

# OSRIC:Old School Reference and Index Compilation

Text © Stuart Marshall 2006-08 or contributing author 2006-08 and used with permission—see the [Open Game License](#), Section 15. Illustrations and maps © respective artists 2006-08, used with permission. “OSRIC”, “Osric” and “O.S.R.I.C.” are trademarks of Matthew Finch and Stuart Marshall.

---

## **TABLE OF CONTENTS**

- [Explanatory Notes and Definitions of Terms](#)
- [Preamble: OSRIC - First Edition Reborn](#)
- [Introduction and Purpose](#)
- [Chapter 1: Creating a Character](#)
- [Chapter 2: Spells](#)
- [Chapter 3: How to Play the First Time](#)
- [Chapter 4: Dungeons, Towns And Wildernesses](#)
- [Chapter 5: Monsters](#)
- [Chapter 6: Treasure](#)
- [Afterword](#)
- [OSRIC Open License](#)

## **EXTERNAL LINKS**

- [OSRIC home page](#) at **knights-n-knaves.com** and official source for the **free download** of the PDF
- Alternate download site for the PDF from [osricrpg.com](#): [1st printing](#) (US Letter), [2nd printing](#) (A4).
- You can purchase the case-bound hardback from [Black Blade Publishing](#)
- Return to this Wiki's [main page](#).

## **CREDITS**

**Final Author and Editor in Chief:** Stuart Marshall

**Initial Author:** Matthew Finch

**Initial Developers:** David M. Prata and Allan T. Grohe Jr

**Contributing Authors and Editors:** John Adams, Nick Bogan, James Boney, Chris Cain, Floyd Canaday, Mike Davison, Mark Evans, Trent Foster, Vincent Frugé, Jeremy Goehring, Chris Hopkins, B. Scot Hoover, Fabrice Philibert-Caillat, David M. Prata, Daniel Proctor, Robert Ross, Bill Silvey, Matthew James Stanham, Matthew Steward

**Text conversion:** James D. Kramer

The authors would like to express their sincere gratitude, admiration and respect to Gary Gygax and Dave Arneson, who originally created this hobby and devised many of the algorithms used in this game; and to the regulars at the Knights & Knaves Alehouse for much support.

## **LEGAL NOTICE**

The authors of this document are not affiliated in any way with Wizards of the Coast, Inc. (WOTC); any use of a trademark of WOTC or any other party is unauthorised, inadvertent, and is not intended to

infringe upon the intellectual property rights of such parties.

Nothing in this document is to be construed as legal advice. For legal questions you should retain a solicitor or attorney to advise you. FOR FREE UPDATES, ERRATA AND OTHER OSRIC SUPPORT, VISIT: <http://www.knights-n-knaves.com/osric>

---

## Explanatory Notes and Definitions of Terms

The authors envisage that OSRIC will be used primarily by people who are already familiar with 1e-compatible systems, so we have not burdened the following text with long passages of explanation concerning matters probably already familiar to our target audience. Nevertheless, we cannot assume that everyone who uses OSRIC will already be familiar with every term that we use, so we have provided brief explanations of some of the terminology here.

Readers who are familiar with 1e-compatible systems will probably not need to refer to this section and should skip on ahead to the next.

**Attribute:** (also called: *Ability Score*; *Characteristic*)—defined in Chapter 1 as; “...represented in the game by six ‘ability scores’.” These abilities are Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha)...”

**Character:** A character is an individual featuring in the game. Each player controls one character, save the GM, who controls all the characters not controlled by a player.

**Class:** Characters in OSRIC-compatible games frequently have special skills and talents. (This is always the case with PCs.) These special skills and talents are summarised by describing the individual as a member of a particular character class—“class” for short. See Chapter 1 for a detailed explanation of character classes.

**Demi-human:** Demi-humans are human-like creatures generally of good alignment or disposed towards humankind. They include elves, dwarfs, gnomes, halflings, and other similar creatures.

**Dice and Notation:** Game and hobby stores often sell dice with varying numbers of sides. If there is no such game or hobby store near you, you can also order them from distributors such as Chessex <http://www.chessex.com/>. You will need a set of such dice in order to play OSRIC.

The abbreviation “d” means “die” or “dice”, always printed in conjunction with a subsequent number indicating the number of sides (hence, a traditional cube-shaped dice with six sides is called a d6). A number appearing before the “d” indicates how many dice are to be rolled (and if there is no number, it should be assumed to be 1)—hence, “3d8” means “roll three eight-sided dice and sum the total.”

You will need at least one d4, d6, d8, d10, d12 and d20 to play OSRIC, and the authors recommend at least one complete set per player. The special notation “d%” means “roll 2d10 and treat the first number as tens and the second number as units”, thus generating a random number from 1 to 100. (If both dice show “0”, this is interpreted as a roll of “100”.)

**Experience bonus:** Single-classed characters may receive an experience bonus for having a high attribute; see the character class description for details. Where an experience bonus for a high attribute is mentioned, this means that at the GM's discretion, any earned experience may be multiplied by up to 1.1.

**GM:** The Game Master (“GM”) does not normally have a particular character of his or her own. Instead, he or she is responsible for controlling the remainder of the game universe apart from the player characters. The GM has ultimate power over the game, including the ability to waive or rewrite the rules, and also controls all the Non-Player Characters (“NPCs”—see below) in the game universe. The GM's job is to ensure that the game is entertaining, yet difficult and demanding, for the players.

**Humanoid:** Humanoids are human-like creatures generally of evil alignment or ill-disposed towards humankind, for example, orcs, goblins or hobgoblins.

**Level:** This term has a wide variety of meanings in OSRIC-compatible games. It can refer to a character's progression on his or her experience chart, to a monster's power relative to character level, to the relative power of a spell, or to a particular depth into a dungeon.

**Monster:** “Monster” is sometimes used interchangeably with “NPC”—thus, a wandering “monster” table might include helpful creatures and humans or humanoids. Generally, “NPC” means a human, demi-human or humanoid character while “monster” could mean any creature the players might encounter.

**Player:** In an OSRIC-compatible game, one participant must be the Game Master (see below). All the others are referred to as “players”. This term is sometimes used to distinguish between a player and his or her character.

**“PC” and “NPC”:** “PC” is an abbreviation for “Player Character” and refers to a character controlled by a player. “NPC” is an abbreviation for “Non-Player Character” and refers to a character controlled by the GM.

**Prime Requisite:** The Prime Requisites for a character class are those Attributes which affect its experience point bonus, e.g. strength for fighters, intelligence for magic users, and so on. Classes such as assassin which have no experience point bonus use the most logical attribute. (In the case of assassins, this would be dexterity.)

**Race:** This refers to a character's species (rather than his or her ethnic origin, which is irrelevant to OSRIC-compatible games except in very unusual circumstances). OSRIC-compatible games feature a wide variety of non-human races, some of which (such as elves or dwarfs) can be PCs, but the majority of which (such as dragons) are confined to NPCs only. See Chapter 1 for a detailed description of the various nonhuman PC races.

**To Hit and Saving Throw Tables:** The numbers indicated on the “to hit” and saving throw tables are the scores required (or greater) on a d20 for the creature to hit its target or save against an attack of the type indicated.

**Weapon Proficiencies:** Each character class may only have a certain number of “Weapons of Proficiency” at first level. All classes gain additional proficiencies at regular intervals. The weapon proficiencies for each specific class are described in the rules entry pertaining to that class.

The Weapon of Proficiency must be an individual weapon type (e.g. “Longsword” rather than “Sword”). If a character is fighting with a weapon with which he or she is not proficient, the Non-Proficiency Penalty is applied to his or her “to hit” rolls.

## Preamble: OSRIC - First Edition Reborn

Much has happened since my friend and colleague Matt Finch wrote the paragraphs below (the ones entitled *Introduction and Purpose*). I think it's fair to say that Matt wrote these words in fear and hope—fear that the document might not be received by the gaming public, balanced by the hope that we would achieve what we always intended: a revival of First Edition in print. I certainly believe that Matt's fears have been allayed, and his hopes wildly exceeded.

I write this now with the advantage of considerable hindsight, and I can say that OSRIC's success has gone beyond anything we ever expected. I certainly never expected such demand for a print edition! And neither did I expect to receive so much help in drafting it.

This document is a collaborative work from more than twenty artists, editors and authors, who have given freely of their time and expertise to bring it to you. I am immensely proud of it.

There have been challenges along the way, and doubtless there are more to come, but nevertheless, OSRIC has reached the stage where I feel I can truly describe it as: *First Edition Reborn*. I hope there remain new heights to reach.

I cannot thank everyone I ought to thank, or this book would be much longer. Writing OSRIC has been such a huge project, involving so many people, that it is quite beyond me to express my gratitude to every single one of you. So I hope you will forgive me for simply saying, if you contributed to OSRIC in some way—large or small, with advice, suggestions, or merely a kindly word of encouragement—then, thank you!

— Stuart Marshall

## Introduction and Purpose

This document represents a compilation of rules for old school-style fantasy gaming. The book is intended to reproduce underlying rules used in the late 1970s to early 1980s, which being rules are not subject to copyright, without using any of the copyrighted “artistic presentation” originally used to convey those rules. In creating this new “artistic presentation,” we have made use of the System Reference Document produced by Wizards of the Coast (“WOTC”).

The reason for going back to square one and restating the underlying rules is simple. It allows old school publishers (both commercial and fans) to reference the rules set forth in this document without making reference to any protected trademark. (This document is trademarked, but the use of the trademark is permitted under the terms of the OSRIC Open License—see below). By using this document in tandem with the Open Game License (“OGL”) of WOTC, a publisher should be able to create products for old-school fantasy gaming and clearly refer to this particular rule set without violating the terms of the OGL.

Thus, in many ways, this entire book is nothing more than a tool for old-school writers, a stepping stone to put the original, non-copyrightable portion of the old-school rules into an open license, as permitted by law. Great pains have been taken to ensure that we have used none of the original artistic presentation, for we have the greatest possible respect for the authors who originally created these games.

We considered the non-copyrightable rules to be the numerical algorithms that would be in a computer version of the game (most precedent in the area of game copyrights has come from computer games, not RPGs), and have included these and the relations between the results of the formulae. “To hit” numbers are a clear example. On the other hand, level titles other than “name” level are clearly artistic presentation and are excluded.

When “name” level does not create a numerical effect such as taxes from a stronghold or the ability to improve fighting power with followers, we have not used name level titles, even though the titles themselves are generic words.

In a few cases you may find that rules themselves have been clarified, or are more based on the SRD than on original rules (when it was difficult to separate rules from artistic presentation). The greatest difference is in the inclusion of some random factors into the experience progression.

## Chapters

---

- [Chapter 1: Creating a Character](#)
  - [Chapter 2: Spells](#)
  - [Chapter 3: How to Play the First Time](#)
  - [Chapter 4: Dungeons, Towns And Wildernesses](#)
  - [Chapter 5: Monsters](#)
  - [Chapter 6: Treasure](#)
- 

## Afterword

As is traditional with RPGs, I suppose I should finish the OSRIC rules with a few words of advice for the newer player and, particularly, for the newer GM. At this point, it's traditional to remind players that the GM can change or ignore any rule whatsoever, as he or she sees fit or on a whim, with or without giving a reason—please consider yourself reminded. And the traditional advice to GMs is the same here too: Never follow a rule over a cliff.

Please do follow this advice, it'll improve your game.

Having said that, I can go on to say the things I really wanted to say in the afterword. They are: First, play OSRIC fast. Part of the beauty of this system is, with a little knowledge and practice, you can run a battle between ten player characters with a dozen hirelings and henchmen and a handful of summoned monsters on one side, and thirty ogres with a shaman and two dozen worgs on the other, and you can resolve it in thirty minutes flat. It helps to roll dice in handfuls, but the big things that make that possible are the simplicity of the combat rules and morale. Don't forget morale, it's important—it's for skipping over the boring bits. The moment it becomes obvious to intelligent monsters that they'll lose a fight, they will run or surrender.

And this brings me to the second thing, which is, please do skip over the boring bits. Fudge things to make them faster. And if they can't be fudged, then the GM and play- ers should share jobs fairly—if the party's using detailed encumbrance rules, then the GM shouldn't have to do all the bean-counting. After all, the GM is busy doing GM-like things, such as drinking the beer that's so vital to his or her

concentration or laughing cruelly at the players' latest mistake, and so has no time to do math.

The third thing is, in OSRIC generating a player character is fast. If you die, it's a quick and easy job to roll a new character and get straight back into the action. Which means that dying isn't so much of a pain in the neck as it might be with other systems.

Assume you will lose some player characters from time to time and plan accordingly. Once you're past the first few levels, most players should accumulate a few henchmen who can replace their main character if the main character dies (or is petrified, disintegrated, converted to green slime, swallowed whole by some huge monster, falls into a sphere of annihilation, or...well, OSRIC's a dangerous world, lots of things can happen).

If you die and fail your resurrection chance, deal with it with good grace. Sure—nobody likes to lose a character, but don't take it too seriously. This is a game. In OSRIC, you aren't entitled to be the hero. You might just get to be the hero, but don't expect it as a right.

And there's a fourth thing: Make sure everyone 'round the table gets a chance to have their say, but don't tolerate dithering. If your GM asks you, "What do you do now?" then you'd better answer at once or expect to lose your opportunity.

The fifth and last thing is, your GM isn't called a "story-teller" for a reason. He or she isn't telling you a story with you cast as the protagonist. (If you want that, try one of White Wolf's games.) The GM creates a world—you create a character who wants something. It's up to you to go out and get it. Story is the result of the game, not a process within it.

Have fun!

— Stuart Marshall

## OSRIC Open License

Terms used herein are as defined in the OPEN GAME LICENSE Version 1.0a promulgated by Wizards of the Coast, Inc. Open Game Content may only be Used under and in terms of the Open Game License.

Subject to the other terms of this license, you may do the following:

1. Distribute this document for free or for profit, provided that no change or addition is made other than adding your name as publisher if the product is distributed in print, other than by print on demand.
2. Refer in your own products to the name of this document, and indicate compatibility with the OSRIC system.
3. Produce content that is derivative of the "Licensed IP" material in this document, provided that your product is not a complete game.
4. Include quotations from the rules set forth in the OSRIC system, provided that such quotes do not individually exceed 100 words or collectively comprise more than 10% of your product.
5. Identify parts of your Product Identity as "OSRIC™ Open Content" that may be used by other OSRIC

publishers, but only OSRIC publishers, as if it were Open Game Content. Note that Open Game Content may not be limited to OSRIC publishers, only Product Identity.

6. Identify parts of your Product Identity as “OSRIC™ Reference Content,” in which case other publishers may refer to the OSRIC Reference Content provided that they identify the source of the reference (your work) and note on the cover of their product that your product is required in order to use their product.

7. If a publisher fails to identify OSRIC Open or Reference content, that content will be considered Product Identity, assuming that it is valid Product Identity under the OGL.

If you do any of the foregoing, you must:

1. Comply with the terms of the Wizards of the Coast (“WOTC”) Open Game License with respect to any use of Open Game Content
2. Not violate or infringe upon any trademark of WOTC (moreover, note that the OGL currently prohibits any indication of compatibility with a trademark without written permission).
3. Include the following text prominently on the cover or cover page of your product:

This product uses the OSRIC™ System (Old School System Reference and Index Compilation™). The OSRIC system text may be found at <http://www.knights-n-knives.com/osric>. The OSRIC text is copyright of Stuart Marshall. “OSRIC” and “Old School Reference and Index Compilation,” are trademarks of Matthew Finch and Stuart Marshall and may be used only in accordance with the OSRIC license. This product is not affiliated with Wizards of the Coast.

Complimentary copies of OSRIC material need not be sent to the authors, but it would be nice.

“Licensed IP” means: all of the material herein, with the exception of the artwork, trademarks, and title.

Under no circumstance should this license be construed to violate the terms of the Open Game License, and any term that violates the Open Game License is to be construed as closely as possible to the original intent within the terms of the Open Game License.

## **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, abridgement or other form in which an existing work may be recast, transformed or adapted; © “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 co-adaptability 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 authorised 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.

OSRIC copyright 2006-08 by Stuart Marshall, adapting material prepared by Matthew J. Finch, based on the System Reference Document, inspired by the works of E. Gary Gygax, Dave Arneson, and many others .

The following material was adapted back to the 1e system from the Tome of Horrors copyright 2002 by Necromancer Games, Inc: Aerial Servant from the Tome of Horrors copyright 2002 by Necromancer Games, Inc authors Scott Greene and Clark Peterson based on original material by E. Gary Gygax, Al-Mi'Raj from the Tome of Horrors copyright 2002 by Necromancer Games, Inc authors Scott Greene and Clark Peterson based on original material by Roger Musson, Amphisbaena from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Axe Beak from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Aurumvorax from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Babblers from the Tome of Horrors copyright 2002 by Necromancer Games, Inc authors Scott Greene and Clark Peterson based on original material by Jeremy Goodwin and Ian McDowell, Bat, Mobat from the Tome of Horrors copyright 2002 by Necromancer Games, Inc authors Scott Greene and Clark Peterson based on original material by E. Gary Gygax, Beetle, Giant Boring from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Beetle, Death Watch from the Tome of Horrors copyright 2002 by Necromancer Games, Inc authors Scott Greene and Clark Peterson based on original material by E. Gary Gygax, Beetle, Rhinoceros from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Blindheim from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Roger Musson, Brownie from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Carbuncle from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Albie Fiore, Caryatid Column from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Jean Wells, Caterwaul from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Albie Fiore, Coffin

Corpse from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Simon Eaton, Crabman from the Tome of Horrors copyright 2002 by Necromancer Games, Inc authors Scott Greene and Erica Balsey based on original material by Ian Livingstone, Crypt Thing from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Roger Musson, Dakon from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Ian McDowell, Dark Creeper from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Rik Shepard, Dark Stalker from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Simon Muth, Alu from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Cambion from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Disenchanter from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Roger Musson, Dracolisk from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Executioner's Hood from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Eye of the Deep from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Flind from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Fly, from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Gorgimera from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Groaning Spirit from the Tome of Horrors copyright 2002 by Necromancer Games, Inc authors Scott Greene and Clark Peterson based on original material by E. Gary Gygax, Jackalwere from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Leech, from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Leprechaun from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Lurker Above from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Mongrelman from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Necrophidius from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Simon Tilbrook, Nereid from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Nilbog from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Roger Musson, Phantom from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Harold Johnson and Tom Moldvay, Piercer from the Tome of Horrors copyright 2002 by Necromancer Games, Inc authors Scott Greene and Clark Peterson based on original material by E. Gary Gygax, Poltergeist from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Lew Pulsipher, Quickling from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Rot Grub from the Tome of Horrors copyright 2002 by Necromancer Games, Inc authors Scott Greene and Clark Peterson based on original material by E. Gary Gygax, Shedú from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Skeleton Warrior from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Nigel Morgan, Slithering Tracker from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Slug, from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Sprite from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott

Greene based on original material by E. Gary Gygax, Squealer from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Stunjelly from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Tick, Giant from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Trapper from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Troll, Ice from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Russell Cole, Troll, Two Headed from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Oliver Charles McDonald, Vilstrak from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Volt from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Jonathon Jones, Vulchling from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Yellow Musk Creeper from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Albie Fiore, Yellow Musk Zombie from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Albie Fiore, Yeti from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Green based on original material by E. Gary Gygax, Zombie, Juju from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax.

OSRIC Chapter 1 copyright 2006-08 by Stuart Marshall. OSRIC Chapter 2 copyright 2006-08 by Stuart Marshall. OSRIC Chapter 3 copyright 2006-08 by Stuart Marshall, Trent Foster, James Boney and Vincent Frugé. OSRIC Chapter 4 copyright 2006-08 by Stuart Marshall, Trent Foster, James Boney and Vincent Frugé. OSRIC Chapter 5 copyright 2007-08 by Stuart Marshall, Chris Hopkins, James Boney, Robert Ross, Jeremy Goehring, Mike Davison, Daniel Proctor, B. Scot Hoover, Chris Cain, Bill Silvey, Floyd Canaday, Vincent Frugé and Matthew James Stanham. OSRIC Chapter 6 copyright 2007-08 by Stuart Marshall, Daniel Proctor and Vincent Frugé. OSRIC appendices copyright 2006-08 by Stuart Marshall and James D. Kramer.

Usherwood Adventures, Usherwood Publishing and the Usherwood Publishing logo are copyright James D. Kramer.

End of License

Designation of Product Identity and Open Game Content:

The terms "OSRIC," "OSRIC," and "O.S.R.I.C." are Product Identity and trademarks; all artwork and formatting is Product Identity. The "Variable Point Rule" Product Identity. Aside from the previous two sentences, Chapters 1, 2 and 3 of this work are Open Game Content. Chapters 4, 5 and 6 are Product Identity to the extent permitted under the OGL and to the extent such material is subject to copyright, except for any text language derived from the SRD or the Tome of Horrors, which is Open Game Content.

From:  
<https://osricwiki.presgas.name/> - Wiki and Other Goodies

Permanent link:  
<https://osricwiki.presgas.name/doku.php?id=osric:index&rev=1604063816>

Last update: **2020/10/30 13:16**



