as those found in room 5
4	Rust Monster. This is the same rust monster that is found in room 3.
5	1d2 giant vampire bats
6	1d3 giant rats

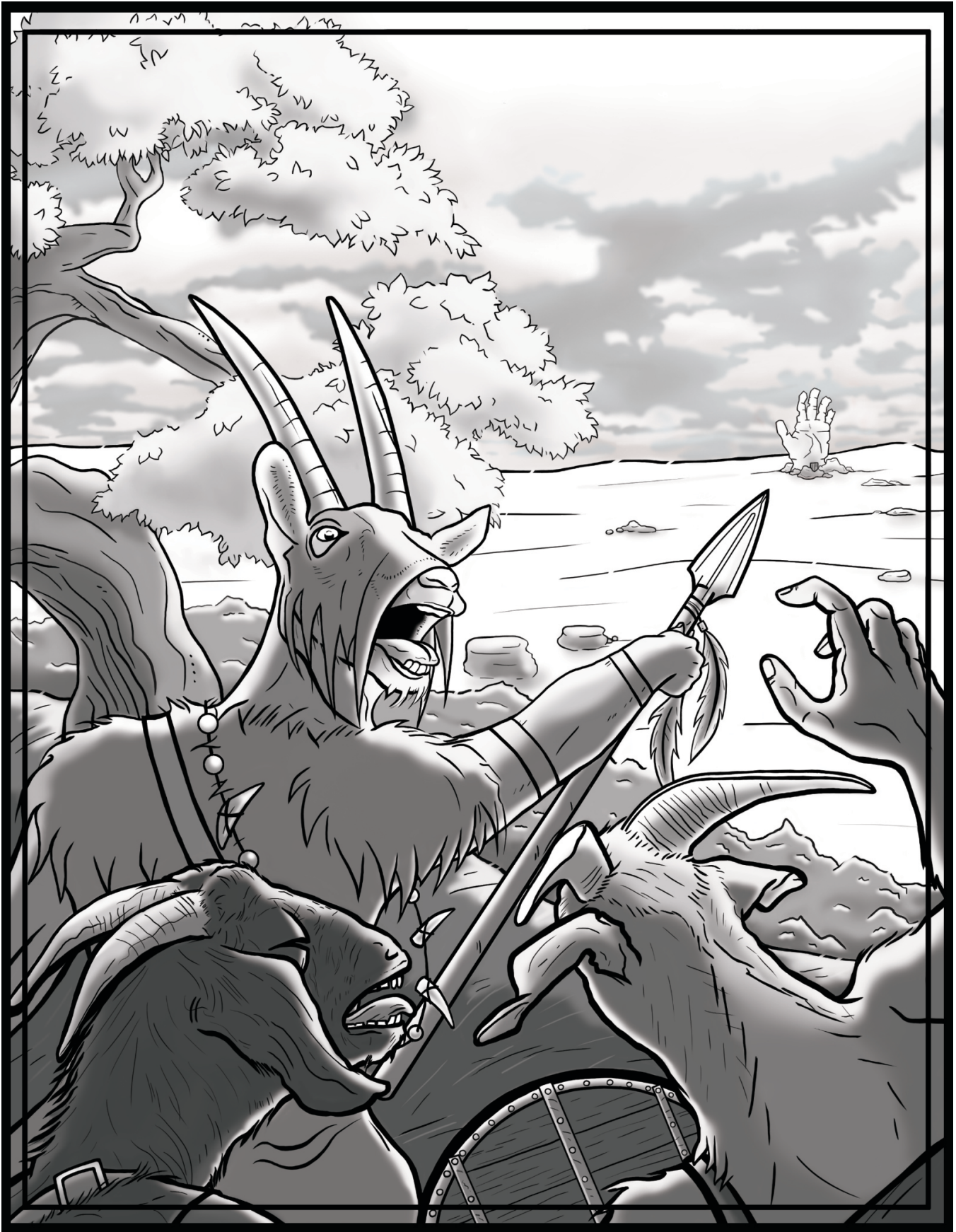
WHAT THE GOAT FOLK ARE UP TO

The goat folk in the tower come from a nomadic tribe that has been in the area for some time. This group has come to the tower to search for magical items that would have obviously been left behind by the Hand Mage. They are led by Sha'aazra'aak, a shaman to her tribe who seeks to grow more powerful by stealing the wizard's magical secrets. They have been in the tower for 1d3 days. If they have been in the tower for longer than 1 day, roll on the table below to see what they have disrupted, if anything.

WHAT THE GOAT FOLK ARE UP TO	
D4 RESULT	WHAT THE GOAT FOLK HAVE DONE
1	They have done nothing. They heard the clamor made by the rust monster and believe the tower haunted.
2	They have ransacked the library (room 7.) The shelves and books have been left alone, as the goat folk are illiterate. Sha'aazra'aak now has the wand.
3	They have taken and/or destroyed everything worthwhile in storage (room 2.)
4	They have destroyed the alchemist lab (room 11,) including all equipment and potions.



THE TOWER



ENTERING THE TOWER

There are three ways that the PCs can gain entrance to the tower. The first entrance is by the front door, leading into room 1. The second involves scaling the side of the tower, to the entrance near the thumb, between rooms 9 and 10. The third will involve climbing the tower and the pinky finger, entering through the crumbled roof of the pinky. The goat folk have barred the front entrance to room 1 with wooden beams from the storage area. It will take 3-6 successful "open doors" checks to get through (or else a clever plan.) In either case, breaking into room 1 from the entrance will alert the goat folk in that room and give them a 5 in 6 chance of gaining a surprise round on the PCs. Note that aside from the pinky tower, thumb and the top of the middle finger there are no windows or openings in the tower, besides fireplaces. A light source will be needed for any characters who cannot see in the dark.

1. MAIN ENTRANCE AND DINING HALL

This room was formerly Agrippa's receiving and dining hall. The room is furnished with a hardwood table surrounded by six matching chairs. A painting of a city hangs on the wall. It is in excellent condition and worth 100 gp. A brass oil lamp is in the center of the table. The lamp is worth 2 gp. The hall is currently being used by Sha'aazra'aak and 2 of her warriors as a base camp. They have barred the front door per the "Entering the Tower of the Hand Mage" section. Sha'aazra'aak is the leader of this motley crew. While chaotic and evil creatures, the goat folk can be bartered with. However, only Sha'aazra'aak speaks common. The others only speak their own bestial tongue. If the beast folk attack, or are attacked, Sha'aazra'aak will fight only while the battle is in her favor. If the tide turns and she is at a disadvantage she will attempt to flee through the front door. If she flees or is slain, her warriors will attempt to flee. Sha'aazra'aak wears leather armor and carries a spear. Her warriors carry crude short swords, spears and shields. They also wear leather armor.

GOAT FOLK

AC 7[12], **HD** 1 (4hp), **Att** 1 x horns (1d6 or by weapon), **THAC0** 19 [0], **MV** 120' (40') **SV** D12 W13 P14 B15 S16 (1), **ML** 6 (8 with leader), **AL** Chaotic, **XP** 10, **NA** 2d4, **TT** D

SHA'AAZRA'AAK

AC 7[12], **HD** 3* (9hp), **Att** 1 x spear (1d6), **THAC0** 19 [0], **MV** 120' (40') **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Chaotic, **XP** 50, **NA** 2d4, **TT** D

Sha'aazra'aak can cast each of the following spells once per day: Charm Person, Shield, Mirror image.



2. STORAGE ROOM

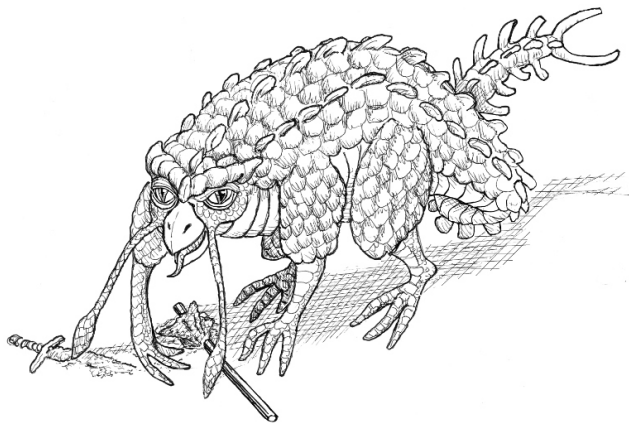
This plain room was Agrippa's food store. The room contains food (preserved from the effects of time in the pocket dimension) enough to make up 8 weeks worth of standard rations and 4 weeks worth of iron rations. Additionally there are 3 bottles of wine, worth 100 gp each. There are also several bags of flour. A ladder ascends upward leading to both rooms 4 and 9.

3. KITCHEN

The kitchen is in disarray. A counter runs along the eastern wall, which pots and pans are stored beneath. A fireplace lies on the northern wall for cooking. A rust monster has found its way into the kitchen and is devouring pots and pans. If the rust monster was not encountered prior to investigating this room, the ruckus it is making can be heard from room 1 within 20' of the door. If left alone in this room, the rust monster will not bother the PCs. There is nothing of value here.

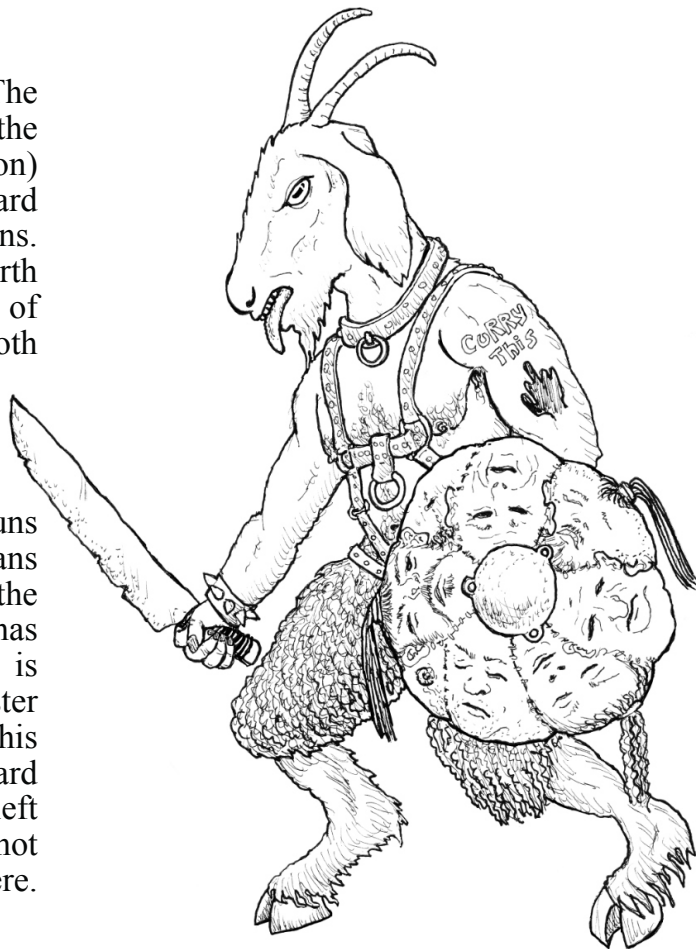
RUST MONSTER

AC 2 [17], **HD** 5 (22hp), **Att** 1 x feeler (rusting), **THAC0** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 175, **NA** 1d4 (1d4), **TT** None



4. HALLWAY

This room is empty, save for the ladder that ascends to room 9 and descends to room 2.



5. BEDROOM

This was Agrippa's bedroom. It contains a bed, wardrobe and footlocker. The wardrobe contains only moth ridden robes. The footlocker appears to have only a pair of boots, but has a secret compartment in the bottom which contains 250 gp and 75 sp. 2 beast folk armed with spears and short swords, wearing leather armor and bearing shields, are occupying this room.

GOAT FOLK

AC 7[12], **HD** 1 (4hp), **Att** 1 x horns (1d6 or by weapon), **THAC0** 19 [0], **MV** 120' (40') **SV** D12 W13 P14 B15 S16 (1), **ML** 6 (8 with leader), **AL** Chaotic, **XP** 10, **NA** 2d4, **TT** D

6. PARLOR

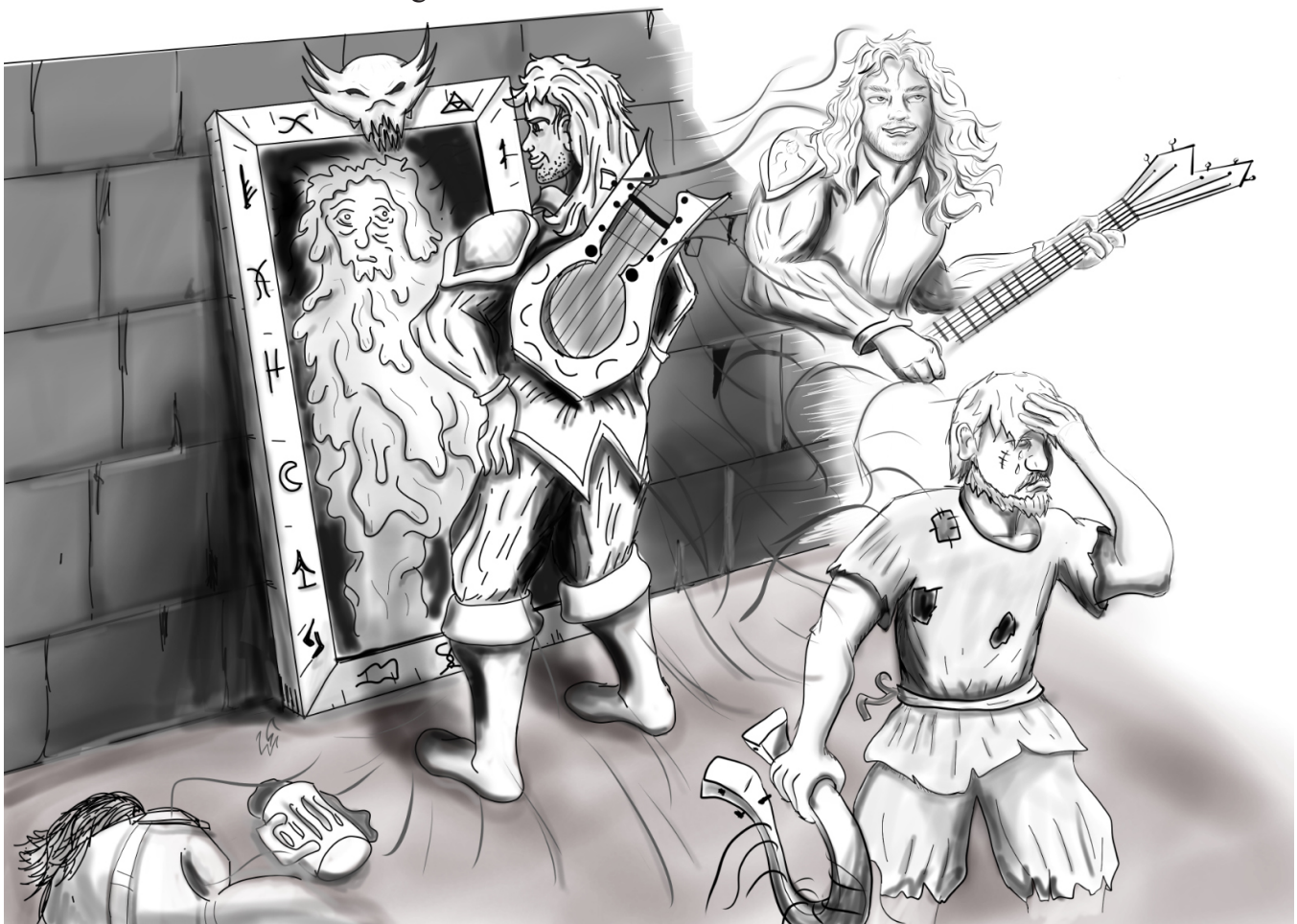
In the Hand Mage's parlor sit two chaise lounges, opposite each other across a large ornamental rug that occupies the center of the room. The lounges sit on the east and west sides of the rug, while two high backed wooden chairs occupy the narrow ends of the rug. A small wooden table sits next to either lounge. A fireplace occupies the northeastern wall, while a tall dressing mirror with magical runes etched on its frame rests against the northern wall in the alcove.

The rug is actually magical quicksand, meant to trap intruders. If any PCs attempt to pick up or cross the carpet a Save vs. Breath must be made, or the character will be pulled under the sand. A PC pulled under can be saved by PCs not pulled into the quicksand, if they are smart about it. Creativity should be rewarded in situations like this. If a PC that is pulled under is not rescued in 10 rounds, they will die.

The mirror in the alcove is magical. Its effect

will only occur once, after which time it will do nothing and will not radiate magic. The mirror requires Agrippa to recharge it, and has only one last charge. The first character to look directly into the mirror will see black and white dancetty lines, repeating in a swirling pattern and their mind will enter a magically induced trip showing secrets of time and space that mortals were never meant to know! The mirror gazer must make a Save vs. Spells. If they are successful they will have gained deep insight into a future event. The player should be awarded 500 experience and will also gain a free re-roll on a saving throw of their choosing in the future. If the Save is failed, the character will be badly shaken and lose some level of sanity. The character will not be functional for 1d4 days and will lose 1 point of Wisdom.

The lounges and chairs are antique and may be sold for a total sum of 500 gp. The frame of the mirror is a magical curio as well as a work of master craftsmanship. It may be sold for 250 gp.



7. LIBRARY

Rosencrantz Agrippa had a formidable library. All walls in this room have bookshelves lining them, except the northern alcove, which contains a desk. A small brass candelabrum sits upon the desk as does the wizard's diary. A drawer in the desk contains a quill and dried up inks, but if examined closely also contains a secret compartment. The compartment, hidden in a panel on the "roof" of the drawer contains a Wand of Sleep with 4 charges left.

If the diary is read it will recount the final days of Agrippa's life. It relates details of a sinister entity haunting him and his efforts to imprison it in another realm. The reader will be able to discern the tale, that Agrippa believed he was possessed and obsessed by some entity and that he believed it may be able to be exorcised, though he did not want to take the chance of transferring the possession by taking the entity to a village or city. He also gives mention that he believed protection spells could ward off the entity. Additionally there is a passage that seems almost as if the wizard had a private joke stating "if they had only

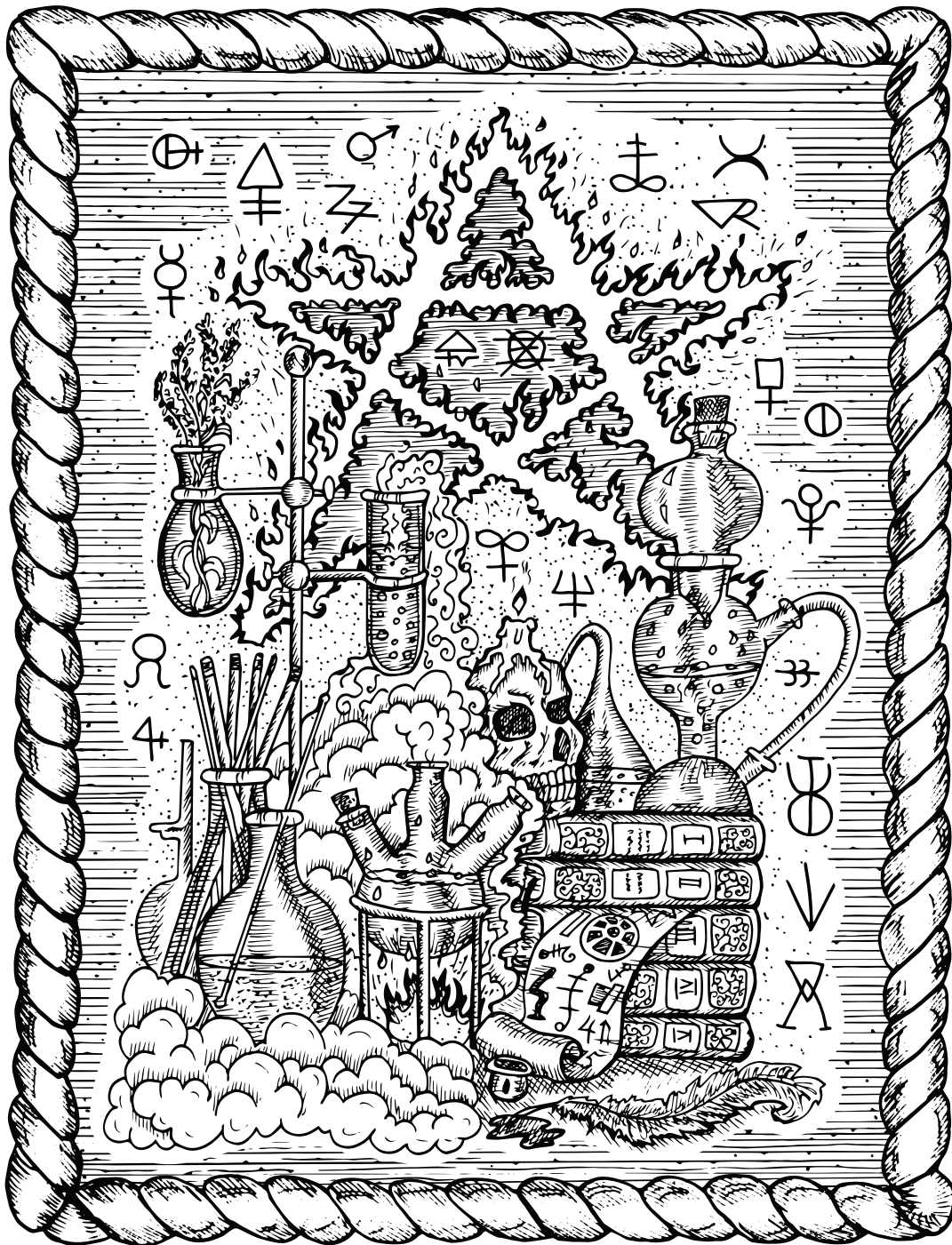
realized from my teachings, that a new chance comes with every new day, perhaps more would have succeeded." The writing, however is in half thoughts, as Agrippa was half mad from the obsession caused by the horla and it is unclear as to whether or not he was truly haunted by an entity, or just driven insane from constantly sending his mortal mind to planes it was never meant to see.

The shelves contain no books of magic. The subjects on the shelves range from theories of time and space, the planes, theology, history, portals, magical theory, alchemy etc. The entire collection will fetch a price of 1000 gp. Hidden among these books are 1d3 scrolls of Protection From Evil. However, searching the shelves will set off a magical security system. Ten books will animate and fly, using their covers as wings, attacking the PCs.

10 ANIMATED BOOKS

AC 7 [12], **HD** 1/2 (2hp), **Att** 1 x slam (1d2), **THAC0** 19 [0], **MV** 120' (40') flying, **SV** D14 **W15** **P16** **B17** **S18** (3), **ML** 12, **AL** Neutral, **XP** 5, **NA** 2d6 (0), **TT** None





8. ALCHEMY LABORATORY

The Hand Mage dabbled in a bit of alchemy. This room contains all of the trappings of an alchemy laboratory. If complete, the laboratory can be sold for 750 gp. There are 1d6 potions in the laboratory that can be taken by the PCs. Roll on the following table to determine the type of each potion found.

D6 RESULT	POTION TYPE
1	Healing
2	Treasure Finding
3	ESP
4	Speed
5	Delusion
6	Flawed Invisibility: Appears to be an invisibility potion. The user becomes invisible but also falls asleep for the same duration.

9. HALLWAY

This room is empty, save for the ladder that descends to rooms 4 and 2. The door to room 11 is stuck.

10. THE THUMB

The Thumb is a dome with no door. The goat folk camped here the first night they were in the tower. The remnants of their fire and meal can be found here.

11. THE APPRENTICE HALL

In life, the Hand Mage would bring his apprentices to this hall for a final test upon completing their training. There is a secret passage in this room that can be found by the PCs, however, there is no discernible way to open it. There is a carving on the northern wall in the large alcove in northeaster quarter of the room. The carving is of a hand, approximately 3' in height, about 4' off the ground. The hand is surrounded by astrological signs. To the right of the hand and signs is a circle, approximately the size of a human hand.

Pillar candles line the floor in front of the carving. If the PCs light the candles a Magic Mouth will appear above the hand and say "Choose wisely. Which among these grants the power to fire walk with me? Which can shape your destiny? You have but three chances to answer." The players should be shown the image of the spiral hand located on the next page. The PCs may think that this refers to one of the astrological signs on the wall, or a finger on the hand. This was the test given to apprentices, which would give them access to the tower in the middle finger. The reality is that the PCs are meant to place one of their own hands in the circle, showing that they control their own fate. If they do not answer correctly in three tries, the mouth will appear and say, "You have learned little and chosen poorly. You may be tested again, in time." The test will reset with each new day, which is referenced in the diary. If the PCs succeed the mouth will appear and say, "Truly, you are wise, for only by your own hand, can you shape your destiny."

The passage to the ladder leading into the middle finger tower will then audibly slide open with the audible sound of stone against stone. The players should be shown the image on the following page or given the hand out.

12. HALL OF THE HAND SINISTER

The door to this room is locked. The top of this tall, domed room has collapsed, allowing light to come in from the outside. In the center of the room, amidst the rubble, stands an ionic column pedestal. Resting, upright, on the pedestal is a plaster statue of an arm with an open left hand. The arm is not really worth anything as a treasure. In the rubble near the northern wall, 2 winged vipers are nesting. They will attack anyone searching the rubble. If the vipers are defeated the PCs may discover a nest containing three winged viper eggs. The eggs are worth 75 gp each.

2 WINGED VIPERS

AC 6 [13], **HD** 2* (9hp), **Att** 1 x bite (1d4 + poison), **THAC0** 18 [+1], **MV** 90' (30') / 180' (60') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 25, **NA** 1d8 (1d8), **TT** None





13. STUDY

This small study contains a shelf and a desk. On the shelf are Agrippa's personal notebooks on planar and temporal travel. Most of these are written in cryptic language and symbols and indiscernible to the PCs. They would be worth 250 gp to an experienced sage with time to decipher them. There are several passages which make it evident that the key to moving the tower is by inserting something called a "Rod of Na'ir" into a chamber in the "Helm." The ladder in this room ascends to room 14 and descends to the secret passage in room 11.

14. THE FINGERTIP

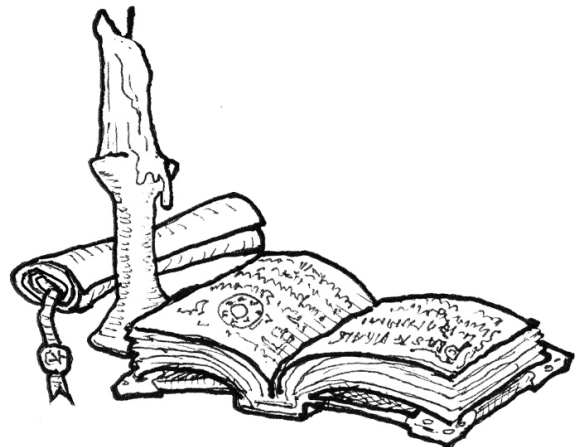
This small room has five windows in a star shaped pattern. A strange circle is on the floor to the right of the ladder. The western wall has an arched mirror, 3' off the ground. The mirror has letters etched around it that read, "TO UNVEIL THE SECRET OF THE TOWER, BEHOLD THE GLORY OF MY RIGHT HAND!" Directly opposite the mirror is an alcove, exactly the same size and shape of the mirror. If the PCs solve the riddle, they will place the plaster left hand in the alcove, causing a right hand to reflect in the mirror. The circle on the floor to the right of the ladder will slowly open and a stone chair will rise from it. The chair is the tower's "helm" and has a hole in its right arm to fit a Rod of Na'ir. A skeleton, long expired, sits in the chair wearing red and golden robes. This is all that remains of Agrippa. In his right hand he clutches a slim book. This book is the true treasure of the Hand Mage. It contains several spells and rituals of his own devising (See Appendices B, C and D.) At his side is a pouch containing three emeralds worth 100 gp each. Upon his belt, sheathed, is a bejeweled dagger. This is a +2 dagger. Unfortunately, the horla has possession of the body. While it cannot move the dead body, if anyone touches it they will be subject to the obsession and possession abilities of the horla. It is advised that the referee re-read the "horla" entry in Appendix A: Monsters before proceeding and role play the encounter as they see fit. This should be very difficult for the PCs, but creativity and smart play should be rewarded.

THE HORLA

AC 2 [17], **HD** 2+1*** (9hp), **Att** 1 x slam (1d4) or 1 x obsess (charm) or 1 x possess, **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 55, **NA** 1d4 (1d4), **TT** D

The horla will first attempt to corrupt a party member by using its obsession ability. By its nature it will try for lawful characters first, and paladins above all, if the advanced rules are in use and one is present. Lawful clerics will be the second most desired targets and so forth. The horla will speak directly into the mind of the character to accomplish this task. If the horla's obsession is unsuccessful it will attempt a possession before the target has a chance to warn the rest of the party. It will attempt to infiltrate the party and cause its target to betray and kill their party members one by one.

If the horla is defeated, or remains undiscovered by all who are not obsessed or possessed, the party may also discover a cylindrical hole in the right arm of the stone throne. The throne is the tower's "helm" and this is the receptacle for a Rod of Na'ir. If the party can manage to conduct magical research using the library and journals from the study and find a Rod of Na'ir they will be able to use the tower as a vessel, just as Agrippa had. Needless to say, this is a long term goal and could form the basis for an entire campaign, should it become the desired goal of the players.



THE APPENDICES



APPENDIX A: BESTIARY



Animated Books

Magically animated books that fly as if their covers and pages were wings. Often used to guard the libraries of mages.

AC 7 [12], **HD** 1/2 (2hp), **Att** 1 x slam (1d2), **THAC0** 19 [0], **MV** 120' (40') flying, **SV** D14 W15 P16 B17 S18 (3), **ML** 12, **AL** Neutral, **XP** 5, **NA** 2d6 (0), **TT** None

Immunity: Unharmed by gas; unaffected by charm, hold, and sleep spells.

Flammable: -2 to saves against fire attacks; suffers one extra point of damage per die.



Giant Vampire Bat

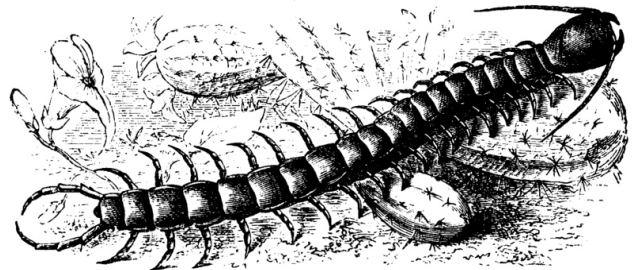
Carnivorous bats that may attack adventurers, if hungry.

AC 6 [13], **HD** 2 (9hp), **Att** 1 × bite (1d4 + unconsciousness), **THAC0** 18 [+1], **MV** 30' (10') / 180' (60') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 20, **NA** 1d10 (1d10), **TT** None:

Echolocation: Unaffected by effects that impair, modify, or rely on sight. Blinded by magical silence.

Unconsciousness: For 1d10 rounds (save versus paralysis).

Blood drain: A vampire bat may drain blood from an unconscious victim: 1d4 hit points automatic damage per round. A victim killed by blood drain becomes undead (possibly a vampire) after 24 hours (save versus spells).



Centipede Giant

1' long centipedes that dwell in dark, damp locations.

AC 9 [10], **HD** 1/2* (2hp), **Att** 1 × bite (poison), **THAC0** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 7, **AL** Neutral, **XP** 6, **NA** 2d4 (1d8), **TT** None

Poison: Causes victims to become horribly sick for ten days (save versus poison): no physical activity possible except half speed movement.



Goat Folk

Tribal beast folk that often worship demonic forces. They are typically brutish and chaotic, hating most creatures not of their own tribe.

AC 7[12], **HD** 1 (4hp), **Att** 1 x horns (1d6 or by weapon), **THAC0** 19 [0], **MV** 120' (40') **SV** D12 W13 P14 B15 S16 (1), **ML** 6 (8 with leader), **AL** Chaotic, **XP** 10, **NA** 2d4, **TT** D

Weapons: Often use rudimentary axes, spears, cleaver-like swords and rudimentary pole-arms.

Leader: Groups will have a goat folk leader with 8 hit points. The leader will be a superior fighter and gain +1 to damage rolls. There is a 1 in 6 chance the leader will be a thaumaturge instead.

Chieftain: A 4HD (20hp) leader rules over each goat folk tribe. The chieftain receives +2 to damage rolls.

Thaumaturge: A tribe will have 1-3 thaumaturges. HD of the thaumaturges equates to the number present. 1st has 3HD (9hp,) 2nd has 2HD (6hp,) 3rd has 1HD (3hp.) Thaumaturges cast arcane spells. 3HD two 1st level, one 2nd level; 2HD two 1st level; 1HD one 1st level.

Tribe: Goat folk of different tribes will war with one another, unless ordered not to. Different tribes may have different physical appearances such as fur or skin tones.



Horla

Invisible otherworldly creatures of chaos, bent on forcing entire civilizations to succumb to evil, destroying themselves and all they care for.

AC 2 [17], **HD** 2+1*** (9hp), **Att** 1 x slam (1d4) or 1 x obsess (charm) or 1 x possess, **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 55, **NA** 1d4 (1d4), **TT** D

Surprise: On a 1-5, unless target can detect invisibility.

Telepathy: Communicate with intelligent creatures telepathically, regardless of languages known.

Obsession (charm): As Charm Person spell, with no HD restrictions. Protection From Evil will prevent obsession.

Possession: Can possess and control the body of a victim. Victim must make a saving throw versus spells or the possessing entity will enter and control the victim's body. Protection from Evil will grant a +1 bonus to this saving throw. The possessed body will have the strengths and abilities of both the possessor and the possessed. Possession lasts indefinitely. Possession can only be removed by force of will in exceptionally charismatic individuals or by exorcism.

Force of Will: Characters with CHA 13-18 gain a new save once per month.

Exorcism: A Rite of Exorcism may be performed by any character that can turn undead. The Rite lasts a number of turns equal to the possessing entity's Hit Dice. One turn check is made per turn. If a majority of the turn checks are successful, the possessing entity is cast out. Additional characters that can turn undead grant a +1 bonus per character to the turn checks.



Rat, Giant

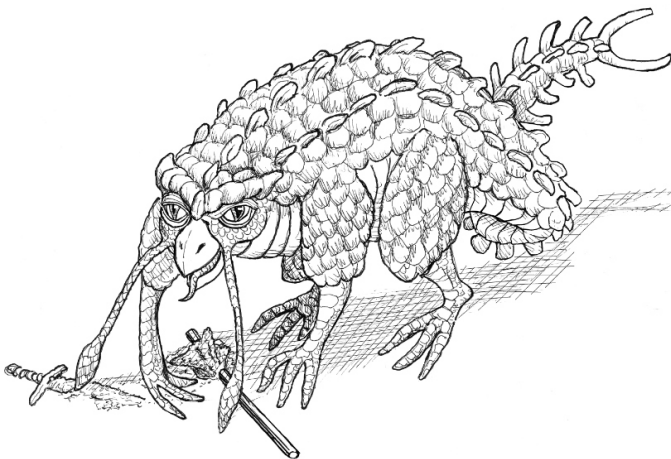
Multitudinous, disease-ridden rodents that will eat anything. Avoid contact with humans, but may attack if defending their nest or if summoned and commanded by magic. 3' long (or larger), with black or grey fur. Often live in dark, dungeon areas and close to undead.

AC 7 [12], **HD** 1/2 (2hp), **Att** 1 x bite (1d3 + disease), **THAC0** 19 [0], **MV** 120' (40') / 60' (20') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 5, **NA** 3d6 (3d10), **TT** C

Disease: Bite has a 1-in-20 chance of infecting the target (save versus poison). The disease has a 1-in-4 chance of being deadly (die in 1d6 days). Otherwise, the victim is sick and bedridden for one month.

Afraid of fire: Will flee fire, unless forced to fight by summoner.

Attacking in water: May attack without penalty; excellent swimmers.



Rust Monster

Magical, armadillo-like creatures with long tails and two long, antennae-like feelers. Feed on rusted metal.

AC 2 [17], **HD** 5 (22hp), **Att** 1 x feeler (rusting), **THAC0** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 175, **NA** 1d4 (1d4), **TT** None

Rusting: Metal that touches a rust monster (e.g. weapons that hit it, or armour struck by a feeler) crumbles instantly to rust. Magic items have a 10% chance per "plus", to be unaffected on each successful hit. Each time a magic item is affected, it loses one "plus".

Mundane damage immunity: Can only be harmed by magical attacks.

Smell metal: Attracted by the scent.



Snake, Viper, Winged

Slightly larger variations of the standard viper, with bat-like wings protruding from their backs.

AC 6 [13], **HD** 2* (9hp), **Att** 1 x bite (1d4 + poison), **THAC0** 18 [+1], **MV** 90' (30') / 180' (60') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 25, **NA** 1d8 (1d8), **TT** None

Infravision: 60'. (Pits in the head allow heat sense.)

Initiative: Always gains initiative (no roll), due to special senses.

Poison: Causes death (save vs poison).

APPENDIX B: NEW MAGIC-USER SPELLS

LEVEL 1

Mage Hand

Duration: 1 turn
Range: 10' per level

A phantom hand appears before the caster. The caster can command the hand to pick up, set down, and move objects weighing 5 lbs or less. The hand can be commanded to throw an object up to 15' with no true force.

LEVEL 3

Beckoning Hand

Duration: 1 hour per level
Range: 5 miles

A phantom hand appears before the caster. The caster may name a person or creature. The hand will seek out that individual at the same rate of movement as the caster. If found, the hand will beckon the creature to follow it back to the caster. If the target is not within 5 miles, the hand will pick the closest sentient creature to the caster. If the hand is not followed, it will dissipate.



LEVEL 5

Interposing Hand

Duration: 1 round per level
Range: 10' per level

A 10' tall floating hand appears between the caster and a single creature.

Duration: The hand remains for 1 round per caster level or until it is destroyed.

Movement: The hand moves with the designated creature to continue interposing. It continues to do so regardless of darkness, invisibility etc. A creature can push the hand at half its movement rate.

Statistics: AC 0 [19] hp: caster's max hp.

LEVEL 6

Forceful Hand:

Duration: 1 round per level
Range: 10' per level

As *Interposing Hand* but the hand can also push opponents.

Less Than 500 lbs: Can be pushed up to the maximum range immediately.

500 - 2000 lbs: Can be pushed up the the maximum range at a rate of 10' per round.

Over 2000 lbs: Can move against the hand at 50% normal movement rate.

APPENDIX C: RITUAL MAGIC

Where the game and the fiction it is based in are concerned, spells are cast quickly after memorizing an incantation that is actively attempting to leave the mind of the caster, miracles granted through memorized prayers or, in the case of the spontaneous caster, the loosing of primal power granted by a spell taught by a spiritual patron. All are quick actions that are performed in ten seconds or less after study and/or rest. This is contrary to real world occult philosophy and practice in which much magic, even some folk magic, is performed through rigorous rituals that can take anywhere from minutes to hours or longer.

Pentacles, wands, times of power, fires at midnight, secret chambers. These are the trappings of magical ritual. Sometimes ritual magic is practiced by a group of practitioners while other times is performed solitarily. A ritual utilizes many components, often including the use of ritual tools, symbols and chants (or gestures at the very least). Some rituals also incorporate pageantry or further complications.

For our purposes here we will look at two different varieties of ritual magic. The first of these will be the ritual augmentation of standard spells. This can allow a spell to be empowered, its effects extended or even its power and elemental energy altered. The second of these are ritual spells.

Ritual spells are spells that are too complex to be cast during a standard round. These spells must be cast ritually. Once cast they can be used immediately, or held as a normal spell to release at a later time, taking a spell slot of an appropriate level. There are levels of ritual spells above 6th level. Ritual spells are known to go up to 9th level, but some sages speculate that even more powerful ritual spells exist.



RITUAL SPELL CASTING

Spells are sometimes cast ritually in order to save a spell slot, though the casting of standard spells ritually is often done to augment the spell. A standard augmentation raises the caster's level, but only where the effect of the spell is concerned. Meaning, a 3rd level magic-user might raise their effective level to that of a 6th level caster during a ritual casting of *magic missile* to gain the benefit of having two additional missiles. Further augmentations can effect a spell. That is to say a spell's effect might be maximized, cast sympathetically to affect a target over a great distance etc. To cast a ritual spell the following requirements need to be met at a minimum. Augmenting spells in specific ways may have further requirements per the individual augmentation. These requirements are listed under each specific augmentation.

RITUAL SPELL CASTING REQUIREMENTS

Component cost spell levels 1-3	100 GP per level
Component cost spell levels 4-6	500 GP per level
Component cost ritual spell levels 7-9	1,000 GP per level
Ritual casting time spell levels 1-3	1 turn per level
Ritual casting time spell levels 4-6	3 turns per level
Ritual casting time ritual spell levels 7-8	6 turns per level
Ritual casting time ritual spell level 9	9 turns per level
Augmentation requirements	Per individual augmentation

BONUS SPELL LEVELS

Ritual casting grants bonus levels to the caster of a spell. Following the precise methods dictated by the ritual, adding powerful spell components, casting during times of power, adding congregants and other casters to aid in the ritual, and performing the ritual at a particular place might all add bonus levels to the caster in order to achieve a greater effect. The following table shows the bonus levels gained for each of the aforementioned circumstances. In the case of places of power,

the referee should denote such places in the campaign world and ascribe a bonus level for using them. For example, casting at an ancient circle of menhirs might grant +2 bonus levels to the caster, whereas casting at the location that a god fell might grant +4. An ancient temple might grant a bonus only to worshippers of its god. Times of power are similar to places of power. Often these will be holy days or align with astronomical events. The use of powerful components must be discussed with the referee and may require role playing, or even a quest to obtain. A mandrake pulled in a graveyard at midnight might grant +1 bonus level, while the heart of an ancient dragon might grant +5 bonus levels.

BONUS LEVELS GRANTED

Additional caster, same class as ritual leader	+1/2 level per class level
Additional caster, same magic type as ritual leader (arcane or divine)	+1/3 level per class level
Additional caster, different magic type as ritual leader (arcane or divine)	+1/4 level per class level
Congregant, non caster	+1/10 level per class level
Place of power	+place level
Time of power	+time level
Powerful component	+component level



SPELL AUGMENTATION

Spells can be augmented through the use of ritual casting and memorization. Augmenting a spell increases its power or alters it in some other way. An augmented spell might cause it to have its most powerful effect, change its element, or increase its range. Augmented spells have specific requirements per each augmentation. A spell may not be augmented by multiple types of augmentation at the same time. An augmented spell may be held until a later time using its normal spell slot. Each of the following augmentations lists the requirements needed in addition to the standard ritual spell casting requirements.

AUGMENTATIONS

Combined Spell Casting

Required Levels: +1/2 additional caster levels

Additional components cost: +100 GP per spell level per additional caster

Additional ritual casting time: +1 turn per additional caster

The combined casting augmentation allows for multiple spell casters of the same type as the main caster to simultaneously cast the same spell. All casters must be present at the ritual casting of the spell. When the spell is cast from memory, each caster in addition to the lead caster must be present. For each additional caster the spells range increases by 10'. Each additional caster also provides a penalty of -2 to any saving throw made against the spell. A natural roll of 20 on the saving throw is still counted as a success.

Delayed Spell Casting

Required Levels: +6 levels

Additional components cost: +3 times normal ritual casting cost

Additional ritual casting time: +3 times the normal ritual casting time

A delayed spell is cast and set to go off at a designated time. This time can be set from between 1 round to 6 turns after the spell is cast.

Elemental Substitution

Required Levels: +3 levels

Additional components cost: +300 per spell level

Additional ritual casting time: +6 turns

Using energy substitution, a spell based upon an element may be changed to another element. The exact nature may be determined by the referee. Damage should not be altered, but other effects may change. For example, if a *fireball* were altered to be a *hydroball*, the water would cause crushing damage but may also cause a chance of drowning to targets who fail their saving throw.

Extended Spell Casting

Required Levels: +2 levels

Additional components cost: +2 times normal ritual casting cost

Additional ritual casting time: +2 times the normal ritual casting time

Extended spell casting effects spells that have a duration. The duration of the spell is doubled. Extended spell casting can be used multiple times on the same spell. Each extension adds cumulative levels, cost and time to the ritual. A ritual extending a spell with a 10 minute duration once would double the time to a 20 minute duration and add 2 levels, twice the cost and double the casting time of the ritual. Extending the spell again would double the duration to 40 minutes but add 4 levels and 4 times the cost and time to the ritual for a total of 6 levels, 6 times the cost and 6 times the ritual casting time.

Maximize Spell Casting

Required Levels: +6 levels

Additional components cost: +500 per spell level

Additional ritual casting time: +12 turns

Maximized spell casting affects spells that have a variable, such as damage or healing. The effects of the spell are maximized. A maximized *cure light wounds* would heal 6+1 hit points, while a maximized *fireball* would deal 6 points of damage per caster level.

APPENDIX D: MAGIC-USER RITUAL SPELLS

RITUAL SPELLS

Ritual spells are gained by all classes by keeping a book of rituals and seeking out to learn ritual spells. A ritual spell might be taught by a master, quested for, or even purchased, if the referee deems it to be a common ritual. These spells are too complicated to be prayed for, cast spontaneously, or memorized and cast during a single round. A ritual spell can always be cast at the time of the ritual. However, some ritual spells may be memorized and cast in the same way that an augmented spell is held and cast using a normal spell slot. The ritual spell must first be cast as a ritual, then memorized every time it is used in this way. Some ritual spells go above the spell levels normally available. In these instances, the ritual spell uses a spell slot of the highest level usable by the caster plus additional spell slots to equal the level of the spell being cast or memorized. A magic-user casting an 8th level ritual spell would use a 6th level spell slot and might use two 1st level spell slots to meet the total of 8 spell slots needed to memorize the spell. Likewise, a cleric casting a 7th level ritual spell could use a 5th level spell slot and one 2nd level spell slot to memorize it.



LEVEL 7

GRASPING HAND

Duration: 1 round per level

Range: 10' per level

As *Forceful Hand* with double the weight capacity.

Less Than 1000 lbs: Can be pushed up to the maximum range immediately.

1000 - 4000 lbs: Can be pushed up the the maximum range at a rate of 10' per round.

Over 4000 lbs: Can move against the hand at 50% normal movement rate.

Grasp: Can grab and hold in place any creature weighing 1000 lbs or less.

LEVEL 8

CLENCHED FIST

Duration: 1 round per level

Range: 10' per level

As *Grasping Hand* but can attack per the caster's direction. The fist automatically hits dealing damage per 1d20:

1-12: 1d6

13-16: 2d6

17-19: 3d6 + stunned for 1 round

20: 4d6 + stunned for 3 rounds

LEVEL 9

CRUSHING HAND

Duration: 1 round per level

Range: 10' per level

As *Clenched Fist* but can constrict squeeze an opponent. Damage is dealt per round opponent is constricted. It will release target if directed by caster or destroyed.

Round 1: 1d10

Round 2-3: 2d10

Round 4-higher: 4d10

APPENDIX E: MAGIC ITEMS

DAGGER +2

A magic dagger

Attack Bonus: +2 to hit

Damage Bonus: +2 to damage

POTION OF DELUSION

A character who drinks this potion believes is under the effects of another type of potion.

Type: The other type of potion should be determined by the referee.

Describing: The referee should try to trick the player into believing that the character is under the effects of the other potion, only revealing the truth at some vital juncture.

POTION OF ESP

Grants the power of reading thoughts. This works in the same way as the magic-user spell ESP (see Magic-User Spells in the Old-School Essentials rules). The standard potion duration applies.

POTION OF FLAWED INVISIBILITY

Drinking this potion, the character becomes invisible, but also falls asleep for the same duration. The invisibility effect is the same as the magic-user spell (see Magic-User Spells in the Old-School Essentials rules). The standard potion duration applies.

Small doses: At the referee's discretion, a potion of invisibility may be consumed in six smaller doses, each with a reduced duration.

POTION OF HEALING

Has one of two effects on the character who drinks it:

- 1. Healing a living subject:** Restores 1d6+1 hit points of damage. This cannot grant more hit points than the subject's normal maximum.
- 2. Curing paralysis:** Paralyzing effects are negated.

POTION OF SPEED

The character's movements and actions are magically accelerated.

Movement: Movement rate is doubled.

Attacks: The number of attacks per round the character can make is doubled.

Other actions: May be performed at double speed.

POTION OF TREASURE FINDING

Grants the ability to sense treasure.

Range: Treasure up to 360' away can be detected.

Direction and distance: The character gains an awareness of the direction and distance of treasure.

Concentration: The character must concentrate in order to sense this information.

Multiple hoards: The largest treasure hoard within range is sensed.

Obstructions: The magic is blocked by lead.

SCROLL, PROTECTION FROM EVIL

Usage: All characters. (Written in non-magical languages—usually Common.)

Activation: Reading the script aloud

Protection From Evil: As the magic-user spell (see Magic-User Spells in the Old-School Essentials rules).

WAND OF SLEEP

Causes creatures to fall asleep by expending a charge.

Sleep: As the magic-user spell (see Magic-User Spells in the Old-School Essentials



APPENDIX F: ARTIFACTS

PLANESHIFTING HELMS

The magic and technology of planeshifting helms were first discovered by the wizard Na'ir during long experimentations on planar and temporal travel by himself and a cabal of eight other magicians. The reason for these experiments has eluded the sages, but, the fact that they achieved instantaneous planar, spacial, and temporal travel is documented. It was so well documented, in fact, that similar magical helm technology was developed by travelers to create planar ships to sail the astral seas. None of these imitation methods have been as accurate or swiftly as the helms.

Planeshifting helms most often take the form of large chairs or thrones. A caster can sit in these chairs and channel arcane energies through it to power and steer the vessel they are in. Typically this propels a vessel through the astral or ether to reach new planes. In the case of the first helms, created by the Nine, they could move their vessels to exact times and planes, if they knew the location and time they were headed. These nine helms propel things other than true vessels. The vessels of the Nine can in the form of towers, rooms, caverns, libraries and other such locales. The Hand Mage and the Orb Mage were known to have moved in the comfort of their wizard towers, taking everything with them.

The secret method by which the swiftness and accuracy of the travels of the Nine were performed has been lost to the ravages of time. What is known is that this secret lay in a series of keys created by Na'ir to power the helms of the Nine. These keys have become known to sages as the Rods of Na'ir.

THE RODS OF NA'IR

The Rods of Na'ir were created by the wizard, Na'ir after discovering the ability of certain alloys of metal to channel and direct raw magical power. When combined with the helms that his cabal were experimenting with, the wizards were able to harness the power that would normally be used to power their spells to control their movements through time and space.

A helm could normally propel a vessel forward through the astral, ether or phlogiston, but with the added power of the rods the speed at which this was done was amplified. Additionally the wizards learned that they, with enough power expended, the rods and helms could be used to move a vessel directly to a parallel plane of existence!

The Rods of Na'ir are cylindrical rods of a strange metal alloy measuring 2 inches in diameter and 36 inches long. Each are carved with strange runes and sigils many of which are unrecognizable to those outside of Na'ir's cabal.



USING THE RODS AND HELMS

When a Rod of Na'ir is inserted into a Helm spells can be expended in the following ways:

Shift Planes: 10 arcane spell levels* may be expended to shift the vessel into an adjacent plane. Additional planes may be shifted to for each additional 10 spell levels expended. Shifting one plane could be done by expending 2 5th level spells; 1 2nd level, one 3rd level and one 5th level spell etc. A single magic-user may only shift 2 planes per day before requiring rest.**

*At the referee's discretion, if a psionic system is being used, there may be a way for psionic characters to power a planeshifting helm.

Planar Travel: Arcane spell levels* may be expended to propel the vessel across non-material planes through the astral seas, ether, phlogiston, etc. The vessel will move at 5 miles per hour per spell level times the magic-user's level for 4 hours. A 5th level magic-user expending 6 levels of spells would cause the vessel to move at a rate of 30 miles per hour, while a 7th level magic-user expending 10 levels of spells would cause the vessel to move at 70 miles per hour for 4 hours. After 4 hours the vessel will run out of this spell fuel and the process will need to be done again. A magic-use can only power a vessel for a total of 8 hours in a single day before needing rest.

**When shifting planes in this way the referee should have a "map" of where the planes lie in relationship to each other in order to determine if a shift is possible, as plane shifts must be to adjacent planes. The Astral Plane is always adjacent to any other plane.

APPENDIX N: INSPIRATIONAL MEDIA

In the same manner that the co-creator of the original game once supplied a list of reading material that was inspirational to the creation of the game, under the heading "Appendix N," so will the products of Appendix N Entertainment. This inspirational appendix will help to give our readers and players a glimpse into the creative process, possibly exposing them to something new that they might enjoy, and as with the original Appendix N, may help to give a better understanding of our games and adventures. Unlike the original Appendix N, ours features all manner of influential media.

INSPIRATIONAL WRITING:

Guy de Maupassant, *The Horla*
Robert E. Howard, *The Tower of the Elephant*

FILM:

Diary of a Madman (1963, United Artists)

TELEVISION:

Twin Peaks (1990, ABC; 2017, Showtime)

MUSIC:

Mega Colossus (as Colossus), *And The Sepulcher Of The Mirror Warlocks*, 2012
Black Pyramid, *Black Pyramid*, 2009
Dead Can Dance, *Aion*, 1990
Hawkwind, *In Search of Space*, 1971
Mannheim Steamroller, *Fresh Aire V*, 1983
Mike Oldfield, *Hergest Ridge*, 1974;
Ommadawn, 1975

OPEN GAME LICENSE

This printing of Hidden Hand of the Horla is done under version 1.0a of the Open Game License and the System Reference Document by permission from Wizards of the Coast, Inc. Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all Appendix N Entertainment and Gateway To Adventure logos, identifying marks, and trade dress; all proper nouns, monster names, NPC names, geographic terms, capitalized terms, italicized terms, boldfaced terms, artwork, maps, symbols, depictions, and illustrations, except such elements that are derived from the System Reference Document or as designated on the title page of this document. Designation of Open Content: Subject to the Product Identity designation above, all NPC, creature, and trap statistics are designated as Open Game Content (OGC), as well as spell names, monster names, weapon statistics, and other elements that are derived from the System Reference Document. No art or illustration is Open Content.

Some of the portions of this book that are delineated OGC originate from the System Reference Document and are Copyright 2000 Wizards of the Coast, Inc. The remainder of the OGC portions of this book are hereby added to Open Game Content and, if so used, should bear the COPYRIGHT NOTICE "Hidden Hand of the Horla," Copyright 2021, Appendix N Entertainment; Author: R.J. Thompson. All artwork is copyright the original artist or distributor.

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 coadaptability 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 1.0a Copyright 2000,

Wizards of the Coast, Inc. System Reference Document Copyright 2000,

Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson

Old-School Essentials Core Rules © 2018 Gavin Norman. Author Gavin Norman

Old-School Essentials Classic Fantasy: Genre Rules ©2018 Gavin Norman. Author Gavin Norman

Old-School Essentials Classic Fantasy: Cleric and Magic-User Spells ©2018 Gavin Norman. Author Gavin Norman

Old-School Essentials Classic Fantasy: Monsters ©2018 Gavin Norman. Author Gavin Norman

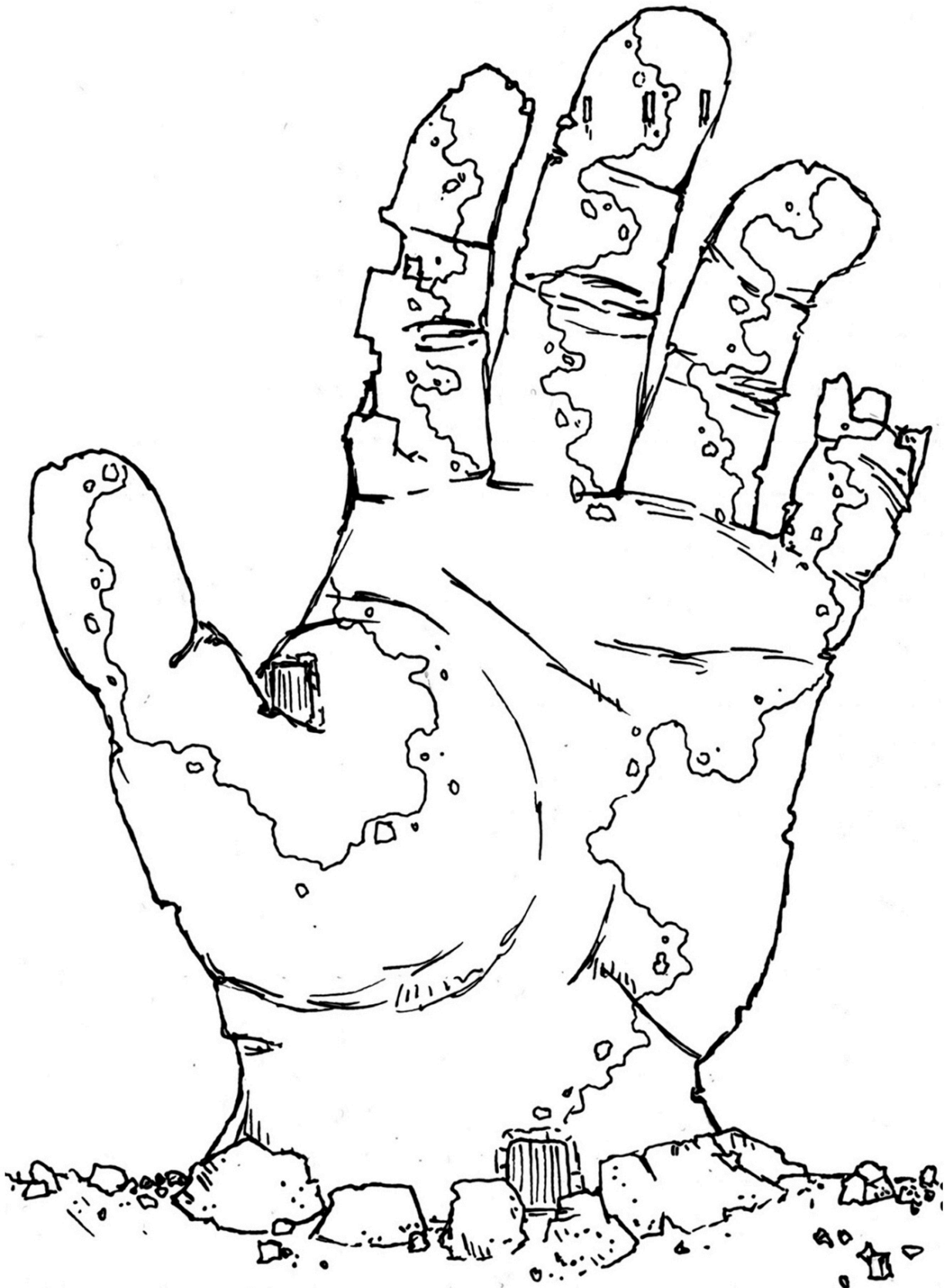
Old-School Essentials Classic Fantasy: Treasures ©2018 Gavin Norman. Author Gavin Norman

Old-School Essentials Advanced Fantasy: Genre Rules © 2018 Gavin Norman. Author Gavin Norman

Old-School Essentials is a trademark of Necrotic Gnome. The trademark and Old-School Essentials logo are used with permission of Necrotic Gnome, under license.

“Gateway To Adventure”, “GTA”, “Hidden Hand of the Horla,” and all other Appendix N Entertainment product names and their respective logos are trademarks of Appendix N Entertainment in the USA and other countries.





Permission is granted to copy this image as a player hand out to help players decide how they are entering the tower.

If you enjoyed this product, you can find more from us at www.appendixnentertainment.com