

GATEWAY TO



ADVENTURE

WHAT AWAITS YOU INSIDE?
WITCHES! CURSES! ZOMBIES!
DEMONIC POSSESSION!
ALL, RIGHT HERE IN...

OCTHORRORFEST!



SUITABLE FOR ALL LEVELS OF PLAY



DESIGNED FOR USE WITH

OLD-SCHOOL ESSENTIALS

OCTHORRORFEST



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INTRODUCTION

When I was a child Halloween was my favorite holiday, which I looked forward to more than any of the others. Halloween was a magical time that filled me with a sense of awe, fun, and terror. Halloween's association with horror in the modern world, has also deeply influenced me. I have a love of old horror movies stemming from the same time as my love of Halloween, due to my father putting on Saturday afternoon horror movies during the football offseason when I was young.

As I grew older, I began to play table top RPGs and study the occult, paganism, and history. An understanding of these more traditional beliefs coupled with a love of Halloween has led me to always want to drop the old ways of viewing the holiday into a campaign, as it seems fitting to have in a fantasy setting in which the ghosts, goblins and undead actually exist and roam the world!

Holidays in general are often overlooked in role playing games, which has always seemed to be a vast oversight to me. The addition of holidays to a campaign can only add to an immersive game, in which the world seems alive and real! When I gained an audience on my former blog *Gamers & Grogards*, I addressed this oversight by focusing on something I referred to as *Octhorrortfest*. This was a month-long festivity in which I drew from horror movies, books and folklore offering the spookiness of the season by offering game rules that brought these things to life at the table.

During the years that I published *Octhorrortfest* posts, I used what rules systems I was playing at the time. Here, I present you with these articles, and new material written for use with the *Old-School Adventures Retro Adventure Game*! I hope you enjoy it and that *Octhorrortfest* finds use at your table!

R.J. Thompson,



SAMHAIN AND ALL HALLOWS: A BRIEF STUDY IN HISTORY AND TRADITION

Samhain (pronounced sah-win) was a feast day amongst the Celtic peoples of the British Isles. This time, debatably, marked both the end of the harvest and the beginning of the dark winter season. It was at this time that herds would be brought in for winter and food from the final harvest stockpiled. As time moved from one season to the next, a certain liminality was acknowledged. This was a time between times, and thus a time when the barrier between worlds was thin, just as the barrier between summer and winter was thin.

It may be that Samhain, like many ancient festivals, lasted for more than a day. Some sources state that the festival lasted for a full week, which included the day itself and the three days before and after. During this festival, meetings, feasts and contests were held. Stories were told of great myths and deeds said to have been accomplished during Samhain. Great bonfires were lit using the wood of sacred trees. People, and sometimes livestock may have walked between two bonfires as a sort of cleansing or blessing ritual. In some regions, it was custom that torches lit from these sacred fires be carried around the barren fields as blessing for the following year's crops. In others, people would light torches from the sacred bonfire to light their own hearth fires to bring it's blessing into their own homes.



Divination has also been an activity associated with the liminal time going back into antiquity. Apple bobbing might culminate in the peeling of an apple, the peel being thrown or draped over one's shoulder and the shape the peel would fall in should denote the letter of the first name of one's future spouse. Children might be found to chase crows, the directions and numbers in which the crows would fly having divinatory significance. The reading of shapes appearing in the bonfire also held significance and meaning.

Naturally, being a time in which spirits of the otherworld (both faery kind and the dead) could roam the earth, precautions were taken. Offerings were left out for the spirits to appease them. In latter times, the carving of Jack-O-Lanterns from turnips, and later pumpkins, was used to help ward off the more malicious spirits.

Mumming and guising customs were popular well into the Christian era. Mummers would disguise themselves in folk costumes and go from house to house performing for food and drink, not unlike the children's custom of Trick-or-Treat today. In fact, some imitators or malicious spirits might play tricks upon a home that did not satisfactorily appease the mummers with food and drink!

In an effort to curb these pagan festivities that lasted well into Catholic rule, Pope Gregory IV had the feast of All Hallows, or All Saints Day moved to correlate with the Samhain festivities. The night prior to All Hallows was known as All Hallows Evening, later Halloween. Based upon celebrations today, it should go without saying that changing the festival to a Christian one did little to remove the pagan festivities and beliefs associated with the holiday.



SAMHAIN AND HALLOWS IN YOUR CAMPAIGN

NIGHT WHEN THE VEIL IS THIN

There is much flavor to be gained by adding holidays like Samhain/Hallows to a fantasy campaign. While the veil between worlds is thin, there are many elements that can be explored in your own campaign.

- Clerics, druids, and witches may hold religious rituals intended to honor, remember or communicate with the those who have past on.
- Magic-users might use the liminal time to perform summoning spells with heightened effects or greater ease.
- Druids and clerics might oversee rituals to bless the harvest and ensure that food stores last the winter.
- Harvest festivals may take place with games of chance, story telling, and lay rituals performed in fields and orchards.
- Divination rituals may be performed by both divine and arcane spell casters, while divination games may take place among those with no spell casting ability.
- Guising rituals and begging processions might take place.
- Incorporeal undead might walk the earth, being placated by offerings left on doorsteps to keep them from entering, while jack-o-lanterns are carved as a folk magic tradition to keep the dead at bay.
- Corporeal undead may become restless and walk the earth.
- Vile cults worshipping demons or eldritch beings might use this time to open gates to other worlds and bring their masters through to the material plane.

HALLOWS AND THE GAME RULES

Aside from flavor, the game rules might be impacted by the thinning of the veil between worlds. Magic and spiritual powers might be affected at this time of year, while the powers governing the undead grow stronger.

MAGIC WHEN THE VEIL IS THIN

Divination Spells: Spells such as Detect Magic, Locate Object, Clairvoyance, etc. are double their duration and are cast as if the caster were 2 levels higher for mechanical purposes during Samhain.

Communion With The Other Side: Spells which allow contact with other planes of existence, such as Commune, Contact Higher Plane, Speak With Dead, etc. have their durations and effects double during Samhain.

Raising the Dead: Spells that raise the dead are augmented during Samhain.

- **Animate Dead:** The caster is treated as being 2 levels higher.
- **Raise Dead:** The standard time limit and weakness rules do not apply at Samhain. If a character has been dead longer than the normal time limit they must make a **saving throw versus spells** to be raised.
- **Reincarnation:** The caster can make a **saving throw versus spells**. If successful, the caster may choose what the reincarnated character returns as. If the reincarnated character returns as a classed character, they retain all previously gained levels, rather than rolling for levels.



Conjuration Spells: Beings from other planes of existence summoned by spells, such as Conjure Elemental, gain 2 Hit Dice if summoned during Samhain.

SPIRITS AND THE UNDEAD

Incorporeal Entities: Incorporeal entities, such as shadows, spectres, and wraiths, gain 2 Hit Dice during Samhain. Saving throws made against any abilities of incorporeal undead are made at a -5 penalty. Additionally, such entities may cause increased hauntings and attempt to access the homes of the living as they become more attached to the material plane. They can be distracted by leaving offerings of food and drink for the spirit to partake in or warded off by using the folk magic of the jack-o-lantern.

Corporeal Undead: Corporeal undead, such as skeletons, wights and vampires, gain 1 Hit Die during Samhain. Saving throws made against any abilities of corporeal undead are made at a -2 penalty.

JACK-O-LANTERN MAGIC

Jack-o-lanterns are lanterns carved from root

vegetables, such as turnips, gourds, squash, and pumpkins. A candle is lit in the jack-o-lantern. Typically the jack-o-lantern is carved as a face, but occasionally runes or spells are carved instead. Their folk traditions are two fold. The jack-o-lantern's purpose is to ward against malevolent spirits while guiding benevolent spirits back to the realms in which they belong.

Warding Against Malevolent Spirits:

Incorporeal entities with malevolent intent approaching a dwelling with a jack-o-lantern must make a **saving throw versus spells** or be instantly turned as by a cleric. A turned entity cannot approach the same jack-o-lantern or dwelling for 24 hours after having been turned by a jack-o-lantern.

Guiding Benevolent and Ancestor Spirits:

Ancestral and other benevolent entities, that may wish to visit family and friends when the veil is thin are not turned back by the jack-o-lantern. Rather, after visiting a household, the lights of any jack-o-lanterns in the area will be seen as a sort of compass, directing the entity back to the plane of existence from whence it came.



CHILDREN OF THE NIGHT: CHARACTER CLASSES

JACK-O-KIN



ABOUT JACK-O-KIN

It is said that the jack-o-kin were created by witches or magic-users to act as servants that also provided the protection of the jack-o-lantern against summoned spirits that may have otherwise turned on the caster. The magic used to animate them fused with the carved plants that were being animated, and granted the first of the pumpkin folk sentience. The mages that had created the jack-o-kin, realizing that they had minds and wills of their own set them free to form their own communities in the world.

The children of the patch wandered along, hoping to find acceptance amongst the other peoples of the world, but more often than not were seen as monsters. Eventually the first of the jack-o-kin found a place to settle and establish a “patch” for themselves, away from the eyes of those who would deem them monsters. These first pumpkin folk planted their seeds to grow a new generation, and such has happened for many generations since.

Jack-o-kin tend to avoid other peoples, due to their history, yet some brave souls venture away from their patch and into the world. Many of these become adventurers, due to the vagabond nature of the profession. Those who have traveled with them know that the pumpkin folk are loyal companions to those who show them kindness, friendship and loyalty. They also know that one can tell the emotions of the pumpkin by the brightness of their glow.

JACK-O-KIN: ADVANCED RACE

Requirements: Minimum CON 9, minimum DEX 9:

Ability Modifiers: -1 CHA, +1 CON

Languages: Alignment, Common

Jack-o-kin are a race created by magical experiments, meant to be constructs to serve mages. The magic that created the pumpkin folk granted them sentience. They stand

between 4 and 5 feet tall on average. Their heads are jack-o-lanterns and their bodies are made of vines. Some have hands and feet that resemble those of a human being, made up of vines while others have only elongated vines in their place. Jack-o-kin live in small communities known as patches, often on the edges of old woods. The pumpkin folk tend to regard other races with suspicion, as they have often been viewed as monsters. To this end, a patch is often protected by tricks to make others believe the surrounding area is either cursed or haunted.

MAXIMUM LEVEL BY CLASS

- **Cleric:** 8th
- **Druid:** 12th
- **Fighter:** 9th
- **Magic-user:** 10th
- **Thief:** 12th
- **Witch:** 10th

DETECT SPIRITS

Jack-o-kin can detect incorporeal entities at a range of 60'. They must actively concentrate to detect spirits with a 2-in-6 chance.

HIDING

Jack-o-kin can blend in and disappear when in natural surroundings containing vegetation.

- In woods or undergrowth, a jack-o-kin can hide with a 90% chance of success.

ILLUMINATION

Jack-o-kin can create illumination within their jack-o-lantern heads. This creates torchlight in a radius up to 20'.

PASS WITHOUT TRACE

Jack-o-kin have the ability to pass through natural environments without leaving any tracks. The character is also able to move through overgrown areas at normal speed and without impediment.

JACK-O-KIN

Requirements: Minimum CON 9, minimum DEX 9

Prime Requisite: CON

Hit Dice: 1d6

Maximum Level: 8

Armor: Any appropriate to size, including shields

Weapons: Small or normal size

Languages: Alignment, Common

Jack-o-kin are a race created by magical experiments, meant to be constructs to serve mages. The magic that created the pumpkin folk granted them sentience. They stand between 4 and 5 feet tall on average. Their heads are jack-o-lanterns and their bodies are made of vines. The hands and feet of the pumpkin folk vary. Some have hands and feet that resemble those of a human being, made up of vines while others have only elongated vines in their place. Jack-o-kin live in small communities known as patches, often on the edges of old woods. The pumpkin folk tend to regard other races with suspicion, as they have often been viewed as monsters. To this end, a patch is often protected by tricks to make others believe the surrounding area is either cursed or haunted.

COMBAT

Jack-o-kin can use all types of armor and shields, but it must be tailored to their size and plant-like bodies. They can use any weapon appropriate to their size (as determined by the referee.) They cannot use long bows or two-handed weapons.

DETECT SPIRITS

Jack-o-kin can detect incorporeal entities at a range of 60'. They must actively concentrate to detect spirits with a 2-in-6 chance.

HIDING

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TURNING INCORPOREAL ENTITIES

Jack-o-kin can use the magic light in their heads to repel incorporeal entities. To turn, the player rolls 2d6. The referee then consults the table opposite, comparing the roll against the Hit Dice of the entities targeted.

Successful Turning

If the turning attempt succeeds, the player must roll 2d6 to determine the number of HD affected (turned or destroyed).

Turned entities: Will leave the area, if possible, and will not harm or make contact with the jack-o-kin.

Destroyed entities: Are instantly and permanently annihilated.

Excess: Rolled Hit Dice that are not sufficient to affect a creature are wasted. However, at least one entity will always be affected on a successful turning.

Mixed groups: If turned incorporeal entities are used against a mixed group of entities of different types, those with the lowest HD are affected first.

Jack-O-Kin Level Progression				Saving Throws				
Level	XP	HD	THAC0	D	W	P	B	S
1	0	1d6	19[0]	11	12	14	16	15
2	1,800	2d6	19[0]	11	12	14	16	15
3	3,600	3d6	19[0]	11	12	14	16	15
4	7,200	4d6	19[0]	11	12	14	16	15
5	14,400	5d6	17[+2]	9	10	12	14	12
6	28,800	6d6	17[+2]	9	10	12	14	12
7	57,600	7d6	17[+2]	9	10	12	14	12
8	115,200	8d6	17[+2]	9	10	12	14	12

D: Death/poison; **W:** Wands;
P: Paralysis/petrify; **B:** Breath attacks;
S: Spells/rods/staves

Jack-O-Kin Turning Incorporeal Monster Hit Dice†								
Level	1	2	2*	3	4	5	6	7-9
1	7	9	11	-	-	-	-	-
2	T	7	9	11	-	-	-	-
3	T	T	7	9	11	-	-	-
4	D	T	T	7	9	11	-	-
5	D	D	T	T	7	9	11	-
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7

TURNING TABLE RESULTS

—: The turning fails.

Number: If the 2d6 turning roll is higher or equal, the turning attempt succeeds.
T: The turning succeeds.

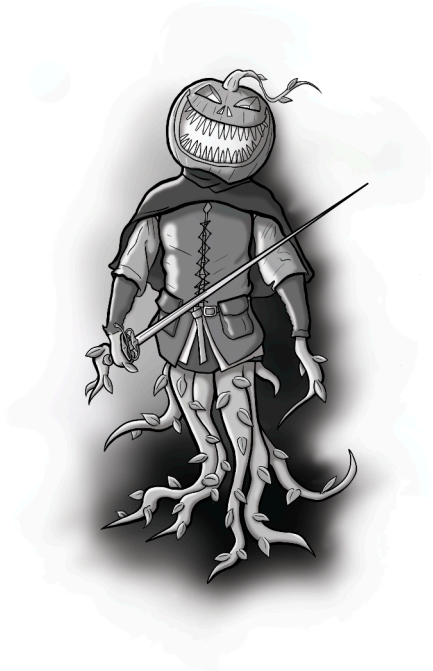
D: The turning succeeds; the monsters are destroyed, not simply caused to flee.

* 2 HD monsters with a special ability (i.e. with an asterisk next to their HD rating, in the monster description).

† At the referee’s option, the table may be expanded to include more powerful types of incorporeal monsters.

STRONGHOLD

Any time a jack-o-kin wishes (and has sufficient money), they may build a stronghold, which will form the basis of a new community of jack-o-kin. Jack-o-kin communities, known as patches, are typically located in the countryside or bordering woodlands. The leader of the community is called the pumpkin king/queen.



WITCH



ABOUT WITCHES

Most of the world is blissfully ignorant of the existence of the things that lurk on the boundaries of reality. Magic-users see and interact with this reality, learning its arcane rituals, and utilizing musty grimoires in the pursuit and practice of magic. They see magic as both science and art to be pursued, understood, and mastered.

Witches are a different sort of spell caster. To a witch, magic is a craft, humble in nature, something to be felt and woven into the very fabric of life. Witches might learn rituals from books or may be taught via family heritage. Still others learn their craft from strange otherworldly familiars that come in the night. However a witch has learned their craft, they cast differently than the magic-user.

Where magic-users might be able to gain every spell in their field through study, a witch's list of known spells is limited by their experience. A witch need not prepare their spells, as they have learned them and woven them into the very fabric of their existence. Therefore a witch can cast their spells spontaneously, by rote and emotional need. They are still limited to the amount of spells they can cast in a single day.

Witches are both arcane and divine in their nature. This is a strange phenomenon, as magic is typically granted by either a deity, or one's arcane knowledge. In the case of the witch, their magic comes from a blend of both. Witches congregate in magical religious groups known as covens. The coven differs from the temples of the clerics and priests, in that it has the functional goal of learning arcane secrets, and advancing the knowledge and abilities of its members. It differs from the magical schools and apprenticeships of magic-users in that it functions as a mystery religion for its members, not strictly a place of learning.

Witch's covens differ greatly from coven to coven. The vast majority of covens are neutrally-aligned fertility religions, focused

on the worship of nature deities, goddesses of the moon, gods of the sun, earth mother figures and gods of the harvest. Other covens may be more diabolical in their worship, making pacts with and honoring a particular devil or demon prince. Some witches may worship and draw power only from celestial bodies. Others are solitary, learning their magic from spirits, and meeting other witches only at highly important witch's Sabbaths, if at all.

One thing common to all who practice the craft is the honoring of a divinity or patron spirit, whether this comes from a coven tradition or the individual pact made by a solitary witch. Either way, a witch must maintain a patron that is honored and whose traditions are followed to be able to cast their spells. A witch can change traditions and patrons, however.

Agrarian witches are often content to meet for Sabbaths and act as lay religious leaders within their communities. Diabolical witches most often strive solely for power in this life, forging their pacts with beings of the abyss and hell, or those eldritch beings from beyond the beyond. Occasionally, witches become discontent with such a life and wish to explore the mysteries in a more active way. These rare few become adventurers.



WITCH

Requirements: Minimum WIS 9

Prime Requisite: WIS

Hit Dice: 1d4

Maximum Level: 14

Armor: None

Weapons: Club, dagger, sling, staff

Languages: Alignment, Common

Witches are spell casters both arcane and divine. They keep both the arcane arts of the magic-user and the faith of the cleric. They are devoted to their patrons, spirits or deities from which they draw power and favor. The religions of a witch's coven vary from nature based agrarian faiths to cults devoted to demons or eldritch horrors.

COMBAT

Witches may not use any armor nor shields. Their choice of weapons is limited to clubs, daggers, slings and staves.

CURE POISON

In the wilderness, a witch can gather herbs to concoct an antidote to natural poisons. This takes one turn per character to be cured. Each subject may make a second **save versus poison** to end the effects.

HEALING

In the wilderness, a witch can gather herbs to concoct a healing salve. This takes one turn per character to be healed. Each subject is treated during a normal day of rest and regains double the hit points rolled.

IDENTIFICATION

Witches can identify all plants and animals native to their homeland and can discern pure water.

WITCHCRAFT

See *Magic, p56 of the Old-School Essentials Rules Tome* for full details on arcane and divine magic.

Holy Symbol: A witch must carry a holy symbol or other symbolic paraphernalia sacred to their coven or patron.

Magical Research: A witch of any level may spend time and money on magical research. This allows them to learn new rituals and research other magical effects. When a witch reaches level 3 they may create potions. When they reach level 9 they are able to create other magic items.

Patron: A witch must have a deity or another type of otherworldly being that they worship or serve and from which their magic springs. If a witch is a member of a coven, this patron is a deity of the the coven. Covens and traditions may be left in favor of others over time.

Patron Disfavor: A witch must be faithful to the tenets of their coven, patron, and religion. Witches who fall out of favor with their patron may incur penalties, such as losing their spell casting ability.

Spell Casting: Witches must write the formulae for their spells in a spell book. However, unlike magic-users, a witch does not memorize these spells. Once a witch knows a spell, they can call upon any spell at will a certain number of times per day. Witches learn a fixed number of spells per level and cannot gain more through study, even if the *Advanced Fantasy Genre Rules* magic rules are being used. The number of spells a witch knows is located in the *Spells Known* chart (opposite). The number of spells a witch can cast per day is located in the *Spells Per Day* chart (opposite).

Witch Level Progression				Saving Throws					Spells Known						
Level	XP	HD	THAC0	D	W	P	B	S	1	2	3	4	5	6	
1	0	1d4	19[0]	13	14	13	16	15	1	-	-	-	-	-	
2	2,700	2d4	19[0]	13	14	13	16	15	2	-	-	-	-	-	
3	5,400	3d4	19[0]	13	14	13	16	15	2	1	-	-	-	-	
4	10,800	4d4	19[0]	13	14	13	16	15	3	1	-	-	-	-	
5	21,600	5d4	19[0]	13	14	13	16	15	3	2	-	-	-	-	
6	43,200	6d4	17[+2]	11	12	11	14	12	3	2	1	-	-	-	
7	86,400	7d4	17[+2]	11	12	11	14	12	4	3	2	-	-	-	
8	162,000	8d4	17[+2]	11	12	11	14	12	4	3	2	1	-	-	
9	312,000	9d4	17[+2]	11	12	11	14	12	4	4	3	2	-	-	
10	462,000	9d4+1*	17[+2]	11	12	11	14	12	5	4	3	2	1	-	
11	612,000	9d4+2*	14[+5]	8	9	8	11	8	5	4	4	3	2	-	
12	762,000	9d4+3*	14[+5]	8	9	8	11	8	5	5	4	3	2	1	
13	912,000	9d4+4*	14[+5]	8	9	8	11	8	5	5	5	4	3	2	
14	1,062,000	9d4+5*	14[+5]	8	9	8	11	8	5	5	5	4	3	2	

*Modifiers from CON no longer apply.

Witch Spells Per Day						
Level	1	2	3	4	5	6
1	1	-	-	-	-	-
2	2	-	-	-	-	-
3	3	1	-	-	-	-
4	3	2	-	-	-	-
5	4	2	-	-	-	-
6	4	2	1	-	-	-
7	5	3	2	-	-	-
8	5	3	2	1	-	-
9	5	4	3	2	-	-
10	5	4	3	2	1	-
11	5	5	4	3	2	-
12	5	5	4	3	2	1
13	5	5	4	4	2	2
14	5	5	4	4	3	2

Using Magic Items: As spell casters, witches are able to use magic scrolls of spells on their spell list. They can also use magic items that may only be used by arcane spell casters (e.g. magic wands.) Witches may also use magic items that may only be used by divine spell

D: Death/poison; **W:** Wands;
P: Paralysis/petrify; **B:** Breath attacks;
S: Spells/rods/staves

casters *if* the item reproduces the effect of a spell on the witch spell list *and* the religion the item was created by is not at odds with the witch's patron.

DYING CURSE

A witch dying due to a malicious act can place a dire curse upon their assailants. The exact nature of the curse is between the player and the referee, but the effect should be similar to the power of spells the witch has at their current level. The curse cannot be negated by a Remove Curse spell. A quest must be completed or other difficult cure must be attained.

AFTER REACHING 12TH LEVEL

Upon reaching 12th level, a witch may build a stonghold in the form of a covenstead, integrated into a natural setting or an area in tune with the witch's tradition. Upon building the covenstead the witch will attract 1d12 witches of levels 1-3 as followers in the coven.

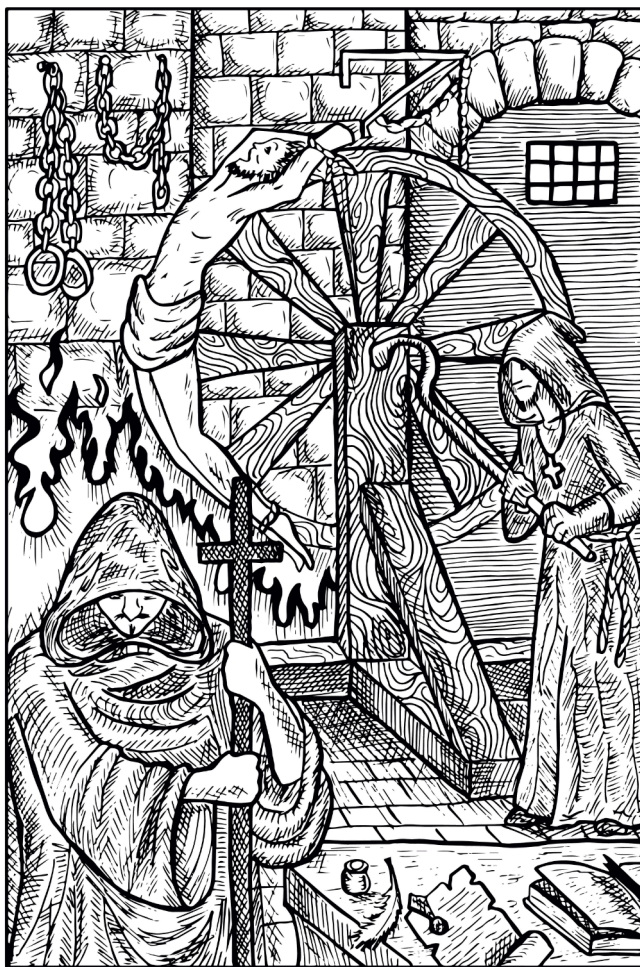
WITCH HUNTER



ABOUT WITCH HUNTERS

Witch hunters are holy warriors dedicated to the powers of Law who strive ever to push back the tide of Chaos. All witch hunters must take vows to fight against the hordes of Chaos and the magicians and cultists who would aid the Lords of Chaos. Witch hunters are similar to paladins in their pursuit and destruction of Chaos. However, where paladins follow a code of honor, witch hunters may track and destroy their prey using means which the paladin might find abhorring, including, but not limited to, torture and dirty fighting.

Witch hunters all serve the power of Law itself or a lawful deity. They often choose deities of life, law, or battle as these are in line with their holy quest to hunt down agents of Chaos. To be a witch hunter can be a lonely life, as it is one of constant travel and the hunting of Chaotic beings and cults. There are few besides the witch hunter's deity to keep them company on this long road, as the constant hunting and destruction of Chaos is not a path that many would choose. Seldom do witch hunters become adventurers, though it is not unheard of. A witch hunter may become an adventurer if joining a party that is in constant conflict with the agents of Chaos.



When a witch hunter works with others they will more often than not be other altruistic types such as lawful clerics, paladins, and rangers. Often they will find common purpose with these folk, as they will also be at odds with the corruption of Chaos in the land.

While their title might seem to imply such, witch hunters do not specifically hunt witches. In fact, a witch hunter might work with lawful witches to eradicate a coven devoted to the service of a Chaos Lord or Demon Prince.

To perform their task a witch hunter is armed with an arsenal of supernatural weapons and defenses granted in much the same way as a cleric's spells or a paladin's divine powers. To achieve their ends, however, the churches that witch hunters serve also train them in the art of interrogation and, to be used if necessary, torture. It is not uncommon for a witch hunter to use these less scrupulous methods to track down and destroy the agents of Chaos.

WITCH HUNTER

Requirements: minimum WIS 13, minimum CHA 9

Prime Requisite: WIS and CON

Hit Dice: 1d8

Maximum Level: 14

Armor: Any, including shields

Weapons: Any

Languages: Alignment, Common

Witch hunters are holy warriors dedicated to the powers of Law who strive to push back the tide of Chaos. All witch hunters take a vow to drive back and destroy the corruption of Chaos where they find it.

Alignment: A witch hunter must be lawful. If the character's alignment ever changes (for any reason), they lose all class abilities and become a fighter of the same level. The referee may allow the character to perform a quest of atonement in order to regain their status as a witch hunter.

Holy Symbol: A witch hunter must carry a holy symbol (see *Equipment p.42, Rules Tome*).

Prime requisites: A witch hunter with at least 13 in one prime requisite gets +5% to experience. If both WIS and CON are 16 or higher, the witch hunter gets a +10% bonus.

COMBAT

Witch hunters can use all types of weapons and armor.

DETECT EVIL

Witch hunters can Detect Evil as the cleric spell once per day at 1st level, twice per day at 5th level, and three times per day at 10th level.

DETECT MAGIC

Witch hunters can Detect Magic as the cleric spell once per day at 1st level, twice per day at 5th level, and three times per day at 10th level.

STRENGTH OF WILL

Fear: Witch hunters are immune to all supernatural fear effects. From 3rd level, companions within 10' of the witch hunter gain a +2 bonus on saving throws against fear effects, and retainers and mercenaries under the witch hunter's command within 10' gain a +2 bonus to loyalty or morale.

Beguilement: Witch hunters gain a +4 bonus to saving throws against hold spells, charms, mind control, hypnotism, suggestion, etc. They gain a +2 bonus to saving throws against illusion, and a saving throw (one is not normally allowed) against sleep spells.

TURNING THE UNDEAD

Witch Hunters of 3rd level and higher can invoke the power of their deity to repel undead monsters and demons encountered. To turn the undead, the player rolls 2d6. The referee then consults the table opposite, comparing the roll against the Hit Dice of the undead monsters targeted.

Successful Turning

If the turning attempt succeeds, the player must roll 2d6 to determine the number of HD affected (turned or destroyed).

Turned creatures: Will leave the area, if possible, and will not harm or make contact with the witch hunter.

Destroyed creatures: Are instantly and permanently annihilated.

Excess: Rolled Hit Dice that are not sufficient to affect a creature are wasted. However, at least one creature will always be affected on a successful turning.

Mixed groups: If turn undead is used against

Witch Hunter Level Progression				Saving Throws				
Level	XP	HD	THAC0	D	W	P	B	S
1	0	1d8	19[0]	10	11	12	13	14
2	2,100	2d8	19[0]	10	11	12	13	14
3	4,200	3d8	19[0]	10	11	12	13	14
4	8,400	4d8	17[+2]	8	9	10	11	12
5	16,800	5d8	17[+2]	8	9	10	11	12
6	33,600	6d8	17[+2]	8	9	10	11	12
7	67,200	7d8	14[+5]	6	7	8	8	10
8	126,000	8d8	14[+5]	6	7	8	8	10
9	246,000	9d8	14[+5]	6	7	8	8	10
10	366,000	9d8+2*	12[+7]	4	5	6	6	8
11	486,000	9d8+4*	12[+7]	4	5	6	6	8
12	606,000	9d8+6*	12[+7]	4	5	6	6	8
13	726,000	9d8+8*	10[+9]	2	3	4	3	6
14	846,000	9d8+10*	10[+9]	2	3	4	3	6

*Modifiers from CON no longer apply.

a mixed group of monsters of different types, those with the lowest HD are affected first.

VOW OF HUMILITY

A witch hunter may keep only a total of one suit of magical armor, one magical shield, and one magical melee weapon. They must also donate 10% of all income to a Lawful religious institution.

AFTER REACHING 11TH LEVEL

After reaching 11th level a witch hunter will attract 1d8 witch hunters as followers. These apprentice witch hunters will be of levels 1-3

TURNING TABLE RESULTS

—: The turning fails.

Number: If the 2d6 turning roll is higher or equal, the turning attempt succeeds.

T: The turning succeeds.

D: The turning succeeds; the monsters are destroyed, not simply caused to flee.

D: Death/poison; **W:** Wands;
P: Paralysis/petrify; **B:** Breath attacks;
S: Spells/rods/staves

Witch Hunter Turning the Undead								
Monster Hit Dice†								
Level	1	2	2*	3	4	5	6	7-9
3	7	9	11	-	-	-	-	-
4	T	7	9	11	-	-	-	-
5	T	T	7	9	11	-	-	-
6	D	T	T	7	9	11	-	-
7	D	D	T	T	7	9	11	-
8	D	D	D	T	T	7	9	11
9	D	D	D	D	T	T	7	9
10	D	D	D	D	D	T	T	7
11	D	D	D	D	D	D	T	T
12	D	D	D	D	D	D	D	T
13+	D	D	D	D	D	D	D	D

* 2 HD monsters with a special ability (i.e. with an asterisk next to their HD rating, in the monster description).

† At the referee’s option, the table may be expanded to include more powerful types of undead monsters.

THE MAGIC OF HALLOWS



WITCH SPELL LIST

1ST LEVEL

1. Charm Person
2. Cure Light Wounds (*Cause Lt. Wounds*)
3. Detect Evil
4. Detect Magic
5. Light (*Darkness*)
6. Protection From Evil
7. Purify Food and Water
8. Read Magic
9. Remove Fear (*Cause Fear*)
10. Sleep

2ND LEVEL

1. Bless
2. Calming Word*
3. Detect Invisible
4. ESP
5. Hold Person
6. Invisibility
7. Levitate
8. Locate Object
9. Resist Cold
10. Speak With Animals

3RD LEVEL

1. Blindness/Deafness*
2. Clairvoyance
3. Cure Disease (*Cause Disease*)
4. Dispel Magic
5. Fly
6. Growth of Animal
7. Hold Person
8. Pain*
9. Protection From Normal Missiles
10. Remove Curse (*Curse*)

4TH LEVEL

1. Charm Monster
2. Confusion
3. Create Water
4. Cure Serious Wounds (*Cause Sr. Wounds*)
5. Growth of Plants
6. Hallucinatory Terrain
7. Neutralize Poison
8. Polymorph Others
9. Polymorph Self
10. Speak With Plants

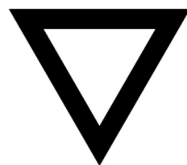
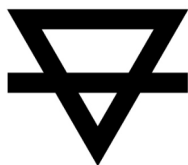
5TH LEVEL

1. Contact Higher Plane
2. Create Food
3. Dispel Evil
4. Feeblemind
5. Hold Monster
6. Insect Plague
7. Magic Jar
8. Nightmare*
9. Telekinesis
10. Teleport

6TH LEVEL

1. Anti-Magic Shell
2. Commune
3. Control Weather
4. Death Spell
5. Eyebite*
6. Geas (*Remove Geas*)
7. Invisible Stalker
8. Projected Image
9. Raise Dead (*Finger of Death*)
10. Reincarnation

*New spells found in this work



NEW WITCH SPELLS

2ND LEVEL SPELLS

CALMING WORD†

Duration: 6 turns
Range: 60'

1d6 Hit Dice per level of creatures within 60' become calm, negating emotional effects. Creatures affected cannot attack but can defend themselves. A successful **save versus spells** negates the effects.

3RD LEVEL SPELLS

BLINDNESS/DEAFNESS

Duration: Instant
Range: 60'

A single creature within 60' becomes blind or deaf (the caster's choosing) unless a successful **save versus paralysis** is made. *Remove curse* will negate the effect.



*Usable by magic-user/elf

† Usable by cleric

‡ Usable by illusionist

§ Usable by druid

PAIN‡

Duration: 1 round/level
Range: 60'

One creature is plagued by hallucinations of extreme pain unless a **save versus paralysis** is made. The creature writhes on the ground with the following effects:

- Any DEX bonus to AC is lost
- All attacks against the creature are at +2.
- All saves made by the creature are at -2.
- For every three rounds under the effects of *Pain* the creature takes 1d8 points of damage.

5TH LEVEL SPELLS

NIGHTMARE

Duration: Instant
Range: 60' and special

One subject within 60' is cursed to have terrible nightmares during its next rest period if a **save versus spells** is not made. The subject is affected by all of the following:

- No hit points are regained from rest.
- No spells may be memorized.
- Subject suffers -2 to all rolls made the day following the nightmares.
- The caster may cast this spell on consecutive days upon the same subject. If the spell is not negated, the caster need not be within 60' during consecutive castings. Each casting allows a new saving throw. If any save is successful the spell is negated.
- For each additional successful casting of *nightmare* the subject will suffer an additional -1 to all rolls.
- If *nightmare* is successfully cast for 13 consecutive days, the subject will be driven mad. The exact details of the madness are up to the referee and, if applicable, the player of the subject.
- *Remove curse* will negate the spell and negate accompanying madness.

6TH LEVEL SPELLS

EYEBITE

Duration: Instant per affliction

Range: 30'

The witch casts the Evil Eye upon a single creature within 30'. The creature must make a **save versus spells** or suffer an affliction. Roll 1d12 to determine the affliction. *Remove curse* will allow another saving throw to attempt to negate the effects but will not automatically be successful.

1. The creature suffers the effects of a *blindness* spell.
2. The creature suffers the effects of a *deafness* spell.
3. The creature is poisoned. The nature of the poison is determined by the referee, but could be one of the poisons found in the *Advance Fantasy Genre Rules p.46*.
4. The creature is affected as by *cause fear* except the target will permanently be affected and flee any time the caster is within 120'.
5. The target suffers the affects of *cause disease*.
6. The creature vomits sharp implements such pins, glass or nails for 1 round per level of the caster, taking 1d6 points of damage per round.
7. The creature suffers the affects of *sleep* even if Hit Dice would normally prevent the creature from being affected.
8. The creature suffers the affects of *pain* but the effects last for 1 day per level of the caster.
9. The creature suffers the affects of *confusion* but with the effects being permanent.
10. The creature must make a **saving throw versus spells** any time it enters combat or flee the battle.
11. The creature must make a **save versus spells** each day upon waking or automatically fail all other saving throws that day.
12. The creature is haunted by images of the past, unable to perform all but the simplest of actions.

Superstition holds that there are ways to ward



against *eyebite*. The first of these is the use of a *protection from evil* spell. While the spell is in effect *eyebite* may not be cast upon the recipient. The second is the making of the Sign of the Horns, also called the Sign of Voor, by raising the forefinger and pinky finger of the left hand and aiming this sign at the caster, or suspected caster. If the target does this they will receive a +4 bonus to save against *eyebite*.



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 midnights, 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 or its effects extended. 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.

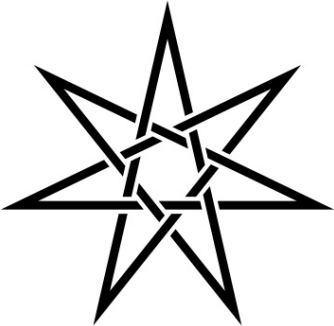
Ritual Spell Casting Requirements	
Component cost spell levels 1-3	100 GP per level
Component cost spell levels 4-6	500 GP per level
Component cost ritual spell levels 7-9	1,000 GP per level
Ritual casting time spell levels 1-3	1 turn per level
Ritual casting time spell levels 4-6	3 turns per level
Ritual 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 times of power section lists times which are important where witches are concerned. 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 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.

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.

SYMPATHETIC MAGIC

Required Levels: +3 levels

Additional components cost: +100 per spell level

Additional ritual casting time: +1 turn per spell level

Additional spell components: something related to the person the spell is being cast on; hair, fingernails, a prized possession, etc.

Use of sympathetic magic allows a spell to be cast on a specific creature over any distance. Spells that directly damage the target, such as *magic missile* and *fireball* may not be cast sympathetically. Sympathetic magic spells may only be cast while performing a ritual, they may not be held until a later time. If the target of a sympathetically cast spell is under the effect of *protection from evil* at the time of the casting, the spell will have no effect.

TIMES OF POWER

These times of power are those of great importance to witches. They are focused on astronomical and agrarian cycles, and they also affect the spells of magic-users, illusionists, druids and those clerics who have faiths tied to these astronomical or agrarian events.

LUNAR CYCLES

The moon is deeply tied to the magic and the occult. The tides of the moon affect magic in the same way that the moon causes the tides of the planet. If a campaign world has more than one moon, use these times of power as guidelines for creating rules for your moons.

WAXING MOON

The waxing moon brings the growing light of night moving closer to the full moon.

Bonus levels: +1 to any benign rituals meant to bless or benefit.

FULL MOON

The full moon is the height of all beneficial magic. Witches and priests of lunar deities gather at this time to worship and revel.

Bonus levels: +2 to any benign rituals meant to bless or benefit.

WANING MOON

A time of descending into darkness, edging closer to the dark of the new moon.

Bonus levels: +1 to any malicious spells meant to curse or cause harm.

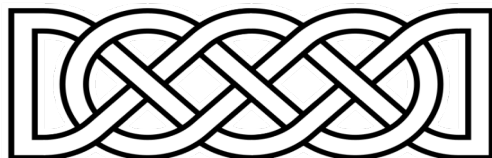
NEW MOON

The new moon brings the deepest darkness of night. Those who work in shadow gather at this time to work ill magics.

Bonus levels: +2 to any malicious spells meant to curse or cause harm.

SOLAR AND AGRARIAN CYCLES

The cycles of the sun and any solar deities coincide with the agrarian cycles of the year, as the position of the sun governs the seasons, and thus the planting and harvesting of crops. Often solar divinities will be seen as dying in the fall to sustain their people, going to the grain and vine. The solar and agrarian holy days consist of the solstices, equinoxes and the cross days that sit roughly between them, making an eight spoked wheel. The dates of the solstices, equinoxes, and cross quarter days as they exist on Earth have been provided so that the referee may fit these days into their own campaign calendar as appropriate.



YULETIDE (DECEMBER 21ST)

Yuletide is the first day of winter and the shortest day of the year. To worshipers of solar deities, it is seen as the rebirth of a male sun god after his decent into death and darkness at Samhain. Evergreens that do not perish are amongst the decorations found on this feast day.

Bonus levels: +2 bonus to any ritual, +3 to rituals of healing or resurrection

CANDLEMASS (FEBRUARY 2ND)

Also called Imbolc (ewe's milk,) Candlemass is a time when livestock are traditionally born. For this reason, milk is often offered up to nature and to the local fey, that they do not interfere in the coming year. Candlemass is also a time for ritually encouraging the light with the blessing and lighting of candles. This is also a time for blessing the fields for the coming year's crop.

Bonus levels: +2 bonus to any ritual, +3 to rituals of light, protection or land blessings.

EOSTRE (MARCH 21ST)

Eostre marks the vernal equinox, the first day of spring and a day of the balance of light and dark. This is an important time in the agrarian calendar and a time for the earliest planting. The day is therefore a fertility festival as well. Symbols of hares and eggs often adorn feast sites.

Bonus levels: +2 bonus to any ritual, +3 to rituals of light, fertility or growth.

BELTANE (MAY 1ST)

The chief spring fertility festival. Bonfires are lit. Mumming and guising dances are performed. Maypoles are erected and danced around in celebration of the fertile earth and livestock are driven between fires to purify and bless them. This day marks the beginning of the major planting season. This is also one of the three days at which the veil between worlds is thinnest.

Bonus levels: +2 bonus to any ritual, +3 to rituals of blessing, communion with spirits, summoning, plant life and growth.

MIDSUMMER (JUNE 21ST)

While called Midsummer, the summer solstice astronomically marks the beginning of summer. This is the longest day of the year, before the sun begins to wane and the night grows longer. The decline of the sun is celebrated by worshipers of solar deities. This is the second of the days in which the veil is thin and marks a time for divination and communion with other worlds. Because of this, fey are about on this night and are often left offerings to appease them and discourage their mischievous ways.

Bonus levels: +2 to any ritual, +3 to rituals of divination, communion with spirits and summoning.

LAMMAS (AUGUST 1ST)

Lammas marks the first major harvest: grain. Grain is important in an agrarian

society as it is used to make both bread and drink. This day marks the death of the grain, and to many, the beginning of the death of the solar deity. It is a time of merry making. Rituals are often performed to promote fair weather for bringing in the crop.

Bonus levels: +2 to any ritual, +3 to rituals of blessing and weather related spells.

HARVEST HOME (SEPTEMBER 21ST)

Harvest Home is the autumnal equinox and the beginning of autumn. It also marks the beginning of the fruit harvest and the end of the grain harvest in many temperate regions. As such, this is a time for festivals and harvest suppers. Games are played and merriment is had by all. Being an equinox, this also marks a time of balance when day and night are equal.

Bonus levels: +2 to any ritual, +3 to rituals of blessing and emotion.

SAMHAIN (OCTOBER 31ST)

Samhain is the last feast day in this eight spoked wheel. It is the meat harvest in which livestock are slaughtered for winter. It is also the third night in which the veil is thinnest, and the most potent. As the days grow shorter and colder, it is clear the solar deity has passed into the land of the dead. Spirits walk the earth this night and are left offerings to be appeased. Guising and mumming rituals take place on this day. Divination rituals are strong on this night. Rites to honor the dead are performed and communion with lost loved ones made. It is more possible on this night to pull commune with spirits beyond the veil.

Bonus levels: +2 to any ritual, +4 to rituals of divination, communion with spirits, necromancy, resurrection and summoning.



WITCH 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, requested 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 would use a 5th level spell slot and one 2nd level spell slot to memorize it.

1ST LEVEL RITUAL SPELLS

FIND FAMILIAR *‡

Duration: Special

Range: Special

Special component: 3000 gp per familiar beyond the first

This ritual helps attract a familiar spirit to the caster. The familiar spirit will typically incarnate as a small animal. The incarnation of the familiar is determined by the find familiar table. If no familiar answers the call, the caster can try again later. The caster can have one familiar at 1st level and an additional familiar for every additional 5 levels attained (1 at 6th and one at 11th.) Despite having been a spirit, fey, demon etc. the familiar will now effectively be its animal type.

*Usable by magic-user/elf

† Usable by cleric

‡Usable by illusionist

§ Usable by druid

A familiar retains its former intelligence and will be of the same alignment as the caster. It will faithfully serve and obey its master unless it is dismissed or the master changes alignment.

- A familiar retains a high level of its former mind and can communicate with its master for one hour per day each day. This is determined by the alignment: lawful = high noon, neutral = dusk or dawn (choose one), chaotic = midnight.
- A familiar can share its sense of sight and hearing with the caster for 1 turn per day. During this time the caster is in a deep trance and can take no action.
- The master of a familiar gains the hit points equal to those of the familiar as long as the familiar lives. If the familiar dies, the master permanently loses double these hit points.
- A familiar's master gains levels to ritual casting equal to the amount of familiars they have present during a ritual.

A familiar will defend its master to the death. It has the game statistics of its normal animal type and is effectively that animal type with the exception of the abilities described above. If game statistics are not available, the familiar will have the following statistics:

AC 7 [12], HD 1/2 (1-4 hp), Att 1 x 1-3, THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (3), ML 10, AL per master, XP per creature type, NA 1d3 (1d3), TT None

Find Familiar		
D20 Roll	Familiar Type	Abilities
1-2	Bat	Sonar
3-4	Cat	Night vision, ultrasonic hearing
5-6	Dog	Scent, ultrasonic hearing
7-8	Ferret	33% pick pockets
9-10	Owl	Night vision, sound localization
11-12	Rat	Scent, ultrasonic hearing
13-14	Raven	Linguistic mimicry
15-16	Toad	15% poisonous, wide angle vision
17-20	None Available	N/A

7TH LEVEL RITUAL SPELLS

ETERNAL SLUMBER

Duration: Special
Range: 120'
Special component: none

One creature of the caster's choosing falls into a deep slumber. All bodily functions of the creature slow to a near halt. While in this deep sleep, the creature will only age 1 year for every 100 years that pass. The creature will not require food or water during the slumber. The caster must designate at least one condition that, if met, will wake the sleeper (e.g. the death of a monarch, a planetary alignment, true love's first kiss etc.) Additionally, this spell may be removed by a group of casters with levels totaling 3 times that of the original caster's, performing a ritual casting of *remove curse* or *dispel magic*. A successful **save versus paralysis** negates the spell.

MASS INVISIBILITY*

Duration: Permanent but may be broken
Range: 240'
Special component: 100 gp per HD to be affected

This spell functions exactly as *invisibility*, but it will affect 10 HD of creatures per level.

POWER WORD STUN*

Duration: Special
Range: 60'
Special component: None

When this word is uttered, one creature of the caster's choosing is stunned and unable to act. The length of time is determined by the creature's HD.

Power Word Stun	
Target HD	Rounds Stunned
1-4	4d4
4-8	2d4
9-12	1d4
Above 12	Unaffected

8TH LEVEL RITUAL SPELLS

ETERNAL THRALL

Duration: Permanent
Range: 120'
Special component: none

This spell works exactly like *charm person*, except that there are not additional saves allowed beyond the first. This spell may be removed by a group of casters with levels totaling 4 times that of the original caster's, performing a ritual casting of *remove curse* or *dispel magic*.

IRRESISTIBLE DANCE*

Duration: 1d4+1 rounds
Range: Touch
Special component: None

This spell causes one creature to do nothing but dance. While in this state, the creature may take no action other than dancing, suffering a -4 penalty to AC and is unable to make a saving throw. The caster must touch the creature to be affected with a successful attack roll. There is no saving throw for this spell.

MASS CHARM*

Duration: One or more days
Range: 120'
Special component: 100 gp per HD to be affected

This spell functions exactly as *charm person* or *charm monster*, except it affects 2 HD of creatures per caster level.

POWER WORD BLIND*

Duration: Special
Range: 120'
Special component: None

When this word is uttered, 12 HD of creatures within the spell's range go blind. The duration of the spell is dependent upon the HD affected. If 6 HD of creatures are caused to go blind, the spell will last 1d4+1 turns. If more than 6 HD of creatures are affected, the spell will last 1d4+1 rounds.

*Usable by magic-user/elf
† Usable by cleric
‡ Usable by illusionist
§ Usable by druid

9TH LEVEL RITUAL SPELLS

ETERNAL TORMENT

Duration: Permanent

Range: 120'

Special component: none

This spell works exactly like *pain*, except that the effects are permanent. An additional saving throw is made daily. A successful save means that the spell will not affect the afflicted creature that day, but does not remove the spell. This spell may be removed by a group of casters with levels totaling 5 times that of the original caster's, performing a ritual casting of *remove curse* or *dispel magic*.

POWER WORD KILL*

Duration: Permanent

Range: 60'

Special component: none

When this word is uttered, one or more creatures will be instantly slain. Either one creature of up to 8 HD or up to 15 creatures of 1 HD or less may be slain by this spell. The caster must state which option they are choosing at the time of casting.



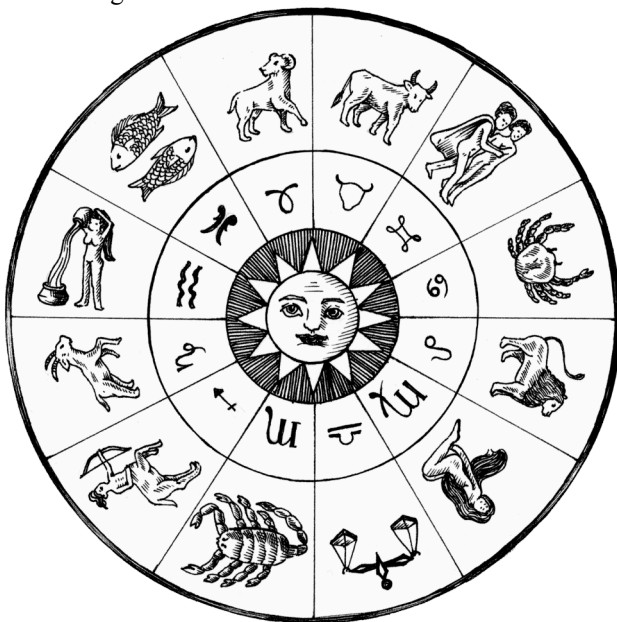
SHAPE CHANGE*

Duration: 1 turn/level

Range: The Caster

Special component: A jade circlet worth 5000 gp, which shatters upon the caster's return to their normal shape

The caster is able to assume the form of any creature short of a deity or other such super power. The caster gains all of the chosen creature's abilities, strengths and weaknesses but retains their own intelligence. The caster retains the same hit points they had at the time of the casting.



*Usable by magic-user/elf

† Usable by cleric

‡Usable by illusionist

§ Usable by druid

CURING VAMPIRISM

KISS OF THE VAMPIRE

Those bitten by a vampire will rise as a vampire, so the lore says. Per the vampire entry on page 199 of the *Old-School Essentials Classic Fantasy Rules Tome*, a victim drained of all levels by a vampire will become a vampire in 3 days. Additionally, a vampire may feed on the blood of a victim for several nights after which time the victim will die, and the victim will rise as a vampire in 3 days.

CURING THE AFFLICTION

If the affliction is noticed in time and ritually treated properly prior to death, the curse of the vampire can be averted.

The first cure for vampirism is to create a poultice made of 3 parts garlic to 1 part silver. This is applied to the wound while praying over the victim every hour until the “venom” is neutralized. A **save versus death** is required each time the poultice is applied. After three successful saves the vampire’s “venom” will be neutralized and the victim saved.

The second folkloric cure is to cauterize the wound made by the vampire. After this, holy water must be applied while prayers and chants are said over the victim. At this time a **save versus death** is made. If successful, the victim is cured. If not, the holy water may be applied the next day the cure attempted again. If the attempt is made within three tries, the victim is cured, if not they will rise as a vampire.



OBSESSION, POSSESSION AND EXORCISM

INFLUENCE FROM BEYOND

Creatures from beyond the mortal coil are known to try to influence the inhabitants of the material plane. Many powerful undead also seek to to influence the living. Many of these creatures and spirits have unique abilities to aid in the influence of mortals. These entities can drive their victims to obsession or else possess and control them outright.

The first and weaker of these abilities is obsession. Obsession is a spirit or other creature's ability to influence a mortal being, often causing the victim to serve and defend the obsessor. This is not unlike the vampire's charm that allows it to hold sway over individuals who become its devout servitors, defending it while it sleeps during the day. Often demons will tempt mortals to evil through obsession before resorting to possession to achieve their ends. All true demons and devils may have the ability to cause obsession. Deities also have this ability. The referee may choose other creatures to have the ability to cause obsession or replace other charm-like abilities with obsession.

Possession is a more direct way that a spirit or demonic entity might achieve its goals in the mortal realm. Possession is the ability for a spiritual entity to enter a mortal's body and take control of them. While the spirit possesses the body it has all of its supernatural abilities along with any strengths and abilities the possessed has. Often, during a long possession, the possessing spirit will rest and the possessed will regain control for a short time. Demons, devils and many incorporeal and ethereal entities may have the ability of possession, at the referee's discretion.

There is, of course, a remedy to possession and obsession, and that is the religious ritual of exorcism, which can be performed by any holy class with the ability to turn undead, driving out the offending entity.

OBSESSION

As *charm person*, with no HD restrictions. Protection From Evil will prevent obsession.

POSSESSION

Can possess and control the body of a victim. The 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 present at the ritual grant a +1 bonus per character to the checks.





THE ELDER SIGN: TURNING THE OUTER DARK

THE ELDER SIGN

"In some places they was little stones strewed abaout—like charms—with somethin' on 'em like what ye call a swastika naowadays. Prob'ly them was the Old Ones' signs." -**H.P. Lovecraft, The Shadow Over Innsmouth**

"At another house, where people were stirring, he asked questions about the gods, and whether they danced often upon Lerion; but the farmer and his wife would only make the Elder Sign and tell him the way to Nir and Ulthar." - **H.P. Lovecraft, The Dream Quest of Unknown Kadath**

The Elder Sign is a folk holy symbol that dates back to a time when Dark Elder Gods lorded over humanity. It holds sway over the eldritch beings, acting as a form of protection. Any of the creatures found within the Cthulhu Mythos should be affected by the elder sign. Other entities from the lower planes may be warded off by the Elder Sign at the referee's discretion. The sign comes in two forms, with similar uses. The first of these is a runic symbol that appears as a branch with three smaller branches on its left side and two on its right. The second is a sign made with one's hand in which the three middle fingers are pointed up while the thumb and pinky finger are held down toward the palm. Each of these uses of the Elder Sign has a particular effect on eldritch horrors.

THE HAND SIGN: TURN ELDRITCH BEING

Drawing Willpower: When a character attempts to turn an eldritch horror using the hand sign, they must first make a **save versus spells** with no modifiers to gather the willpower to turn the horror. If successful, divide the number the save is made by by 2, rounding down. If the save needed was 13 and a 17 was rolled, the difference would be 4, making the turn attempt at level 2.

Successful Turning

If the turning attempt succeeds, the player must roll 2d6 to determine the number of HD affected (turned or destroyed).

Turned entities: Will leave the area, if possible, and will not harm or make contact with the character.

Destroyed entities: Are instantly and permanently annihilated.

Excess: Rolled Hit Dice that are not sufficient to affect a creature are wasted. However, at least one entity will always be affected on a successful turning.

Mixed groups: If used against a mixed group of entities of different types, those with the lowest HD are affected first.



Turning Eldritch Horror								
Eldritch Horror Hit Dice								
Level	1	2	2*	3	4	5	6	7-9
1	7	9	11	-	-	-	-	-
2	T	7	9	11	-	-	-	-
3	T	T	7	9	11	-	-	-
4	T	T	T	7	9	11	-	-
5	T	T	T	T	7	9	11	-
6	T	T	T	T	T	7	9	11
7	T	T	T	T	T	T	7	9
8	T	T	T	T	T	T	T	7
9	T	T	T	T	T	T	T	T

* 2 HD monsters with a special ability (i.e. with an asterisk next to their HD rating, in the monster description).

† At the referee's option, the table may be expanded to include more powerful types of undead monsters.

TURNING TABLE RESULTS

—: The turning fails.

Number: If the 2d6 turning roll is higher or equal, the turning attempt succeeds.

T: The turning succeeds.

GRAVEN IMAGE: THE ELDER SIGN

The Elder Sign can be made into a talisman from any material. Anyone can create this charm with a successful “Turn Eldritch Being” check, in exactly the same way as using the hand sign. However, if successful, the talisman will act as a Protection From Evil spell against Hit Dice up to the indicated amount, rather than turning. The talisman will protect a single person if worn, or a building if hung at the threshold. The talisman functions for 1 day per level of the creator.

Any character with the ability to create magic items can create a more potent Elder Sign talisman. In creating the talisman this way, the Hit Dice affected are not rounded down, and the effects are permanent unless dispelled. However, the permanent versions of the talisman have a 50% chance that any creature effected by them may overcome the talisman by making a successful **save versus spells**.



CREATURE FEATURE

BLOB

Blobs are an unintelligent jelly that hails from another star. They make their way across the cosmos in egg-like meteors. Blobs begin life as insignificant jellies no larger than a fist. They grow by consuming and absorbing other creatures.

AC 5 [14], HD 1** base (4hp), Att 1 x touch1-4, THAC0 19 [0], MV 60' (20'), SV D10 W11 P12 B13 S14 (5), ML 12, AL Neutral, XP 23, scalable, NA 1 (0), TT None

Acid: When in contact with a victim, sticks on and exudes acid. The acid will destroy inorganic material in 6 rounds and organic material in 1 round.

Absorb flesh: Once in contact with flesh for 6 rounds, the victim is absorbed by the blob in another 1d4 rounds.

Removing: Once stuck on a victim, can only be removed by cold. This inflicts half damage to the victim and half to the blob.

Immunity: Unharmed by all attacks except magical weapons and cold.

Vulnerability: If a blob takes half of its total hp in cold damage, it will be frozen. Normal time and temperature will allow it to thaw.

Growth: As it absorbs flesh, it grows proportionately in size and strength. A blob gains the mass of any creature it consumes as well as its Hit Dice. If a 1 HD blob absorbs a 2nd level fighter, it will gain 2 Hit Dice and grow to the size of the fighter, becoming a 3 HD human sized blob. All game statistics and xp increase proportionately as a blob gains Hit Dice.



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 Chaotic, 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: As *charm person*, with no HD restrictions. Protection From Evil will prevent obsession.

Possession: Can possess and control the body of a victim. The 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 the 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 present at the ritual grant a +1 bonus per character to the checks.



POD PEOPLE

Pod people are invasive creatures from another world. They feel no emotion and exist to survive as a species. When they move into a region, their plant-like tendrils seek out and feed on the bodies of sentient beings, then grow into a copy of the creature they have fed on, replacing them.

AC 7 [12], HD 1* (4hp), Att 1 x slam (1d4) or attach tendril THAC0 19 [+0], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 9, AL Neutral, XP 13, NA 1d10 (4d6), TT D

Shape stealing: Can adopt the form of any human-like creature (7' tall or less) that the pod's tendrils feed upon. The pod person effectively adopts all abilities and Hit Dice of the creature they feed upon.

Emotionless: Unaffected by any abilities that affect emotions.

Shriek: Can emit a blood curdling shriek. This alerts others of its kind of trouble, attracts 2d6 more pod people, and causes other creatures to **save versus paralysis** or be stunned and unable to act for 1d4 rounds.

Spell Immunity: Unaffected by *sleep* and *charm* spells.

TRIFFIDS

Triffids are carnivorous plant creatures with a terrible stinger. They have three "legs" and 3 "arms." The stinger is located in the flowery head. A triffid will attempt to sting a victim, then root itself to the corpse and feed on it.

AC 7 [12], HD 2*** (10hp), Att 1 x sting (1d4+ poison) and 3 x slam (1d4) THAC0 18 [+1], MV 90' (30'), SV D12 W13 P14 B15 S16 (2), ML 10, AL Neutral, XP 35, NA 1d10 (4d6), TT D

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

Stinger: The stinger is prehensile and extendable with a range of 10'.

Poison: Causes death in 1d10 rounds (save versus poison).

Constriction: Arms grab and constrict after a hit. Each constricting arm inflicts: 1d3 automatic damage per round, plus -1 penalty to attacks.

Severing arms: Requires a hit with a cutting weapon inflicting 3 or more damage.

Great Triffid: For every 100 triffids in an area there is a great triffid. Great triffids can grow to a height of 60'. For every 15' a great triffid grows it gains 2 HD and damage dealt increases by 1 die type. A 60' great triffid would have 10 HD and deal 1d12 damage per hit. All other statistics increase as normal per HD gained.

A great triffid may also cultivate dead bodies that it does not need for sustenance into servitor vegezombies (p.43). 10 vegezombies can be cultivated in a week per 2 HD of a great triffid.





ZOMBIE, PLAGUE

Zombies created with the purpose of spreading a plague, which creates more zombies. Plague zombies are mindless and cannot follow orders, they shamle aimlessly, unless the chance to feed on flesh presents itself.

AC 8 [11], HD 1* (4hp), Att 1 × claw or bite (1d4 or 1d6 + plague), THAC0 19 [+0], MV 60' (20'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 13, NA 1d12 (4d6), TT None

Plague: **Save versus poison** or contract the plague. Victims suffer symptoms of the bubonic plague for 12d6 hours. After this time, the plague claims its victim and they transform into a zombie within 1d12 turns.

VEGEZOMBIE

Not true undead, but corpses with plants grown within by a great triffid. Vines grow from the flesh and openings on a vegezombie's body. Vegezombies are mindless and exist to help supply food to their creators.

AC 8 [11], HD 1** (4hp), Att 1 × claw or bite (1d4 or 1d6) or spore cloud, THAC0 19 [+0], MV 60' (20'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 13, NA 1d12 (4d6), TT None

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

Constriction: Vines grab and constrict after a hit. Each constricting vine inflicts: 1d3 automatic damage per round, plus -1 penalty to attacks.

Spore Clouds: Can emit a 20' radius spore cloud. These spores cause blindness for 1d6 turns, **save versus poison** negates.



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*

John Wyndman, *The Day of the Triffids*

Daniel Cohen: *The Encyclopedia of Monsters*

Bob Curran: *The Encyclopedia of the Undead*

Christopher Golden and Mike Mignola: *Baltimore Omnibus 1; Baltimore Omnibus 2*

Toni Mount: *Medieval Medicine: Its Mysteries and Science*

Joseph Sheridan Le Fanu: *Carmilla*

Bram Stoker: *Dracula*

Tanith Lee: *Kill the Dead*

H.P. Lovecraft: *The Complete Tales of H.P. Lovecraft*

Roger Zelazny: *A Night In the Lonesome October*

George Hay: *The Necronomicon: The Book of Dead Names*

Nigel Aldcroft Jackson: *The Call of the Horned Piper*

Robin Artisson: *Witching Way of the Hollow Hill*

Paul Huson: *Mastering Witchcraft*

Doreen Valiente: *Witchcraft For Tomorrow*

Doreen Valiente: *The Rebirth of Witchcraft*

Doreen Valiente: *Natural Magic*

Evan John Jones, Robert Cochrane: *The Roebuck in the Thicket: An Anthology of the Robert Cochrane Witchcraft Tradition*

Michael Howard: *Sacred Ring: Pagan Origins of British Folk Festivals & Customs*

Ronald Hutton: *The Stations of the Sun*

Jack Santino: *Halloween and Other Festivals of Death and Life*

FILM:

The Haunted History of Halloween (1997, History Chanel)

Ancient Mysteries: Witches (1996A&E)

Diary of a Madman (1963, United Artists)

The Exorcist (1973, Warner Brothers)

The Witch (2015, A24)

The City of the Dead (1960, Vulcan)

The Blob (1958, Tonylyn Productions)

The Day of the Triffids (1962, Security Pictures Ltd)

Invasion of the Body Snatchers (1978)

Dawn of the Dead (1979, Laurel Group Inc.)

Day of the Dead (1985, Laurel Entertainment Inc.)

Night of the Living Dead (1968, Image Ten)

The Brides of Dracula (1960, Hammer Film Productions)
The Horror of Dracula (1958, Hammer Film Productions)
Dracula: Prince of Darkness (1966, Hammer Film Productions)
The Lost Boys (1987, Warner Bros.)
The Vampire Lovers (1970, Hammer Film Productions)
Captain Kronos: Vampire Hunter (1974, Hammer Film Productions)
Häxan or Witchcraft Through the Ages (1922, Skandias Filmbyrå)

MUSIC:

Black Sabbath: *Black Sabbath, Paranoid*
 Blood Ceremony: *Blood Ceremony; Living with the Ancients; The Eldritch Dark; Lord of Misrule*
 Book of Wyrms: *Sci-Fi/Fantasy*
 Brimstone Coven: *Black Magic; What Was and What Shall Be*
 John Carpenter: *Lost Themes, The Fog OST; Halloween OST*
 The Cramps: *Songs the Lord Taught Us*
 Dance With the Dead: *The Shape*
 Electric Wizard: *Black Masses; Dopethrone; Witchcult Today*
 Erang: *Within The Land Of My Imagination I Am The Only God*
 The Fuzztones: *Monster A-Go-Go*
 Ghost: *Ceremony and Devotion; Prequelle*
 Goblin: *Suspiria; Zombi; Roller*
 The Herbalists: *An Unexpected Forest Shrine; Swamp of Drowned Masters*
 The Koffin Kats: *Our Way & the Highway; Party Time in the End Times*
 Loreena McKennitt: *The Visit*
The Lost Boys OST
 Midnight Syndicate: *Monsters of Legend; Vampire*
 Nox Arcana: *Blackthorn Asylum; Gothic; Grimm Tales; Season of the Witch; Shadow of the Raven; Transylvania*
 Ophelia's Dream: *Not A Second Time*
 Örnatorpet: *Midvintersagor*
 Pictus: *Earth; Air; Fire; Water*
 Stoa: *Urthona*
 Switchblade Symphony: *Serpentine Gallery*
 Type O Negative: *Bloody Kisses; October Rust; World Coming Down*



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