

GATEWAY TO

MODULE T1



ADVENTURE

HIDDEN HAND OF THE HORLA



DESIGNED FOR USE WITH

OLD-SCHOOL ESSENTIALS

MODULE T1

HIDDEN HAND OF THE HORLA

BY R.J. Thompson

AN ADVENTURE FOR CHARACTER LEVELS 1-3



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HIDDEN HAND OF THE HORLA

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 adventures of the levels for which the adventures are designed. Some adversaries, traps, etc. may need to be avoided. In the early days of the hobby, it was not assumed that the party could defeat every challenge they came up against. Sometimes it is best that the party avoid or negotiate with a foe rather than fight it. Sometimes an enemy may be able to be defeated by using cunning and knowledge, rather than combat and special abilities. A prime 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, in the spirit of fairness. 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 it. Additionally, this product is intended as an "adventure kit" rather than a full adventure. Some details are vague (such as NPC interactions) as it is made to inspire the referee to make their own. You will not find exhaustive boxed text or a laundry list of everything found in the village here. This is meant to be used at the table, and thus it is malleable.

BACKGROUND FOR THE PLAYERS:

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.

BACKGROUND FOR THE REFEREE

In truth, the name of the Hand Mage was Rosencrantz Agrippa. He was a member of a cabal of eight mages who experimented with traveling through 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. 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: New 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, and the horla trapped on board, until Rosencrantz's terrible error. A horla may make a connection with 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.

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) |

NOTES FOR THE REFEREE

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, pick their favorite outcome or not have any of the rooms and encounters altered by the table at all.

Additionally, the random encounter table contains encounters that may need to be ignored, as they are encounters with creatures located in specific rooms. If the PCs have an encounter in the room which they are initially within, this encounter must be re-rolled if it occurs as a random encounter. Likewise, if the encounter happens at random, prior to the PCs reaching the room the encounter originates from, the encounter will not be in the designated room. This module contains a variant table with additional encounters that can be had during the night, as it is deadlier to enter when night creatures are abroad.

RANDOM ENCOUNTERS IN THE TOWER OF THE HAND MAGE

Once per 4 turns of exploration during the day, and once per every 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, such as dropping a weapon or piece of armor causing a racket. 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: D4 DAY, D6 NIGHT	ENCOUNTER
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 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



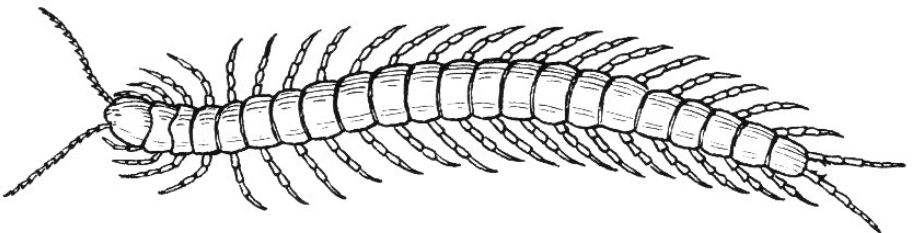


WHAT THE GOAT FOLK ARE UP TO

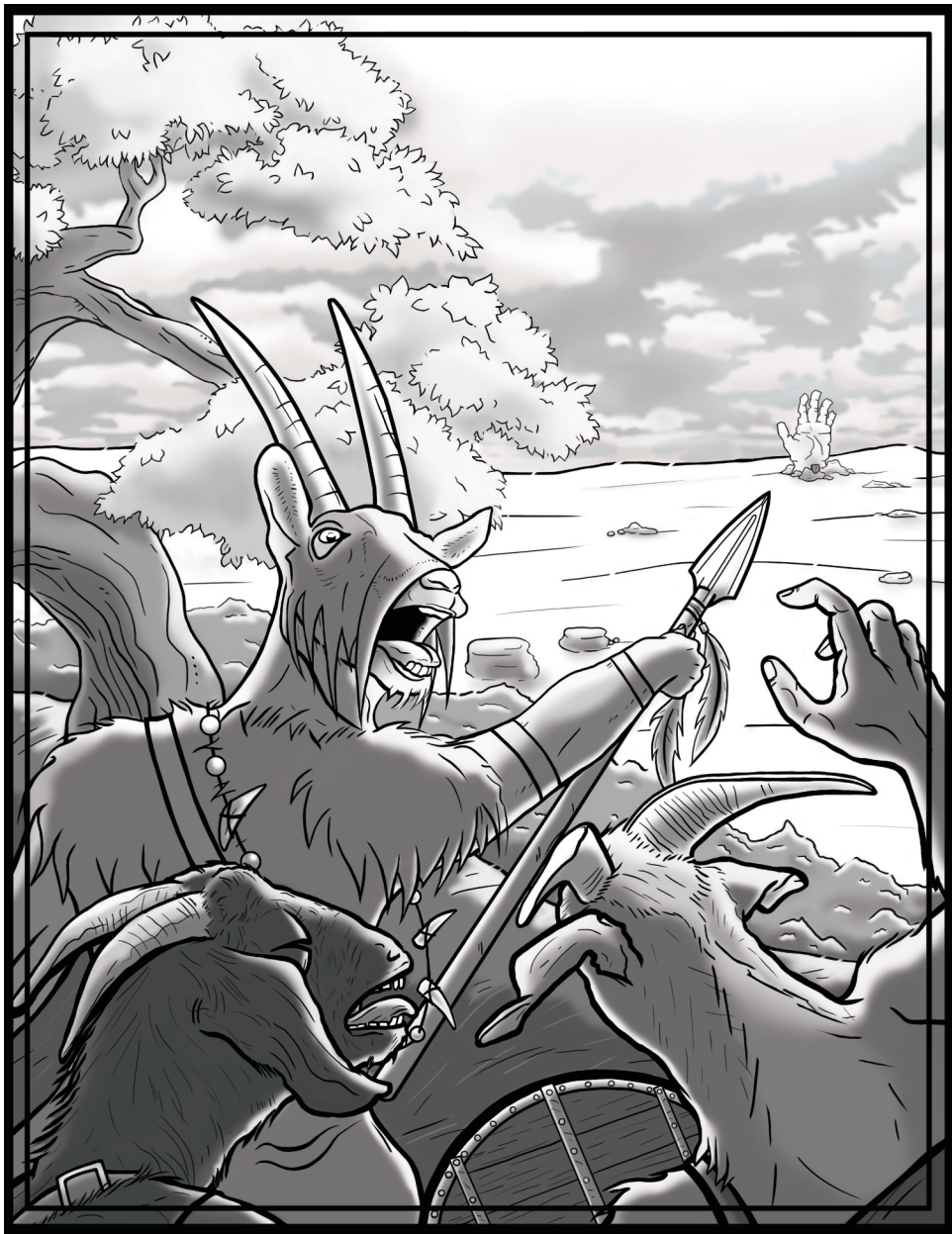
The goat folk in the tower come from a nomadic tribe that has been in the area for some time. This group has come to the tower to search for magical items that would have obviously been left behind by the Hand Mage. They are led by Sha'aazra'aak, a shaman to her tribe who seeks to grow more powerful 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	The goat folk have done nothing. They heard the clamor made by the rust monster eating pots in the kitchen and are now holed up in their respective rooms. The goat folk have ransacked the library (room 7.) Sha'aazra'aak has discovered the wand and now possesses it. The shelves and all other books have been left alone, as the goat folk are illiterate.
2	They have taken and/or destroyed everything worthwhile in the storage room (room 2.)
3	The have barbarically destroyed the alchemist lab (room 11,) including all equipment and potions.
4	



BEHOLD THE TOWER!



ONWARD TO GLORY!

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 outside of 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 two 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.

2 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

AC7[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

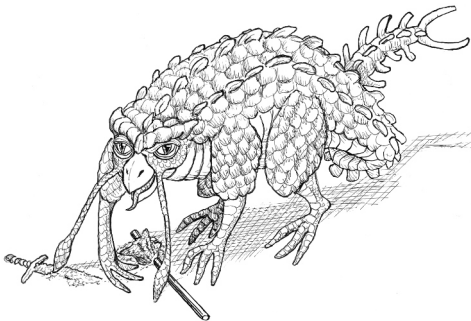
This plain room was Agrippa's food store. The room contains food (preserved from the effects of time in the pocket dimension) enough to make up 8 weeks worth of standard rations and 4 weeks worth of iron rations. Additionally there are 3 bottles of wine, worth 100 gp each. There are also several bags 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 underneath. 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 105 gp and 75 sp. Two beast folk armed with spears and short swords, wearing leather armor and bearing shields, are occupying this room.

2 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

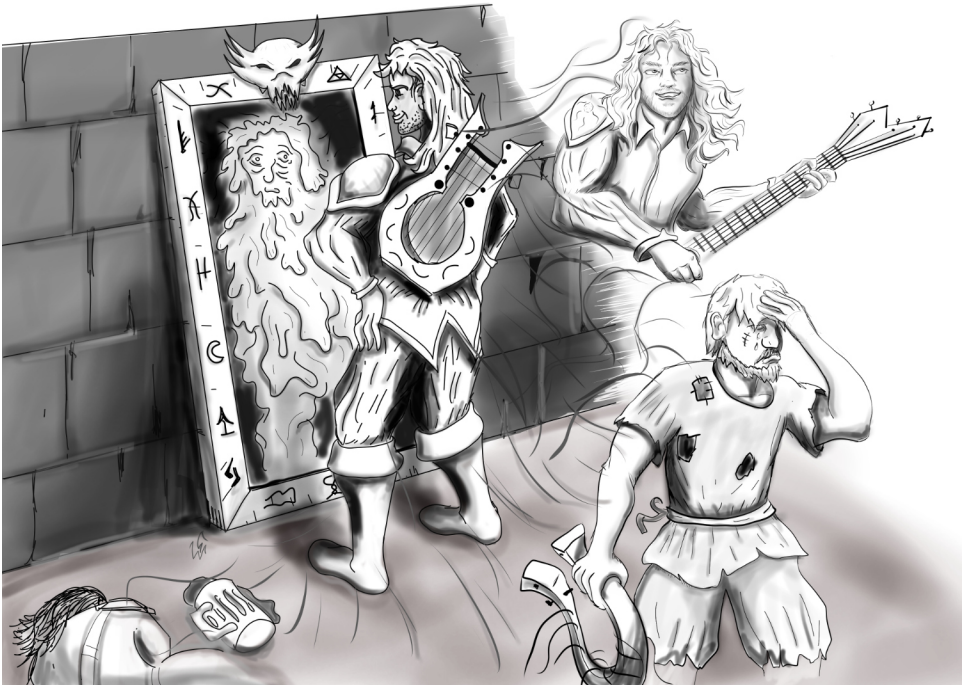
In the Hand Mage's parlor sit two chaise lounges, opposite each other across a large ornamental rug that occupies the center of the room. The lounges sit on the east and west sides of the rug, while two high backed wooden chairs occupy the narrow ends of the rug. A small wooden table sits next to either 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 lines, repeating a dancetty image swirling about 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. I 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

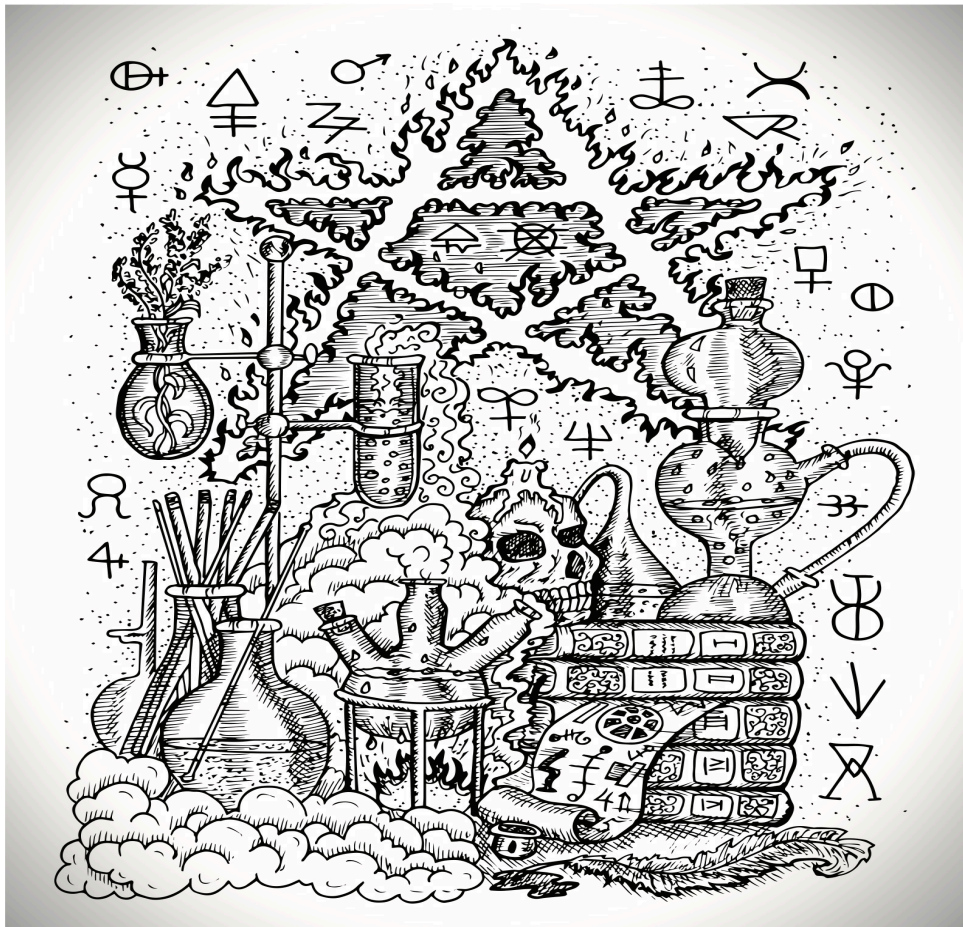
my teachings, that a new chance can come with every new day, perhaps more would have succeeded." The writing, however is in half thoughts, as Agrippa was half mad from the obsession caused by the horla and it is unclear as to whether or not he was truly haunted by an entity, or just driven insane from 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 500 gp. Hidden among these books are three 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. In the laboratory there are 1d6 potions made that can be taken by the PCs. Roll on the following table to determine the type of each potion found



POTIONS IN THE ALCHEMY LAB

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

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.

12. THE 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, two 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, SVD12 W13 P14 B15 S16 (1), ML 7, AL Neutral, XP 25, NA 1d8 (1d8), TT None





This image may be used as a handout to aid the players in solving the puzzle in the apprentice hall. Permission is granted to copy or print the image for use in game play.

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.

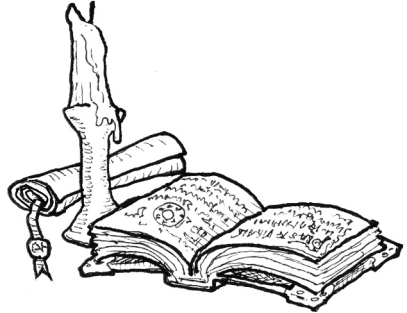
A skeleton, long expired, sits in the chair wearing red and gold robes. This is all that remains of Agrippa. In his right hand he clutches a slim book. This book is the true treasure of the Hand Mage. It contains several spells of his own devising (See Appendix C: New Spells.) At his side is a pouch 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 one by

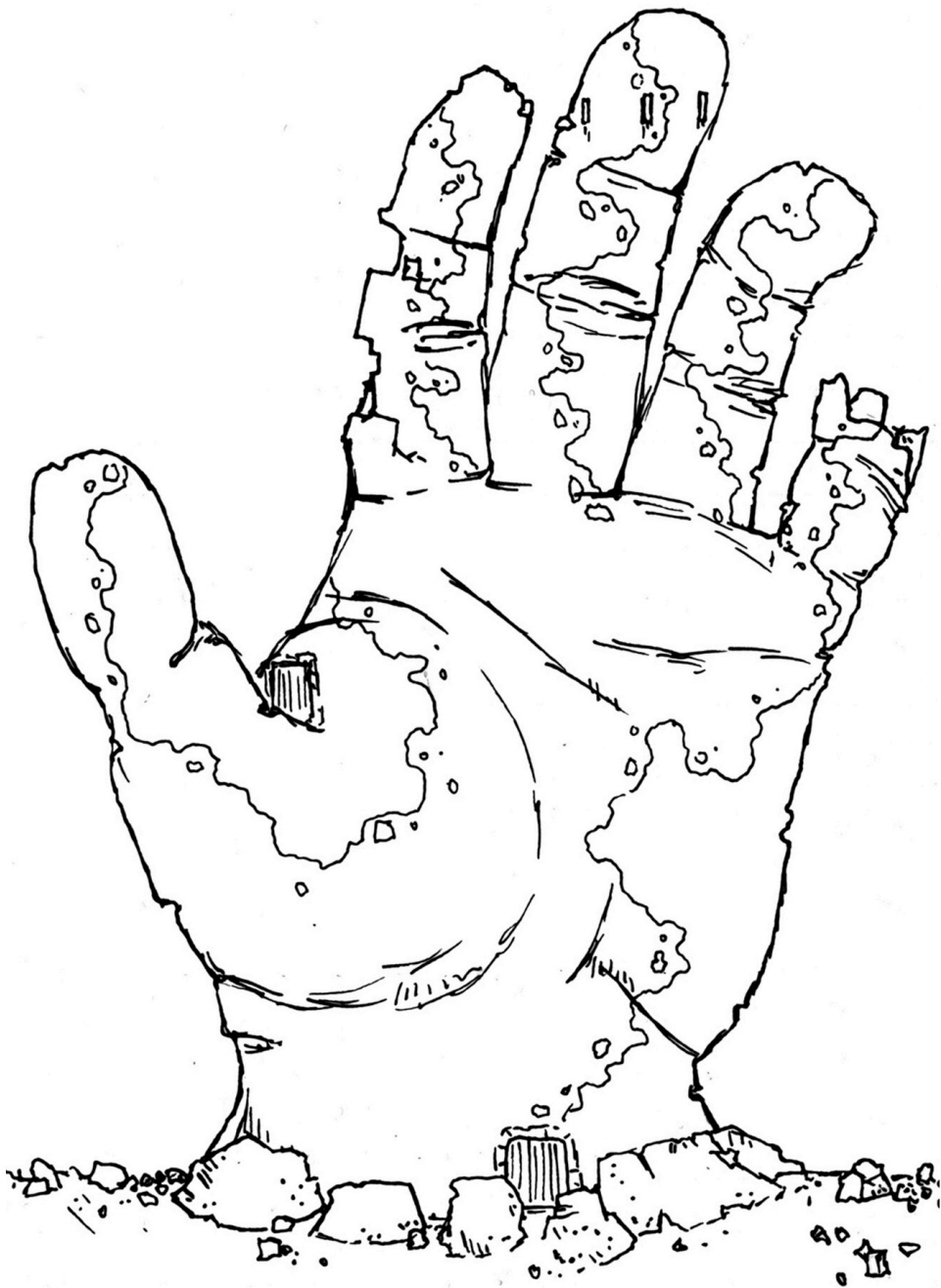


If the horla is defeated, or remains undiscovered by all who are not obsessed or possessed, the party may also discover a cylindrical hole in the right arm of the stone throne. The throne is the tower's "helm" and this is the receptacle for a Rod of Na'ir. If the party can manage to conduct magical research 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 HAND MAGE BECKONS



DARE YE APPROACH?



This image may be used as a handout to aid the players in understanding the layout of the tower when they are deciding how to enter. Permission is granted to copy or print the image for use in game play.

APPENDICES

APPENDIX A: MONSTERS



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

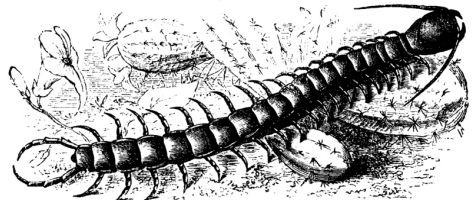
Carnivorous bats that may attack adventurers, if hungry.

AC 6 [13], HD 2 (9hp), Att 1 x 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 x 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 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) 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 appear different.



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 entities 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 checks.



Rat, Giant

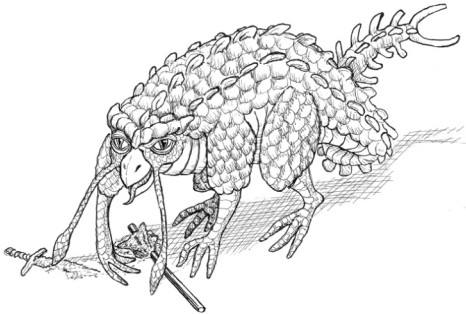
Multitudinous, disease-ridden rodents that will eat anything. Avoid contact with humans, but may attack if defending their nest or if summoned and commanded by magic. 3' long (or larger), with black or grey fur. Often live in dark, dungeon areas and close to undead

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 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.

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

NOTES: SPELLS HIGHER THAN 6TH LEVEL

Three of the spells presented here are above 6th level, meaning that there is not presently a way for spell casters to learn them using the current rules presented in *Old-School Essentials*. There are several ways to incorporate these spells into a game. Three are presented here to aid the referee.

High Level Play: The ability to learn high level spells can be introduced through high level play. Rough guidelines for high level play can be found on p.37 of the *Old-School Essentials Rules Tome* or on p.21 of the *Classic Fantasy Genre Rules*. Spell progression would continue naturally according to the *Magic-User and Elf Spell Progression* table.

Ritual Magic: Spells higher than 6th level may be usable only through costly and time consuming rituals. As a rule of thumb, components for ritual magic spells should cost 100 gp times the level of the spell being cast and take turns equal to the level of the the spell. After the ritual is performed it is memorized as a normal spell until it is cast. It is recommended that a spell caster be able to memorize at least 6th level spells before being able to use the higher level ritual spells.

Scroll Use: Spells higher than 6th level may only be usable by Player Characters as scrolls.



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

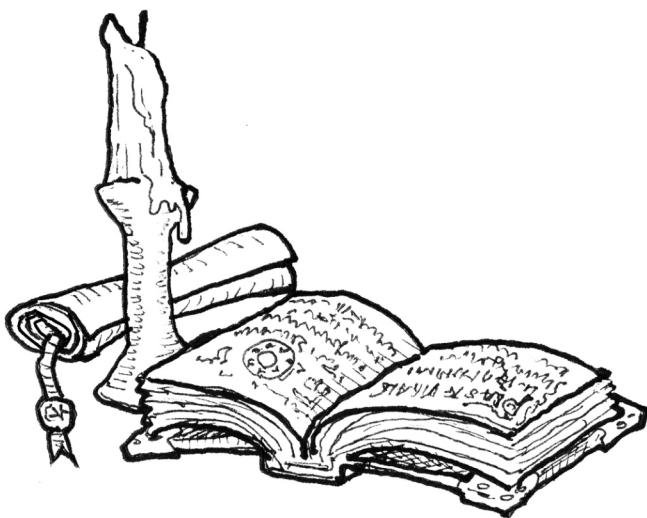
Black Pyramid, *Black Pyramid*, 2009

Dead Can Dance, *Aion*, 1990

Hawkwind, *In Search of Space*, 1971

Mannheim Steamroller, *Fresh Aire V*, 1983

Mike Oldfield, *Hergest Ridge*, 1974; *Ommadawn*, 1975



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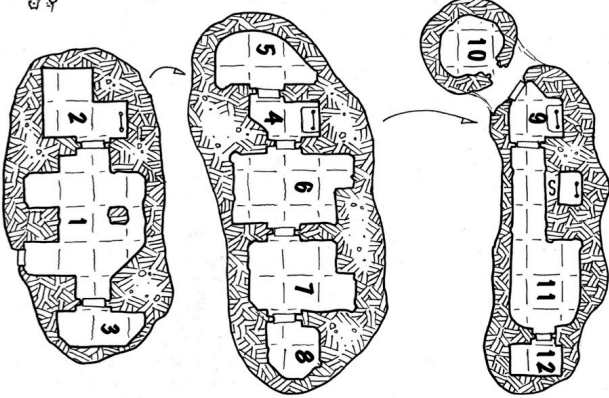
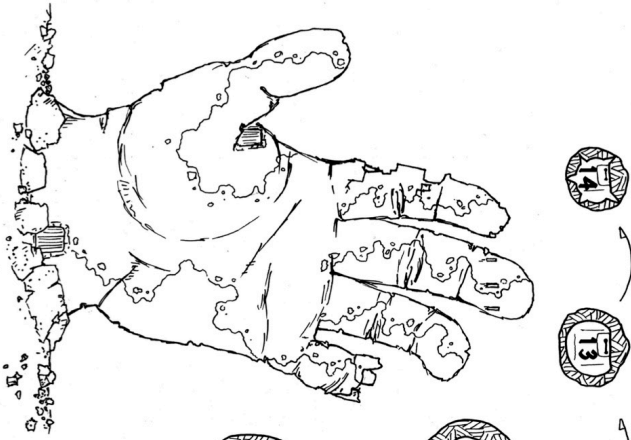
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MODULE T1

HIDDEN HAND OF THE HORLA

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. Will you dare to enter the ancient tower in search of riches and magical secrets?

Requires Old-School Essentials Core Rules.

