

Cost (gp)	ITEM (p. 28)	lbs.
2	<input type="checkbox"/> Backpack (empty) (300 gp cap.)	10
0.2	<input type="checkbox"/> Bedroll	5
0.05	<input type="checkbox"/> Blanket, woollen	2
5	<input type="checkbox"/> Block and tackle	5
0.8	<input type="checkbox"/> Bracer, leather (archery)	1
2	<input type="checkbox"/> Crowbar	5
0.03	<input type="checkbox"/> Flask (leather)	--
1	<input type="checkbox"/> Flint and steel	--
1	<input type="checkbox"/> Grappling hook	4
0.5	<input type="checkbox"/> Hammer (tool, not war)	2
1	<input type="checkbox"/> Iron spikes, dozen	5
12	<input type="checkbox"/> Lantern, bullseye (80' lg, 10' wd, dur4hrs)	3
7	<input type="checkbox"/> Lantern, hooded (30' rad., dur 4 hrs)	2
20	<input type="checkbox"/> Mirror (small steel)	0.5
0.1	<input type="checkbox"/> Oil (lamp) (1 pint) (dur 4 hrs)	1
0.3	<input type="checkbox"/> Oil (lamp) (3 pints) (dur 12 hrs)	3
0.6	<input type="checkbox"/> Oil (lamp) (6 pints) (dur 24 hrs)	6
0.5	<input type="checkbox"/> Pitons (5)	2.5
0.2	<input type="checkbox"/> Pole, 10-foot	8
0.4	<input type="checkbox"/> Pouch, belt, large (empty) (50 gp cap.)	2
0.4	<input type="checkbox"/> Pouch, belt, large (empty) (50 gp cap.)	2
0.2	<input type="checkbox"/> Pouch, belt, small (empty) (25 gp cap.)	1
0.2	<input type="checkbox"/> Pouch, belt, small (empty) (25 gp cap.)	1
14	<input type="checkbox"/> Rations, standard (1 week)	14
6	<input type="checkbox"/> Rations, trail (1 day)	1
42	<input type="checkbox"/> Rations, trail (1 week)	7
126	<input type="checkbox"/> Rations, trail (3 weeks)	21
1	<input type="checkbox"/> Rope, hemp (50 feet)	10
1	<input type="checkbox"/> Rope, hemp (50 feet)	10
10	<input type="checkbox"/> Rope, silk (50 feet)	5
10	<input type="checkbox"/> Rope, silk (50 feet)	5
0.09	<input type="checkbox"/> Sack, small (empty) (100 gp cap. ea.)	0.5
0.45	<input type="checkbox"/> Sacks, small (empty) (5) (100 gp cap.)	2.5
0.15	<input type="checkbox"/> Sack, large (empty) (400 gp cap. ea.)	1
0.75	<input type="checkbox"/> Sacks, large (empty) (5) (400 gp cap.)	5
2	<input type="checkbox"/> Shovel	8
0.5	<input type="checkbox"/> Soap (1 lb.)	1
10	<input type="checkbox"/> Tent (sleeps 2 size M)	20
30	<input type="checkbox"/> Thieves' Tools	1
0.01	<input type="checkbox"/> Torch (1) (dur 1hr, 40' radius)	1
0.06	<input type="checkbox"/> Torches (6) (dur 6 hrs, 40' radius)	6
0.12	<input type="checkbox"/> Torches (12) (dur 12 hrs, 40' radius)	12
0.24	<input type="checkbox"/> Torches (24) (dur 24 hrs, 40' radius)	24
0.08	<input type="checkbox"/> Twine, linen (100 feet)	0.5
1	<input type="checkbox"/> Waterskin (empty) (3 pints)	1
3	<input type="checkbox"/> Waterskins (3) (empty) (3 pints each)	3
3	<input type="checkbox"/> Waterskins (3) (empty) (3 pints each)	3
3	<input type="checkbox"/> Waterskins (3) (empty) (3 pints each)	3
3	<input type="checkbox"/> Waterskins (3) (empty) (3 pints each)	3
0.02	<input type="checkbox"/> Whetstone	0.5
0.5	<input type="checkbox"/> Wine, pint	1

Cost (gp)	CLOTHING (p. 28)	lbs.
0.5	<input type="checkbox"/> Belt	--
2	<input type="checkbox"/> Boots, heavy	5
2	<input type="checkbox"/> Boots, heavy	5
1	<input type="checkbox"/> Boots, soft	3
1	<input type="checkbox"/> Boots, soft	3
3	<input type="checkbox"/> Cloak	2
3	<input type="checkbox"/> Cloak	2
3	<input type="checkbox"/> Gloves, kidskin, pair	0.5
3	<input type="checkbox"/> Gloves, kidskin, pair	0.5
0.03	<input type="checkbox"/> Needle and thread	--
0.4	<input type="checkbox"/> Pin (cloak)	--
0.4	<input type="checkbox"/> Pin (cloak)	--
3	<input type="checkbox"/> Robe, linen	1
60	<input type="checkbox"/> Robe, silk	1
0.5	<input type="checkbox"/> Shoes, common	1
30	<input type="checkbox"/> Shoes, noble	1

Cost (gp)	RELIGIOUS ITEMS (p. 28)	lbs.
5	<input type="checkbox"/> Holy symbol, pewter	1
5	<input type="checkbox"/> Holy symbol, pewter	1
25	<input type="checkbox"/> Holy symbol, silver	1
25	<input type="checkbox"/> Holy symbol, silver	1
0.6	<input type="checkbox"/> Holy symbol, wooden	1
0.6	<input type="checkbox"/> Holy symbol, wooden	1
--	<input type="checkbox"/> Holly and mistletoe (100% effective)	--
--	<input type="checkbox"/> Holly and mistletoe (100% effective)	--
--	<input type="checkbox"/> Holly and mistletoe (50% effective)	--
--	<input type="checkbox"/> Holly and mistletoe (50% effective)	--
--	<input type="checkbox"/> Oak leaves (50% effective)	--
--	<input type="checkbox"/> Oak leaves (50% effective)	--
--	<input type="checkbox"/> Oak leaves (25% effective)	--
--	<input type="checkbox"/> Oak leaves (25% effective)	--
25	<input type="checkbox"/> Holy water (1 vial) (2d4 hp dmg/vial)	0.5
75	<input type="checkbox"/> Holy water (3 vials) (2d4 hp dmg/vial)	1.5

Cost (gp)	WRITING ITEMS (p. 28)	lbs.
0.01	<input type="checkbox"/> Chalk, piece	--
0.01	<input type="checkbox"/> Chalk, piece	--
1	<input type="checkbox"/> Ink, 2 oz. pot (1)	0.5
3	<input type="checkbox"/> Ink, 2 oz. pots (3)	1.5
0.2	<input type="checkbox"/> Parchment (1 sheet)	--
2	<input type="checkbox"/> Parchment (10 sheets)	--
0.1	<input type="checkbox"/> Quill (pen)	--
0.1	<input type="checkbox"/> Quill (pen)	--
4	<input type="checkbox"/> Scrollcase, bone	0.5
1	<input type="checkbox"/> Scrollcase, leather	0.5
1	<input type="checkbox"/> Scrollcase, leather	0.5
25	<input type="checkbox"/> Spell book (blank)	5
25	<input type="checkbox"/> Spell book (blank)	5
0.3	<input type="checkbox"/> Vellum (1 sheet)	--
3	<input type="checkbox"/> Vellum (10 sheets)	--

Cost (gp)	ARMOUR (p. 30)	Max MV	AC	lbs.
-- --	NONE = BASE AC 10	Varies	10	--
90	<input type="checkbox"/> Banded	90 ft.	+6	35
75	<input type="checkbox"/> Mail hauberk (chain)	90 ft.	+5	30
Not sold	<input type="checkbox"/> Mail, elfin (chain)	120 ft.	+5	15
5	<input type="checkbox"/> Leather	120 ft.	+2	15
4	<input type="checkbox"/> Padded gambeson	90 ft.	+2	10
400	<input type="checkbox"/> Plate	60 ft.	+7	45
30	<input type="checkbox"/> Ring	90 ft.	+3	35
45	<input type="checkbox"/> Scale or lamellar	60 ft.	+4	40
15	<input type="checkbox"/> Shield, large (3 opp.)	N/A	+1	10
12	<input type="checkbox"/> Shield, medium (2 opp.)	N/A	+1	8
10	<input type="checkbox"/> Shield, small (1 opp.)	N/A	+1	5
80	<input type="checkbox"/> Splint	60 ft.	+6	40
15	<input type="checkbox"/> Studded	90 ft.	+3	20

Cost (gp)	WEAPON (S-M, L) (p. 29)	R Incr	lbs.
5	<input type="checkbox"/> Axe, battle (1d8, 1d8)	--	7
1	<input type="checkbox"/> Axe, hand (1d6, 1d4)	10 ft	5
1	<input type="checkbox"/> Axe, hand (1d6, 1d4)	10 ft	5
0.02	<input type="checkbox"/> Club (1d4, 1d3)	10 ft	3
2	<input type="checkbox"/> Dagger (1d4, 1d3)	--	1
2	<input type="checkbox"/> Dagger (1d4, 1d3)	--	1
2	<input type="checkbox"/> Dagger (1d4, 1d3)	--	1
3	<input type="checkbox"/> Flail, heavy (1d6+1, 2d4)	--	10
6	<input type="checkbox"/> Flail, light (1d4+1, 1d4+1)	--	4
9	<input type="checkbox"/> Halberd (1d10, 2d6)	--	18
7	<input type="checkbox"/> Hammer, war, heavy (1d6+1, 1d6)	--	10
1	<input type="checkbox"/> Hammer, war, light (1d4+1, 1d4)	10 ft	5
0.5	<input type="checkbox"/> Javelin* (1d6, 1d4)	20 ft	4
6	<input type="checkbox"/> Lance* (2d4+1, 3d6)	--	15
10	<input type="checkbox"/> Mace, heavy (1d6+1, 1d6)	--	10
4	<input type="checkbox"/> Mace, light (1d4+1, 1d4+1)	--	5
5	<input type="checkbox"/> Morning star (2d4, 1d6+1)	--	12
8	<input type="checkbox"/> Pick, heavy (1d6+1, 2d4)	--	10
5	<input type="checkbox"/> Pick, light (1d4+1, 1d4)	--	4
6	<input type="checkbox"/> Pole arm* (1d6+1, 1d10)	--	8
1	<input type="checkbox"/> Spear* (1d6, 1d8)	15 ft	5
Free	<input type="checkbox"/> Staff (1d6, 1d6)	--	5
25	<input type="checkbox"/> Sword, bastard (2d4, 2d8)	--	10
10	<input type="checkbox"/> Sword, broad (2d4, 1d6+1)	--	8
15	<input type="checkbox"/> Sword, long (1d8, 1d12)	--	7
15	<input type="checkbox"/> Sword, scimitar (1d8, 1d8)	--	5
8	<input type="checkbox"/> Sword, short (1d6, 1d8)	--	3
30	<input type="checkbox"/> Sword, two-handed (1d10, 3d6)	--	25
4	<input type="checkbox"/> Trident* (1d6+1, 3d4)	--	5

*double damage when set to receive a charge

Cost (gp)	AMMUNITION (S-M, L) (p. 29)	lbs.
2	<input type="checkbox"/> Arrows (12) (1d6, 1d6)	4
4	<input type="checkbox"/> Arrows (24) (1d6, 1d6)	8
4	<input type="checkbox"/> Arrows (24) (1d6, 1d6)	8
4	<input type="checkbox"/> Arrows (24) (1d6, 1d6)	8
4	<input type="checkbox"/> Arrows (24) (1d6, 1d6)	8
4	<input type="checkbox"/> Bolt, hvy crossbow (12) (1d6+1, 1d6+1)	4
8	<input type="checkbox"/> Bolt, hvy crossbow (24) (1d6+1, 1d6+1)	8
8	<input type="checkbox"/> Bolt, hvy crossbow (24) (1d6+1, 1d6+1)	8
2	<input type="checkbox"/> Bolt, lt crossbow (12) (1d4+1, 1d4+1)	2
4	<input type="checkbox"/> Bolt, lt crossbow (24) (1d4+1, 1d4+1)	4
4	<input type="checkbox"/> Bolt, lt crossbow (24) (1d4+1, 1d4+1)	4
0.6	<input type="checkbox"/> Darts (3) (1d3, 1d2) (r incr 15 ft)	1.5
2.4	<input type="checkbox"/> Darts (12) (1d3, 1d2) (r incr 15 ft)	6
2.4	<input type="checkbox"/> Darts (12) (1d3, 1d2) (r incr 15 ft)	6
2.4	<input type="checkbox"/> Darts (12) (1d3, 1d2) (r incr 15 ft)	6
2.4	<input type="checkbox"/> Darts (12) (1d3, 1d2) (r incr 15 ft)	6
1	<input type="checkbox"/> Sling bullets (12) (1d4+1, 1d6+1)	4
2	<input type="checkbox"/> Sling bullets (24) (1d4+1, 1d6+1)	8
2	<input type="checkbox"/> Sling bullets (24) (1d4+1, 1d6+1)	8
2	<input type="checkbox"/> Sling bullets (24) (1d4+1, 1d6+1)	8
Free	<input type="checkbox"/> Sling stones (12) (1d4, 1d4)	2
Free	<input type="checkbox"/> Sling stones (24) (1d4, 1d4)	4
Free	<input type="checkbox"/> Sling stones (24) (1d4, 1d4)	4
Free	<input type="checkbox"/> Sling stones (24) (1d4, 1d4)	4

Cost (gp)	MISSILE WEAPON (S-M, L)	R Incr	lbs.
60	<input type="checkbox"/> Bow, long (1d6, 1d6)	70 ft	12
15	<input type="checkbox"/> Bow, short (1d6, 1d6)	50 ft	8
100	<input type="checkbox"/> Composite bow, long (1d6, 1d6)	60 ft	13
75	<input type="checkbox"/> Composite bow, short (1d6, 1d6)	50 ft	9
20	<input type="checkbox"/> Crossbow, heavy (1d6+1, 1d6+1)	60 ft	12
12	<input type="checkbox"/> Crossbow, light (1d4+1, 1d4+1)	60 ft	4
0.5	<input type="checkbox"/> Sling (dmg varies by ammo)	35 ft	0.5
0.5	<input type="checkbox"/> Sling (dmg varies by ammo)	35 ft	0.5
0.5	<input type="checkbox"/> Sling (dmg varies by ammo)	35 ft	0.5

Cost (gp)	QUIVERS (p. 28)	lbs.
1	<input type="checkbox"/> Quiver, 12 arrow cap. (empty)	1
1	<input type="checkbox"/> Quiver, 12 arrow cap. (empty)	1
2.5	<input type="checkbox"/> Quiver, 24 arrow cap. (empty)	2
2.5	<input type="checkbox"/> Quiver, 24 arrow cap. (empty)	2
2.5	<input type="checkbox"/> Quiver, 24 arrow cap. (empty)	2
2.5	<input type="checkbox"/> Quiver, 24 arrow cap. (empty)	2
1.2	<input type="checkbox"/> Quiver, 12 bolt cap. (empty)	1
3	<input type="checkbox"/> Quiver, 24 bolt cap. (empty)	2
3	<input type="checkbox"/> Quiver, 24 bolt cap. (empty)	2

MISSILE WEAPON RATES OF FIRE	Shots/Round
Bow, long	2
Bow, short	2
Composite bow, long	2
Composite bow, short	2
Crossbow, heavy	1/2
Dart	3
All other listed ranged weapons	1

OSRIC v.2.0 RPG

BASE ATTACK BONUS = 20 minus unmodified THAC0

CLASS	LEVEL																
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Assassin	0	0	0	0	+1	+1	+1	+1	+4	+4	+4	+4	+6	+6	+6	--	--
Cleric	0	0	0	+2	+2	+2	+4	+4	+4	+6	+6	+6	+8	+8	+8	+10	+10
Druid	0	0	0	+2	+2	+2	+4	+4	+4	+6	+6	+6	+8	+8	--	--	--
Ftr, Pal, Rgr	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16
Ill, MU	0	0	0	0	0	+1	+1	+1	+1	+1	+3	+3	+3	+3	+3	+5	+5
Thief	0	0	0	0	+1	+1	+1	+1	+4	+4	+4	+4	+6	+6	+6	+6	+8

ASCENDING ARMOUR CLASS = (Descending AC x -1) + 20

AC Bonus	ARMOUR Type*	Max Move Rate	Cost (gp)	Enc.*** (lbs.)	DEXTERITY	
					SCORE	Ascending AC Defensive Adj.
10	NONE = BASE AC		---	---	19	+4
+6	Banded	90 ft	90	35	18	+4
+5	Mail hauberk or byrnie (chain)	90 ft	75	30	17	+3
+5	Mail, elfin (chain)	120 ft	Not sold	15	16	+2
+2	Leather	120 ft	5	15	15	+1
+2	Padded gambeson	90 ft	4	10	14	0
+7	Plate	60 ft	400	45	13	0
+3	Ring	90 ft	30	35	12	0
+4	Scale or lamellar	60 ft	45	40	11	0
+1	Shield, large (max 3 opp.)	N/A	15	10	10	0
+1	Shield, medium (max 2 opp.)	N/A	12	8	9	0
+1	Shield, small (max 1 opp.)**	N/A	10	5	8	0
+6	Splint	60 ft	80	40	7	0
+3	Studded	90 ft	15	20	6	-1
					5	-2
					4	-3
					3	-4

*OSRIC v.2.0, page 30.

**A wooden shield for druids uses these characteristics.

***For non-magic armour. Magic armour is un-encumbering, and allows a movement rate 30 ft faster than normal (max 120 ft).
Magic shields weigh as much as non-magic shields.

OSRIC v.2.0 RPG

18	19	20
--	--	--
+10	+11	+11
--	--	--
+17	+18	+19
+5	+5	+5
+8	+8	+8

ARMOUR CLASSES

Des.	Asc.
AC	AC
-10	30
-9	29
-8	28
-7	27
-6	26
-5	25
-4	24
-3	23
-2	22
-1	21
0	20
1	19
2	18
3	17
4	16
5	15
6	14
7	13
8	12
9	11
10	10

Modified Movement Rates

Your character's movement rate is the **lower** of 1) your Racial Movement modified by encumbrance and 2) your armour type's Max Move Rate.

Note: encumbrance includes the weight of your armour.

Human, Half-elf, Half-orc, & Elf	120 ft./round	90 ft./round	60 ft./round	30 ft./round
---	----------------------	---------------------	---------------------	---------------------

Dwarf, Gnome, & Halfling	90 ft./round	60 ft./round	40 ft./round	20 ft./round
---	---------------------	---------------------	---------------------	---------------------

Character Strength	Pounds			
3	N/A	1-35	36-70	71-115
4-5	up to 10	11-45	46-80	81-125
6-7	up to 20	21-55	56-90	91-135
8-11	up to 35	36-70	71-105	106-150
12-13	up to 45	46-80	81-115	116-160
14-15	up to 55	56-90	91-125	126-170
16	up to 70	71-105	106-140	141-185
17	up to 85	86-120	121-155	156-200
18	up to 110	111-145	146-180	181-225
18/01-50	up to 135	136-170	171-205	206-250
18/51-75	up to 160	161-195	196-230	231-275
18/76-90	up to 185	186-220	221-255	256-300
18/91-99	up to 235	236-270	271-305	306-350
19	up to 335	336-370	371-405	406-450

Armour Type	Encumbrance*	Max Move Rate
Banded	35 lbs.	90 ft.
Mail hauberk or byrnie (chain)	30 lbs.	90 ft.
Mail, elfin (chain)	15 lbs.	120 ft.
Leather	15 lbs.	120 ft.
Padded gambeson	10 lbs.	90 ft.
Plate	45 lbs.	60 ft.
Ring	35 lbs.	90 ft.
Scale or lamellar	40 lbs.	60 ft.
Splint	40 lbs.	60 ft.
Studded	20 lbs.	90 ft.

*For non-magic armour. Magic armour is un-encumbering, and allows a movement rate 30 ft faster than normal (max 120 ft). Magic shields weigh as much as non-magic shields (OSRIC v.2.2, p. 30).

Greyhawk Deities
PLAYER-CHARACTER LIST

Race	Deity	Title or Area of Control	Deity Align.	Spell-caster Types	Deity Gen.	Deity Status
All	Beory	Oerth Mother, nature, rain	NG	D, R	f	gg
All	Kord	Athletics, sports, brawling	CG	C	m	gg
All	Pelor	Sun, strength, light, healing	NG	C	m	gg
All	Ulaa	Hills, mountains, gemstones	LG	C, P, R	f	gg
All	Allitur	Ethics, propriety	LG	C, P	m	lg
All	Atroa	Spring, east wind	NG	C	f	lg
All	Berei	Home, family, agriculture	NG	C	f	lg
All	Celestian	Stars, space, wanderers	NG	C	m	lg
All	Delleb	Reason, intellect	LG	C	m	lg
All	Ehlonna	Forests, flowers, meadows	NG	C, R	f	lg
All	Fortubo	Stone, metals, mountains	LG	C	m	lg
All	Heironeous	Chivalry, honor, justice, valor	LG	C, P	m	lg
All	Lirr	Prose, poetry, art	CG	C	f	lg
All	Lydia	Music, knowledge, daylight	NG	C	f	lg
All	Myhriss	Love, beauty	NG	C	f	lg
All	Phaulkon	Air, winds, clouds	CG	C	m	lg
All	Phyton	Beauty, nature	CG (NG)	C, D, R	m	lg
All	Sotillion	Summer, s. wind, ease, comfort	CG	C	f	lg
All	Trithereon	Individuality, liberty, retribution	CG	C	m	lg
All	Wenta	Autumn, west wind, harvest	CG	C	f	lg
Dwarf	Moradin	"The Soul Forger"	LG	C	m	gg
Elf*	Corellon Larethian		CG	C, R	m or f	gg
Gnome	Garl Glittergold		LG	C	m	gg
Halfling	Yondalla	"The Provider and Protector"	LG	C	f	gg

*Elf includes Half-elf.

Spellcaster Types

C = Cleric
D = Druid
P = Paladin
R = Ranger

Deity Status

gg = greater god
lg = lesser god
dg = demigod

CLERIC SPELLS*

1st Level

Per Day _____

WIS Bns. _____

TOTAL _____

1	<i>Bless</i>
2	Command
3	<i>Create Water</i>
4	<i>Cure Light Wounds</i>
5	<i>Detect Evil</i>
6	Detect Magic
7	<i>Light</i>
8	<i>Protection From Evil</i>
9	<i>Purify Food & Drink</i>
10	<i>Remove Fear</i>
11	Resist Cold
12	Sanctuary

2nd Level

Per Day _____

WIS Bns. _____

TOTAL _____

Augury
Chant
<i>Detect Charm</i>
Find Traps
Hold Person
<i>Know Alignment</i>
Resist Fire
Silence, 15' Radius
Slow Poison
Snake Charm
Speak With Animals
Spiritual Weapon

3rd Level

Per Day _____

WIS Bns. _____

TOTAL _____

Animate Dead
<i>Continual Light</i>
Create Food & Water
<i>Cure Blindness</i>
<i>Cure Disease</i>
Dispel Magic
Feign Death
Glyph of Warding
<i>Locate Object</i>
Prayer
<i>Remove Curse</i>
Speak With Dead

4th Level

Per Day _____

WIS Bns. _____

TOTAL _____

1	<i>Cure Serious Wounds</i>
2	<i>Detect Lie</i>
3	Divination
4	Exorcise
5	<i>Lower Water</i>
6	<i>Neutralise Poison</i>
7	<i>Protection From Evil, 10' r.</i>
8	Speak with Plants
9	<i>Sticks to Snakes</i>
10	<i>Tongues</i>

5th Level

Per Day _____

Atonement
Commune
<i>Cure Critical Wounds</i>
<i>Dispel Evil</i>
Flame Strike
Insect Plague
Plane Shift
Quest
<i>Raise Dead</i>
<i>True Seeing</i>

6th Level

Per Day _____

Aerial Servant
Animate Object
Blade Barrier
Conjure Animals
<i>Find the Path</i>
<i>Heal</i>
Part Water
Speak With Monsters
Stone Tell
Word of Recall

7th Level

Per Day _____

1	Astral Spell
2	Control Weather
3	Earthquake
4	Gate
5	<i>Holy Word</i>
6	<i>Regenerate</i>
7	<i>Restoration</i>
8	<i>Resurrection</i>
9	Symbol
10	Wind Walk

**Italicized* spells are reversible.

DRUID SPELLS*

1st Level

Per Day _____

WIS Bns. _____

TOTAL _____

1	Animal Friendship
2	Detect Magic
3	Detect Pits and Snares
4	Entangle
5	Faerie Fire
6	Invisibility to Animals
7	Locate Animals
8	Pass Without Trace
9	Predict Weather
10	<i>Purify Water</i>
11	Shillelagh
12	Speak with Animals

2nd Level

Per Day _____

WIS Bns. _____

TOTAL _____

Barkskin
Charm Person or Mammal
Create Water
<i>Cure Light Wounds</i>
Feign Death
Fire Trap
<i>Heat Metal</i>
Locate Plants
Obscurement
Produce Flame
Trip
Warp Wood

3rd Level

Per Day _____

WIS Bns. _____

TOTAL _____

Call Lightning
<i>Cure Disease</i>
Hold Animal
<i>Neutralise Poison</i>
Plant Growth
Protection From Fire
Pyrotechnics
Snare
Stone Shape
Summon Insects
Tree
<i>Water Breathing</i>

4th Level

Per Day _____

WIS Bns. _____

TOTAL _____

1	Animal Summoning I
2	Call Woodland Beings
3	Control Temperature 10 ft r.
4	<i>Cure Serious Wounds</i>
5	Dispel Magic
6	Hallucinatory Forest
7	Hold Plant
8	Plant Door
9	<i>Produce Fire</i>
10	Protection From Lightning
11	Repel Insects
12	Speak With Plants

5th Level

Per Day _____

<i>Animal Growth</i>
Animal Summoning II
Anti-Plant Shell
Commune With Nature
Control Winds
Insect Plague
Pass Plant
<i>Sticks to Snakes</i>
<i>Transmute Rock to Mud</i>
Wall of Fire

6th Level

Per Day _____

Animal Summoning III
Anti-Animal Shell
<i>Conjure Fire Elemental</i>
<i>Cure Critical Wounds</i>
Feeblemind
Fire Seeds
Transport via Plants
Turn Wood
Wall of Thorns
Weather Summoning

7th Level

Per Day _____

1	Animate Rock
2	Chariot of Fire
3	Confusion
4	<i>Conjure Earth Elemental</i>
5	Control Weather
6	Creeping Doom
7	Finger of Death
8	<i>Fire Storm</i>
9	Reincarnate
10	Transmute Metal to Wood

**Italicized* spells are reversible.

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ILLUSIONIST SPELLS

1st Level

Per Day _____

- 1 Audible Glamour
- 2 Change Self
- 3 Colour Spray
- 4 Dancing Lights
- 5 Darkness
- 6 Detect Illusion
- 7 Detect Invisibility
- 8 Gaze Reflection
- 9 Hypnotism
- 10 Light
- 11 Phantasmal Force
- 12 Wall of Fog

2nd Level

Per Day _____

- Blindness
- Blur
- Deafness
- Detect Magic
- Fog Cloud
- Hypnotic Pattern
- Improved Phantasmal Force
- Invisibility
- Magic Mouth
- Mirror Image
- Misdirection
- Ventriloquism

3rd Level

Per Day _____

- Continual Darkness
- Continual Light
- Dispel Illusion
- Fear
- Hallucinatory Terrain
- Illusory Script
- Invisibility 10 ft. Radius
- Non-Detection
- Paralysation
- Rope Trick
- Spectral Force
- Suggestion

4th Level

Per Day _____

- 1 Confusion
- 2 Dispel Exhaustion
- 3 Emotion
- 4 Improved Invisibility
- 5 Massmorph
- 6 Minor Creation
- 7 Phantasmal Killer
- 8 Shadow Monsters

5th Level

Per Day _____

- Chaos
- Demi-Shadow Monsters
- Major Creation
- Maze
- Project Image
- Shadow Door
- Shadow Magic
- Summon Shadow

6th Level

Per Day _____

- Conjure Animals
- Demi-Shadow Magic
- Mass Suggestion
- Permanent Illusion
- Programmed Illusion
- Shades
- True Sight
- Veil

7th Level

Per Day _____

- 1 Alter Reality
- 2 Astral Spell
- 3 Prismatic Spray
- 4 Prismatic Wall
- 5 Vision
- 6 Arcane Spells level 1

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MAGIC USER SPELLS*

	1st Level	2nd Level	3rd Level	4th Level
<i>Per Day</i>	_____	_____	_____	_____
1	Affect Normal Fires	Audible Glamour	Blink	Charm Monster
2	Burning Hands	Continual Light	Clairaudience	Confusion
3	Charm Person	Darkness 15 ft Radius	Clairvoyance	Dig
4	<i>Comp. Languages</i>	<i>Detect Evil</i>	Dispel Magic	Dimension Door
5	Dancing Lights	Detect Invisibility	Explosive Runes	<i>Enchanted Weapon</i>
6	Detect Magic	ESP	Feign Death	Extension I
7	<i>Enlarge</i>	False Trap	Fireball	Fear
8	Erase	Fool's Gold	Flame Arrow	Fire Charm
9	Feather Fall	Forget	Fly	Fire Shield
10	Find Familiar	Invisibility	Gust of Wind	Fire Trap
11	Floating Disc	Knock	Haste	Fumble
12	Friends	Levitate	Hold Person	Hallucinatory Terrain
13	Hold Portal	Locate Object	Infravision	Ice Storm
14	Identify	Magic Mouth	Invisibility 10 ft Radius	Massmorph
15	Jump	Mirror Image	Lightning Bolt	Minor Globe of Invulnerability
16	Light	Pyrotechnics	Monster Summoning I	Mnemonic Enhancement
17	Magic Aura	Ray of Enfeeblement	Phantasmal Force	Monster Summoning II
18	Magic Missile	Rope Trick	<i>Prot. From Evil, 10' r.</i>	Plant Growth
19	Mending	Scare	Prot. From Norm Msls.	Polymorph Other
20	Message	Shatter	Slow	Polymorph Self
21	<i>Protection From Evil</i>	Stinking Cloud	Suggestion	<i>Remove Curse</i>
22	Push	Strength	Tiny Hut	Wall of Fire
23	<i>Read Magic</i>	Web	<i>Tongues</i>	Wall of Ice
24	Shield	Wizard Lock	<i>Water Breathing</i>	Wizard Eye
25	Shocking Grasp			
26	Sleep			
27	Spider Climb			
28	Unseen Servant			
29	Ventriloquism			
30	Write			

**Italicized* spells are reversible.

OSRIC v.2.0 (pages 37-38)

MAGIC USER SPELLS*

	5th Level	6th Level	7th Level
	<i>Per Day</i> _____	_____	_____
1	Airy Water	Anti-Magic Shell	Cacodemon
2	<i>Animal Growth</i>	Control Weather	Charm Plants
3	Animate Dead	Death Spell	Delayed Blast Fireball
4	Cloudkill	Disintegrate	Duo-Dimension
5	Cone of Cold	Enchant an Item	Grasping Hand
6	Conjure Elemental	Extension III	Instant Summons
7	Contact Other Plane	Forceful Hand	Limited Wish
8	Distance Distortion	Freezing Sphere	Mage's Sword
9	Extension II	Geas	Mass Invisibility
10	Feeblemind	Glasseye	Monster Summoning V
11	Hold Monster	Globe of Invulnerability	Phase Door
12	Interposing Hand	Guards and Wards	Power Word, Stun
13	Mage's Faithful Hound	Invisible Stalker	Reverse Gravity
14	Magic Jar	Legend Lore	Simulacrum
15	Monster Summoning III	<i>Lower Water</i>	Statue
16	Passwall	Monster Summoning IV	Vanish
17	Secret Chest	Move Earth	
18	Stone Shape	Part Water	
19	Telekinesis	Project Image	
20	Teleport	Reincarnation	
21	Transmute Rock to Mud	Repulsion	
22	Wall of Force	Spirit-rack	
23	Wall of Iron	<i>Stone to Flesh</i>	
24	Wall of Stone	Transformation	

	8th Level	9th Level
	<i>Per Day</i> _____	_____
1	Antipathy/Sympathy	Astral Spell
2	Clenched Fist	Crushing Hand
3	Clone	Gate
4	Glass-steel	<i>Imprisonment</i>
5	Incendiary Cloud	Meteor Swarm
6	Irresistible Dance	Monster Summoning VII
7	Mass Charm	Power Word, Kill
8	Maze	Prismatic Sphere
9	Mind Blank	Shape Change
10	Monster Summoning VI	<i>Temporal Stasis</i>
11	Permanency	Time Stop
12	Polymorph Object	Wish
13	Power Word, Blind	
14	Spell Immunity	
15	Symbol	
16	Trap the Soul	

**Italicized* spells are reversible.

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PALADIN SPELLS*

	1st Level	2nd Level	3rd Level
	<i>Per Day</i> _____	<i>Per Day</i> _____	<i>Per Day</i> _____
1	<i>Bless</i>	Augury	Animate Dead
2	Command	Chant	<i>Continual Light</i>
3	<i>Create Water</i>	<i>Detect Charm</i>	Create Food & Water
4	<i>Cure Light Wounds</i>	Find Traps	<i>Cure Blindness</i>
5	<i>Detect Evil</i>	Hold Person	<i>Cure Disease</i>
6	Detect Magic	<i>Know Alignment</i>	Dispel Magic
7	<i>Light</i>	Resist Fire	Feign Death
8	<i>Protection From Evil</i>	Silence, 15' Radius	Glyph of Warding
9	<i>Purify Food & Drink</i>	Slow Poison	<i>Locate Object</i>
10	<i>Remove Fear</i>	Snake Charm	Prayer
11	Resist Cold	Speak With Animals	<i>Remove Curse</i>
12	Sanctuary	Spiritual Weapon	Speak With Dead

4th Level

	<i>Per Day</i> _____
1	<i>Cure Serious Wounds</i>
2	<i>Detect Lie</i>
3	Divination
4	Exorcise
5	<i>Lower Water</i>
6	<i>Neutralise Poison</i>
7	<i>Protection From Evil, 10' r.</i>
8	Speak with Plants
9	<i>Sticks to Snakes</i>
10	<i>Tongues</i>

**Italicized* spells are reversible.

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RANGER SPELLS*

DRUID			MAGE	
1st Level	2nd Level	3rd Level	1st Level	2nd Level
Animal Friendship	Barkskin	Call Lightning	Affect Normal Fires	Audible Glamour
Detect Magic	Charm Person or Mammal	<i>Cure Disease</i>	Burning Hands	Continual Light
Detect Pits and Snares	Create Water	Hold Animal	Charm Person	Darkness 15 ft Radius
Entangle	<i>Cure Light Wounds</i>	<i>Neutralise Poison</i>	<i>Comp. Languages</i>	<i>Detect Evil</i>
Faerie Fire	Feign Death	Plant Growth	Dancing Lights	Detect Invisibility
Invisibility to Animals	Fire Trap	Protection From Fire	Detect Magic	ESP
Locate Animals	<i>Heat Metal</i>	Pyrotechnics	<i>Enlarge</i>	False Trap
Pass Without Trace	Locate Plants	Snare	Erase	Fool's Gold
Predict Weather	Obscurement	Stone Shape	Feather Fall	Forget
<i>Purify Water</i>	Produce Flame	Summon Insects	Find Familiar	Invisibility
Shillelagh	Trip	Tree	Floating Disc	Knock
Speak with Animals	Warp Wood	<i>Water Breathing</i>	Friends	Levitate
			Hold Portal	Locate Object
			Identify	Magic Mouth
			Jump	Mirror Image
			Light	Pyrotechnics
			Magic Aura	Ray of Enfeeblement
			Magic Missile	Rope Trick
			Mending	Scare
			Message	Shatter
			<i>Protection From Evil</i>	Stinking Cloud
			Push	Strength
			<i>Read Magic</i>	Web
			Shield	Wizard Lock
			Shocking Grasp	
			Sleep	
			Spider Climb	
			Unseen Servant	
			Ventriloquism	
			Write	

**Italicized* spells are reversible.