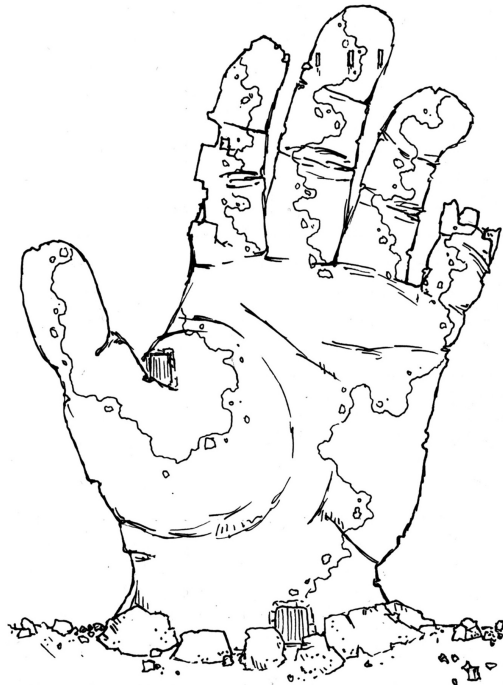


Module T1

HIDDEN HAND OF THE HORLA

By R.J. Thompson



AN ADVENTURE FOR CHARACTER LEVELS 1-3

FOR USE WITH **GATEWAY TO ADVENTURE**
AND OTHER ORIGINAL EDITION FANTASY ROLE PLAYING GAMES



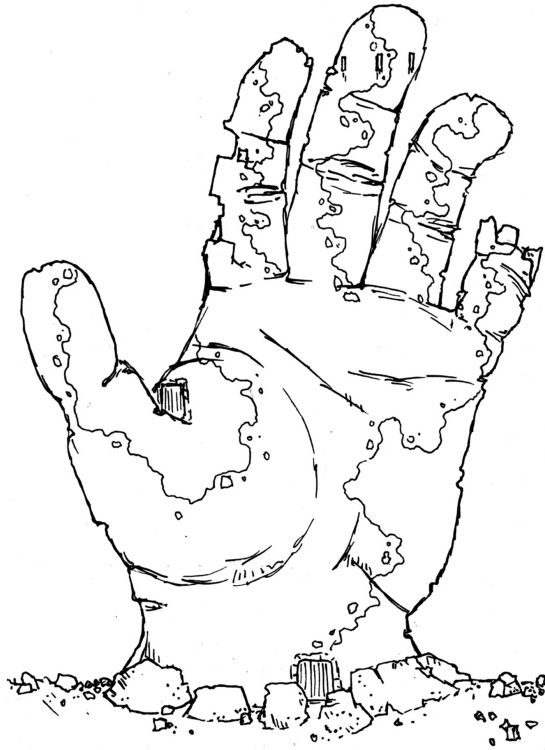
Module T1

HIDDEN HAND OF THE HORLA

By R.J. Thompson

AN ADVENTURE FOR CHARACTER LEVELS 1-3

FOR USE WITH **GATEWAY TO ADVENTURE**
AND OTHER ORIGINAL EDITION FANTASY ROLE PLAYING GAMES



Writing, design, layout: R.J. Thompson

Editing: Amy Kohl and David A. Hill

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

Cartography and cover art by Dyson Logos, licensed under a Creative Commons Attribution 4.0 International License

Beastfolk images by www.critical-hit.biz

Some artwork copyright Daniel F. Walthall, used with permission.

Some artwork © 2015 Dean Spencer, used with permission. All rights reserved.

Some artwork in the public domain

Some artwork by R.J. Thompson

Gateway to Adventure and Hidden Hand of the Horla © Copyright 2018 Appendix N Entertainment



Module T1

Hidden Hand of the Horla

Using this Module: *Hidden Hand of the Horla* is an adventure module intended to be used with the **GATEWAY TO ADVENTURE**¹ and other role playing games based upon the Original Fantasy Role Playing Game, first published in 1974. It assumes that the referee is using a complete version of the Original Game or retro-clone, with all supplements included. If so desired, this module can be easily converted to B/X or Advanced versions of the game and their simulacra. In the true spirit of the original game, adventure modules for **GATEWAY TO ADVENTURE** may contain encounters which appear too difficult for a party of adventures of the levels which are designed for. 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 flee, 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. 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. The referee should read the entire adventure, including the sections on new monsters etc., prior to running it, making alterations where they see fit.

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 wizards who experimented with traveling through time and space, first via portals and ancient spells, then by devices of their own making. These wizards 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 discovered a method to create mechanisms which would allow them to move to a plane of their choosing, at will, and create small pocket dimensions for themselves. This could be achieved using special combinations of magically charged metals and stones. To this end, each wizard 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. Unfortunately on 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.

¹ Gateway To Adventure is not available at the time of this module's original publication.

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.

Table 1: Rumors

D12 Result	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	Goatfolk 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 Goatfolk 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.

Regarding Creature Stat Blocks in **Gateway To Adventure**

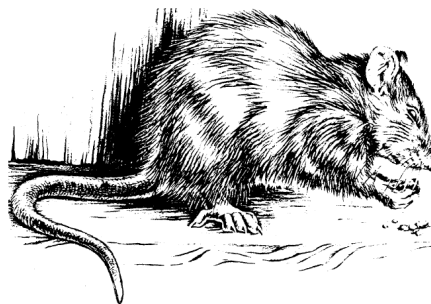
The **Gateway To Adventure** game seeks to emulate the Original Edition of the world's first fantasy roleplaying game. To this end, *Appendix N Entertainment* seeks to make its products compatible with both the original game, and as many of its current clones as possible. To this end, we provide both Ascending and Descending armor class and ascending To Hit bonuses, as well as Thac0. For the accomplished referee, it should be easy enough to use stat blocks from their own Original Edition preferred system, and to convert any herein, on the fly. Note that the difficulty of monsters may vary if using a B/X or Advanced based game.

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**.

Table 2: Random Encounters

Die Result D4 Day, D6 Night	Encounter
1	1d2 (1d3 at night) winged vipers. These are the same as those in room 10.
2	1d2 (1d4 at night) giant centipedes. These are the same as the centipede in room 8.
3	2 Goatfolk. These are the same Goatfolk found in room 5.
4	Rust Monster. This is the same rust monster that can be found in room 3.
5	1 giant vampire bat
6	1d3 giant rats



What the Goatfolk Are Up To

The Goatfolk 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.

Table 3: What the Goatfolk Are Up To

D4 Result	What the Goatfolk Have Done
1	The Goatfolk have done nothing, and have holed up in their respective rooms. They heard a clamor created by the rust monster, eating pots and pans and believe the ghost of the wizard to be haunting the tower.
2	The Goatfolk have ransacked the library (room 7.) They have discovered the wand, but not the scrolls of protection. The wand is now in Sha'aazra'aak's possession. The shelves, and thus animated books, have been left untouched, as the Goatfolk cannot read. Likewise, the diary is still intact.
3	They have destroyed or taken every thing in the storage room (room 2.)
4	They have barbarically destroyed the alchemist lab, including all equipment and potions.



Entering the Tower of the Hand Mage

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 Goatfolk 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 Goatfolk 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/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 all chaotic and evil creatures, the Goatfolk can be bartered with. However, only Sha'aazra'aak speaks common. The others only speak their own bestial tongue. If the beastfolk 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 Goatfolk

HP: 4, 3; **AC:** 6/13; **Attack:** By Weapon BTH+1/Thac0:19 **Damage:** 1d6 (short sword/spear); **Move:** 12; **Save:** 17; **AL:** C; **CL/XP:** 1/15



Sha'aazra'aak

HP: 9; **AC:** 7/12; **Attack:** By Weapon BTH+1/Thac0:19 **Damage:** 1d6 (spear); **Move:** 12; **Save:** 14; **AL:** C; **CL/XP:** 4/120

Sha'aazra'aak can cast the following spells: Charm Person, Shield, Mirror Image

2. Storage Room: This plain room was Agrippa's food stores. The room contains food (preserved from the effects of time in the pocket dimension) enough to make up 8 weeks worth of trail rations and 4 weeks worth of dried rations. Additionally there are 3 bottles of wine, worth 50 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

HP: 9; **AC:** 2/17; **Attack:** special
BTH+2/Thac0:18 **Damage:** causes rust;
Move: 12; **Save:** 16; **AL:** N; **CL/XP:** 5/240

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

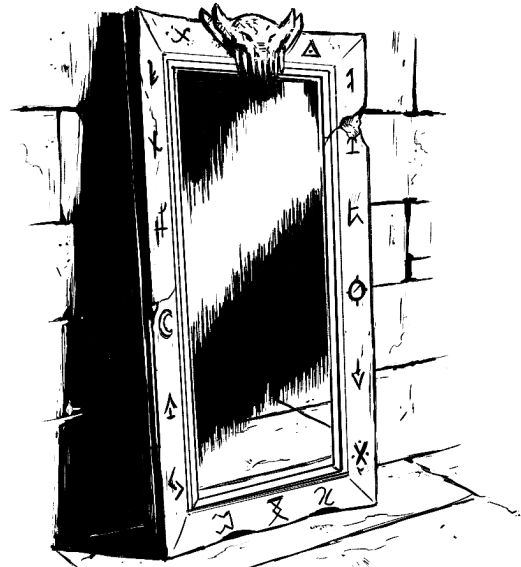
5. Bedroom: This was Agrippa's bedroom. It contains a bed, wardrobe and footlocker. The wardrobe contains only moth ridden robes.

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 beastfolk armed with spears and short swords, wearing leather armor and bearing shields, are occupying this room.

2 Goatfolk

HP: 2, 5; **AC:** 6/13; **Attack:** by weapon
BTH+1/Thac0:19 **Damage:** 1d6 (short sword/spear);
Move: 12; **Save:** 17; **AL:** C; **CL/XP:** 1/15

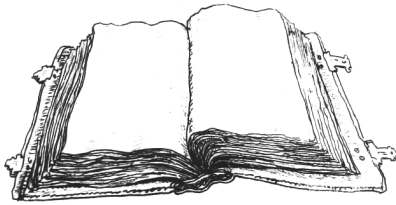
6. Parlor: In the Hand Mage's parlor sit two chaise lounges, opposite each other across a large ornamental rug that occupies the center of the room. The lounges sit on the east and west sides of the rug, while two high backed wooden chairs occupy the narrow ends of the rug. A small wooden table sits 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 Saving Throw vs. Dragon Breath must be made, or the PC 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 4 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 Saving Throw vs. Magic. 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.

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. Giving 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 scrawled 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

HP: 1; **AC:** 7/12; **Attack:** slam BTH+0/Thac0:20 **Damage:** 1d2; **Move:** Fly 12; **Save:** 18; **AL:** N; **CL/XP:** B/10

8. Alchemy Laboratory: The Hand Mage dabbled in a bit of alchemy. This room contains all of the trappings of an alchemy laboratory. The laboratory, complete, 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 see what each potion is.

Table 4: Potions in Alchemy Laboratory

1d4	Potion Type
1	Healing
2	Frozen Concoction
3	Treasure Finding
4	Faulty Healing, looks like a healing potion but deals 1d4 points of damage, unless a successful save is made.

9. Hallway: This room is empty, save for the ladder that descends to rooms 4 and 2.

10. The Thumb: The Thumb is a dome with no door. The Goatfolk 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.

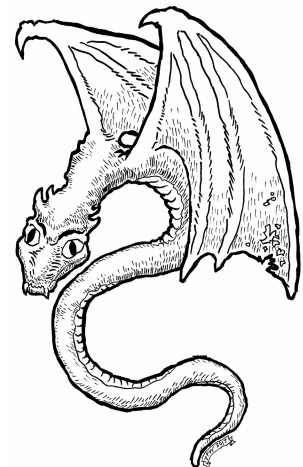
Pillar candles line the floor in front of the carving. If the PCs light the candles a Magic Mouth will appear above the hand and say “Choose wisely. Which among these grants the power to fire walk with me? Which can shape your destiny? You have but three chances to answer.” The players should be shown the image of the spiral hand on the inside cover of this module. 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 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

HP: 2, 3; **AC:** 6/14; **Attack:** bite BTH+0/Thac0:20 **Damage:** 1hp + poison;
Move: 6 (Fly 18); **Save:** 18; **AL:** N; **CL/XP:** 3/60



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.

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 B: 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 playing smart should be rewarded.

Horla

HP: 11; **AC:** -1/20; **Attack:** Slam or by weapon BTH+2/Thac0:18 **Damage:** 1d4 or weapon type; **Move:** 12; **Save:** 17; **AL:** C; **CL/XP:** 9/1,100

Appendix A: Monsters

Bat, Giant, Vampire

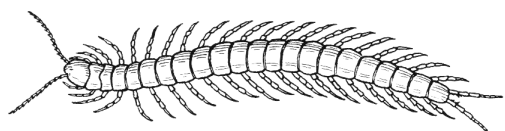
HD: 1; **AC:** 8/11; **Attack:** bite BTH+1/Thac0:19
Damage: 1d6; **Move:** 4 (Fly 18); **Save:** 17; **AL:** N;
CL/XP: 3/60

Giant vampire bats are roughly the size of a hawk or falcon. They are true vampire bats that feed on blood. If a giant bat scores a hit it automatically deals 1d6 points of damage every round until removed.



Centipede, Giant, Small Non-lethal

HD: 1d2; **AC:** 9/10; **Attack:** bite BTH+0/Thac0:20 **Damage:** 0+poison; **Move:** 13; **Save:** 18; **AL:** N;
CL/XP: B/10



A non-lethal giant centipede can grow to be a length of approximately 3'. The bite of a giant centipede is painful, but causes no real damage. However if a non-lethal giant centipede scores a hit, it injects a crippling poison. A Saving

Throw must be made vs. Poison or else the victim will double over in pain, helpless for 1d4 rounds. During this time the victim can take no actions, nor defend themselves. Additionally the limb struck will be crippled for 2d4 days. Crippled legs reduce movement by 50% on the first bite, another 25% on the second and to only 1' per round on the third. A strike to an arm will mean the arm cannot wield a shield and attacks made with the crippled limb will be at -4.

Rat, Giant

HD: 1d4; **AC:** 7/12; **Attack:** bite BTH+0/Thac0:20 **Damage:** 1d3; **Move:** 12; **Save:** 18; **AL:** N;
CL/XP: A/5

Giant rats are roughly the size of a wild cat. 5% of all giant rat bites cause disease. A Save vs. Poison or an adversity check can be made to counter the disease. The exact effects of any disease are determined by the referee.

Rust Monster

HD: 2; **AC:** 2/17; **Attack:** special BTH+2/Thac0:18 **Damage:** causes rust; **Move:** 12; **Save:** 16; **AL:** N; **CL/XP:** 5/240

Rust monsters resemble a cross between a bulbous armadillo and a beetle. They are quadrupeds with long toes. A large bulbous body is covered in plates, with a long tail, bearing a strange flange on the end. The head is somewhat insectoid, with a pair of antennae protruding from it. The antennae are part of the creature's digestive system. A rust monster's diet consists of metals, preferring ferrous ones. If a rust monster scores a hit, it touches something metal (weapons and armor) causing it to immediately begin rusting. Once the rust sets in, the rust monster will proceed to devour the metal. A rust monster will not attack a person outright, but cannot resist the lure of metal weapons and armor! Any metal that comes in contact with the rust monster's body (from touching, attacking etc) also begins to rust. Magical items resist the rust monster's oxidation at a rate of 10% cumulative per +1 bonus. Thus a +2

sword will have a 30% chance to resist the oxidation.

New Monsters

Animated Books

HD: 1d4; **AC:** 7/12; **Attack:** slam BTH+0/Thac0:20 **Damage:** 1d2; **Move:** Fly 12; **Save:** 18; **AL:** N; **CL/XP:** B/10

Animated books are sometimes created by wizards to guard their libraries and laboratories. As the name implies, they are common books brought to life. They magically fly, flapping their covers as if they were wings. Animated books attack by slamming themselves into their targets.

Goatfolk

HD: 1; **AC:** 6/13; **Attack:** By Weapon BTH+1/Thac0:19 **Damage:** 1d6 or 1d8; **Move:** 12; **Save:** 17; **AL:** C; **CL/XP:** 1/15

Goatfolk are built similar to humans in both size and structure, save that they have a head and legs like those of a goat or ram. They are brutish and chaotic, often found worshipping in the cults of the demon princes. It is widely believed that the first Goatfolk were human cultists, mutated by exposure to raw Chaos. They often live in nomadic tribes in the waste beyond civilization. Most members of a tribe are warriors or hunters, bearing crude spears or swords.

Horla

HD: 2; **AC:** -1/20; **Attack:** Slam or by weapon BTH+2/Thac0:18 **Damage:** 1d4 or weapon type; **Move:** 12; **Save:** 17; **AL:** C; **CL/XP:** 9/1,100

The horla are a race of extra planar (or extra terrestrial) entities bent upon the domination of chaos and evil over the peoples of the world. They achieve this goal through the haunting of individual hosts while manifest upon the material plane, causing their hosts to commit unspeakable acts. When these entities manifest upon the material plane they live upon water and milk, though it is unclear as to why these are the substances which support them. There seems to be some sort of law in effect which allows the horla to only acquire a host in one of two ways. The first is for the host to hail or summon the horla in some way. This can even be an accident (waving at a vessel the horla is on, saying "hello" into the darkness to see if someone is there etc.) The second way is to come into physical contact with someone being haunted by a horla, violently or otherwise. At this time the horla can switch hosts.

A horla, in its physical form, is always invisible. Spells which cause invisible creatures to be seen are of no effect. The creature can only be seen if something covers it. All horla have minor telekinetic abilities. They can move relatively heavy objects with their minds, but not with much force. A large urn could be pushed from a pedestal, doors could be slammed, but a weapon cannot be properly wielded. The horla can, however attempt to use its host to achieve its evil ends. The horla will begin its haunting by attempting to play on its host's desires through conversation and an attempt to drive the host mad to obsession. If this is unsuccessful, the horla will outright possess the body of the host. The horla will always attempt to corrupt and cause obsession in a host first, preferring to cause the host to turn to chaos and evil itself. A horla can be turned as if it were undead.

Possession

Any spirit, demon or devil may attempt to possess a victim. To do so the spirit must first make a saving throw with a penalty of the charisma bonus (if any) of the victim. If the roll is a success the victim is allowed a saving throw to avoid the possession with a penalty equal to the spirit/demon's hit dice. Protection spells already in place may modify these rolls at the referee's discretion. If the possessor succeeds and the victim fails his save, the possession is successful and the spirit has full control of the victim's body. Once per hit die per day the possessed may attempt to stop his body from taking an action attempted by the possessor spirit. This attempt suffers a cumulative penalty of -2 for each week that passes. This does not break the possession. Only an action denoted as an exorcism by the referee may break the possession. A Turn Undead check may be allowed as a form of exorcism. The spirit may relinquish control as it sees fit, but after gaining control, may always take control again at any time, presuming that a successful exorcism is not performed. Note, a character under the effects of a Protection From Evil spell may not be possessed.

Obsession

Many creatures, from demons to greater vampires and any other entities that the referee deems may cause an individual to become obsessed. Obsession may be attempted in various ways dependent upon the individual entity. In some cases obsession is caused by a gaze, in others telepathic communication (powerful vampires and demon princes have this ability) or something as simple as a touch. An entity attempting to cause obsession in a victim must first make a saving throw with a penalty of the charisma bonus (if any) of the victim. If the roll is a success the victim is allowed a saving throw to avoid the obsession with a penalty equal to the entity's hit dice. Protection spells already in place may modify these rolls at the referee's discretion, just as in the case of possession. If successful the creature causing the obsession gains a telepathic link to the obsessed by which its suggestions can be made, even over a great distance. In the early stages the obsessed can attempt to fight the suggestions. This is done by making a saving throw, modified by a penalty of the obsessor's hit dice. This may be done once per day per hit die of the obsessed. An attempt to break the obsession may be made a number of times per week per hit die of the obsessed. Success is determined in the same manner as attempts to fight suggestions. Each failed attempt adds an additional penalty of -1 to the next attempt. If the total penalty reaches the hit dice of the obsessed character, they become an utter thrall of the obsessing entity, unless exorcised. Note, a character under the effects of a Protection From Evil spell may not become obsessed.

Snake, Viper, Winged

HD: 1d6; **AC:** 6/14; **Attack:** bite BTH+0/Thac0:20 **Damage:** 1hp + poison; **Move:** 6 (Fly 18); **Save:** 18; **AL:** N; **CL/XP:** 3/60

Winged vipers are slightly larger versions of standard vipers, with bat-like wings upon their backs. Their wings make it difficult to slither about as normal snakes, thus they typically fly. The venom of a viper causes a quick death unless a Save vs. Poison at +2 is made. They often nest in high places. Intact flying viper eggs are very valuable to the right buyers.

Appendix B: New Magic-User Spells

Level 1

Mage Hand

Level: MU 1

Range: 25' + 5' per level

Duration: 1 turn

This spell causes a phantom hand to appear before the caster. The hand can be controlled, by pointing a finger at an object, no more than 5 lbs in weight. *Mage Hand* will lift and move the object, following the direction of the hand controlling it. It can move 25' + 5' per level from the caster. The hand can be made to throw an object up to 15', with no true force. It cannot be made to perform any detailed action, only to pick up, move and throw objects.

Level 3

Helping Hand

Level: MU 3

Range: 5 miles

Duration: 1 hour per level

The spell causes a ghostly hand to appear. The caster of the spell may name a person or creature. The hand will seek out that individual, moving at the same movement rate as the caster. Once it has found its target, it will beckon the individual to follow it. The target of the spell is not forced to follow the hand, but can if they choose to. If the target follows, the hand will guide them to the caster, hovering 10' ahead and pointing in the most direct possible route at all times. If the target of the spell is not within 5 miles of the caster, the hand will find the closest creature and beckon it instead. If the hand is not followed, it will dissipate.

Level 5

Interposing Hand

Level: MU 5

Range: 10' level

Duration: 1 round per level

Upon casting this spell the caster designates a target creature. A solid hand appears between the caster and the creature. The caster must also designate the size of the hand at the time of the casting. It can range from the size of a human hand, to that of a titan. The hand will remain between the caster and the target until it is either destroyed, the caster changes the target or the duration of the spell expires. The hand has AC 9/10 and hit points equivalent to the caster's maximum.

Level 6

Forceful Hand

Level: MU 6

Range: 10' per level

Duration: 1 round per level

Forceful Hand acts as a more powerful version of *Interposing Hand*. This version can exert force, as well as interpose. The hand is strong enough to push creatures away from the caster, up to its range, so long as they do not exceed a weight of 500 lbs. Targets up to 2000 lbs can be pushed at a range of 10' per round. Targets heavier than this will be able to move against the hand at 50% of their movement rate.

Level 7

Grasping Hand

Level: MU 7

Range: 10' per level

Duration: 1 round per level

This spell functions as *Forceful Hand* except that it moves creatures at double the strength. *Grasping Hand* can also be directed to grab and hold in place any creature weighing 1000 lbs or less.

Level 8

Clenched Fist

Level: MU 8

Range: 10' per 2 levels

Duration: 1 round per level

A huge fist appears before the caster. So long as the caster takes no other action, they may direct this giant fist to attack an opponent each round. The fist never misses, but its effectiveness is determined at random. Roll 1d20 to determine the damage of a strike: 1-12: 1d6, 13-16: 2d6, 17-19: 3d6 plus the target is stunned for 1 round, 20: 4d6 plus the target is stunned for 3 rounds. The caster gains +4 on rolls to strike stunned targets. *Clenched Fist* can be destroyed, as *Interposing Hand* and has the same AC and HP values.

Level 9

Crushing Hand

Level: MU 9

Range: 10' per 2 levels

Duration: 1 round per level

A phantom hand, like *Clenched Fist* appears. This hand can be controlled to constrict and squeeze an opponent. Damage is dealt based upon the length of time the opponent is constricted. Round 1: 1d10, Rounds 2 and 3: 2d10, Round 4 and above: 4d10. *Crushing Hand* can be destroyed exactly the same way as *Clenched Fist*.

Appendix N:

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

OGL STATEMENT

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 2018, Appendix N Entertainment; Author: R.J. Thompson

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

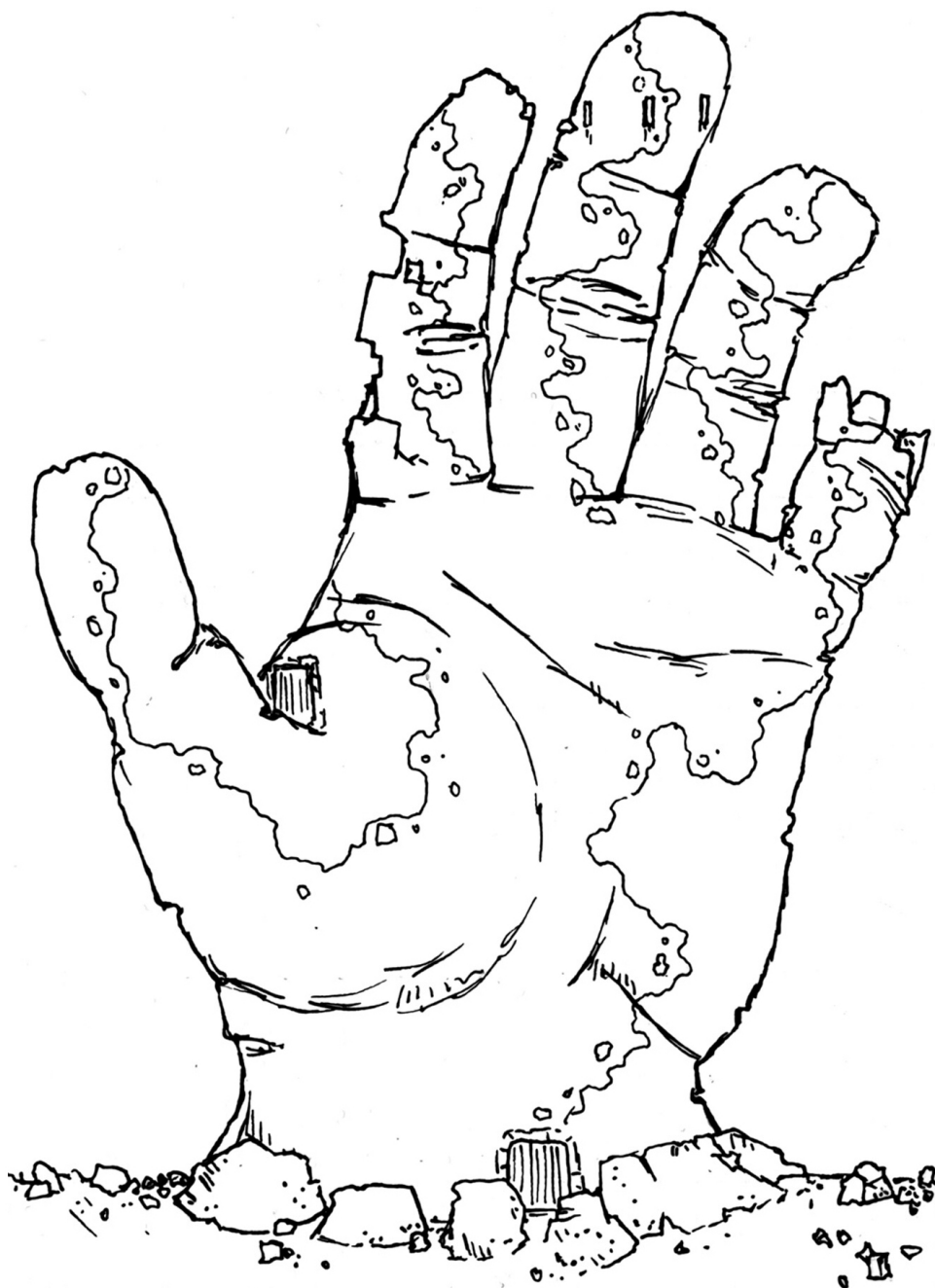
Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

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.

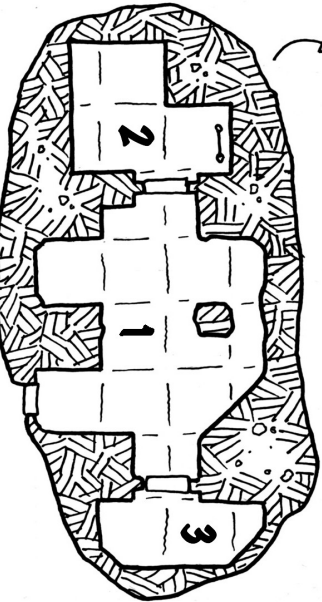
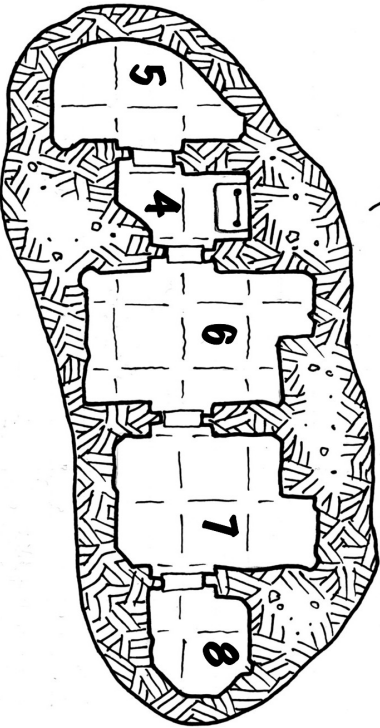
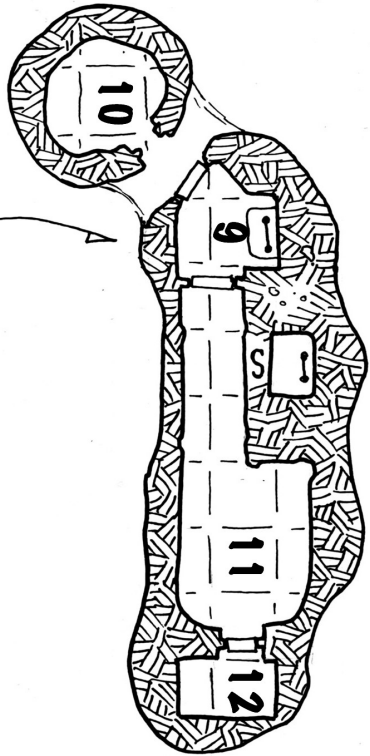
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

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. "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. © 2018 Appendix N Entertainment.







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?

