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OSRIC™

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Game Master Adventure Log

Requires use of the OSRIC™ source reference document. Also compatible with First Edition fantasy-roleplaying game systems.

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MODULE TITLE	COMMENTS
MISSION OBJECTIVE(S)	
MISSION ACHIEVEMENT(S)	
MISSION NOTES	

SUMMARY MATRIX

ID	CHARACTER	CLASS	RACE/SEX	LVL	EXP	ATTRIBUTES					HP	AC
						STR	DEX	CON	INT	WIS		
01												
02												
03												
04												
05												
06												
07												
08												
09												
10												
11												
12												
13												
14												
15												

WEAPONS MATRIX

ID	STR MODS		DEX MODS		RACE/CLASS MODS.		WEAPON IN HAND	WEAPON MODS		DAMAGE	
	"TO HIT"	DAM.	ATTACK	A.C.	"TO HIT"	DAM		"TO HIT"	DAM	S-M	L
01											
02											
03											
04											
05											
06											
07											
08											
09											
10											
11											
12											
13											
14											
15											

COMBAT MATRIX

ID	ENEMY				ID	ENEMY				ID	ENEMY			
	CREATURE	A.C.	VS.A.C.	DAM.		CREATURE	A.C.	VS.A.C.	DAM.		CREATURE	A.C.	VS.A.C.	DAM.
01					04					07				
02					05					08				
03					06					09				

Experience point awards for monsters slain

HD	Base	Per hp	Special	Exceptional
Less than 1-1	5	1	3	25
1-1 to 1	10	1	5	35
1+1 to 2	30	1	10	50
2+1 to 3	50	2	15	60
3+1 to 4	75	3	30	70
4+1 to 5	110	4	45	80
5+1 to 6	160	6	70	120
6+1 to 7	225	8	120	200
7+1 to 8	350	10	200	300
8+1 to 9	600	12	300	400
9+1 to 10	700	13	400	500
10+1 to 11	900	14	500	600
11+1 to 12	1,200	16	700	850
12+1 to 13	1,500	17	800	1,000
13+1 to 14	1,800	18	950	1,200
14+1 to 15	2,100	19	1,100	1,400
15+1 to 16	2,400	20	1,250	1,600
16+1 to 17	2,700	23	1,400	1,800
17+1 to 18	3,000	25	1,550	2,000
18+1 to 19	3,500	28	1,800	2,250
19+1 to 20	4,000	30	2,100	2,500
20+1 to 21	4,500	33	2,350	2,750
21+1 and up	5,000	35	2,600	3,000

Item Saving Throw Table

Item Type	Acid	Blow, Crushing	Blow, Normal	Cold, Magical	Disintegrate	Electric Shock	Fall (5ft)	Fireball	Fire, Magical	Fire, Normal	Lightning
Bone/Ivory	11	16	10	2	20	1	6	17	9	3	8
Ceramic	4	18	12	4	19	1	11	5	3	2	2
Cloth	12	6	3	1	20	1	2	20	16	13	18
Crystal	6	19	14	7	20	5	13	10	6	3	15
Glass	5	20	15	6	20	1	14	11	7	4	17
Leather or book	10	4	2	3	20	1	1	13	6	4	13
Liquid	15	0	0	12	20	15	0	15	14	13	18
Metal, hard	7	6	2	1	17	1	2	6	2	1	11
Metal, soft	13	14	9	1	19	1	4	18	13	5	16
Paper	16	11	6	2	20	1	0	25	21	18	20
Stone or gem	3	17	7	1	18	2	4	7	3	2	14
Wood/rope (thick)	8	10	3	1	19	1	1	11	7	5	12
Wood/rope (thin)	9	13	6	1	20	1	2	15	11	9	10

ATTACK AND SAVING THROW MATRICES FOR MONSTERS

Most monsters use the attack matrices of fighters. The GM should convert the monster's Hit Dice to a level equivalent according to the following guidelines:

Monster HD	Equivalent Level
Up to 1-1	0
1-1	1
1	2
1+1 to 2	3
2+1 to 3	4
3+1 to 4	5

Monster HD	Equivalent Level
4+1 to 5	6
5+1 to 6	7
6+1 to 7	8
7+1 to 8	9
8+1 to 9	10
9+1 to 10	11
10+1 to 11	12
11+1 to 12	13
12+1 to 13	14
13+1 to 14	15
14+1 to 15	16
15+1 to 16	17
16+1 to 17	18
17+1 to 18	19
18+1 to 19	20
19+1 or higher	21

Table I: Common Miscellaneous Magic Items

d%	Result	Value (gp)
01	Incense of Meditation (1d4+1 cones)	4,900
02	Javelin of the Raptor	3,000
03	Thunder Spear	7,500
04	Boots of Elvenkind	2,500
05	Candle of Invocation	8,400
06	Dust of Appearance	1,800
07	Dust of Disappearance	3,500
08	Rope of Climbing	3,000
09	Scarab of Protection	38,000
10	Slippers of Spider Climbing	4,800
11	Strand of Prayer Beads ¹	3,000
12-13	Amulet of Natural Armour	see entry
14-15	Blessed Book	12,500
16-17	Brooch of Shielding	10,000
18-19	Hat of Disguise	1,800
20-21	Horn of Valhalla ²	50,000
22-23	Periapt of Proof Against Poison	27,000
24-25	Phylactery of Faithfulness	1,000
26-27	Robe of Blending	30,000
28-30	Pipes of the Sewers	1,150
31-33	Restorative Ointment	4,000
34-36	Robe of Useful Items	7,000
37-39	Vest of Escape	5,200
40-42	Cloak of Elvenkind	2,500
43-46	Wings of Flying	54,000
47-55	Cloak of Resistance	see entry
56-65	Feather Token ³	see entry
66-75	Figurines of Wondrous Power*	see entry
76-00	Bracers of Armour**	see entry

¹Roll 1d6: 01-04 = Strand, 05 = Lesser Strand, 06 = Greater Strand

²Roll 1d4: 1 = Silver, 2 = Brass, 3 = Bronze, 4 = Iron

³Roll 1d6: 01 = Anchor, 02 = Bird, 03 = Fan, 04 = Swan Boat, 05 = Tree, 06 = Whip

*Roll 1d10: 01 = Bronze Griffon, 02 = Ebony Fly, 03 = Golden Lions, 04 = Ivory Goats, 05 = Marble Elephant, 06 = Obsidian Steed, 07 = Onyx Dog, 08 = Serpentine Owl, 09 = Silver Raven, 10 = Reroll, ignoring this result.

**Roll d% 01-35 = +1, 36-60 = +2, 61-75 = +3, 76-85 = +4, 86-91 = +5, 92-96 = +6, 97-99 = +7, 00 = +8

Table II: Less Common Miscellaneous Magic Items

d%	Result	Value (gp)
01	Arrow of Direction	17,500
02	Brazier of Commanding Fire Elementals	100,000
03	Cape of the Mountebank	10,080
04	Cloak of the Manta Ray	7,200
05	Decanter of Endless Water	9,000
06	Dust of Dryness	850
07	Elixir of Swimming	250
08	Gloves of Arrow Snaring	4,000
09	Gloves of Swimming and Climbing	6,250
10	Goggles of Night	12,000
11	Horseshoes of Speed	3,000
12	Necklace of Adaptation	9,000
13	Orb of Storms	48,000
14	Periapt of Health	7,400
15	Pipes of Haunting	6,000
16	Ring Gates	40,000
17	Robe of Bones	2,400
18	Unguent of Timelessness	150
19-20	Universal Solvent	50
21-22	Amulet of Proof Against Detection/Location	35,000
23-24	Boots of Speed	12,000
25-26	Boots of Striding and Springing	5,500
27-28	Bracers of Archery, Lesser	5,000
29-30	Candle of Truth	2,500
31-32	Cloak of Displacement, Minor	24,000
33-34	Cloak of the Bat	26,000
35-36	Dark Skull	60,000
37-38	Dust of Tracelessness	250
39-40	Elixir of Truth	500
41-42	Elixir of Vision	250
43-44	Glove of Storing	10,000
45-46	Horn of the Tritons	15,100
47-48	Necklace of Fireballs ¹	see entry
49-50	Periapt of Wound Closure	15,000
51-52	Phylactery of Undead Turning	11,000
53-54	Rope of Entanglement	21,000
55-56	Stone Horse, draft	10,000
	Stone Horse, heavy war	14,800
57-58	Stone of Alarm	2,700
59-60	Sustaining Spoon	5,400
61-62	Wind Fan	5,500
63-65	Bag of Holding ²	see entry
66-68	Boots of Levitation	7,500
69-71	Bottle of Air	7,250
72-74	Broom of Flying	17,000
75-77	Crystal Ball	42,000
78-80	Elixir of Fire Breath	1,100
81-83	Elixir of Hiding	250
84-86	Handy Haversack	2,000
87-89	Harp of Charming	7,500
90-92	Helm of Comprehend Languages/Read Magic	5,200
93-95	Helm of Underwater Action	24,000
96-98	Horn of Fog	2,000
99	Roll Twice on Table I	
00	Roll Twice, Ignore Results >98	

¹Roll 1d8: 1 = Level 1, 2 = Level 2 and so on. On a result of 8, reroll. On a second roll of 8, roll new item.

²Roll 1d4: 1 = Type I, 2 = Type II, 3 = Type III, 4 = Type IV

Table III: Uncommon Miscellaneous Magic Items

d%	Result	Value (gp)
01	Ahmek's Copious Coin Purse	30,000
02	Alchemy Jug	12,000
03	Amulet of Health	2,000
04	Amulet of the Planes	120,000
05	Apparatus of the Lobster	35,000
06	Bag of Tricks, gray ¹	900
	Bag of Tricks, rust	3,000
	Bag of Tricks, tan	6,300
07	Bead of Force	3,000
08	Blemish Blotter	1,000/charge
09	Boots of the Winterlands	2,500
10	Bowl of Commanding Water Elementals	100,000
11	Bracelet of Friends	19,000
12	Bracers of Archery, Greater	25,000
13	Carpet of Flying ²	see entry
14	Censer of Controlling Air Elementals	100,000
15	Chime of Interruption	16,800
16	Chime of Opening	3,000
17	Circlet of Blasting, Minor	6,480
18	Circlet of Persuasion	4,500
19	Cloak of Etherealness	55,000
20	Cloak of Arachnida	14,000
21	Cloak of Charisma	4,000
22	Cloak of Displacement, Major	50,000
23	Cube of Force	62,000
24	Cube of Frost Resistance	27,000
25	Cubic Gate	164,000
26	Deck of Illusion	8,100
27	Dimensional Shackles	28,000
28	Drums of Panic	30,000
29	Dust of Illusion	1,200
30	Efficient Quiver	1,800
31	Elemental Gem ³	2,250
32	Eyes of the Eagle	2,500
33	Gauntlets of Ogre Power	4,000
34	Gauntlet of Rust	11,500
35	Gloves of Dexterity	4,000
36	Goggles of Minute Seeing	1,250
37	Headband of Intellect	4,000
38	Helm of Telepathy	27,000
39	Horn of Goodness/Evil	6,500
40	Horseshoes of the Zephyr	6,000
41	Instant Fortress	55,000
42	Iron Bands of Binding	26,000
43	Iron Flask	170,000
44	Lantern of Revealing	30,000
45	Mantle of Faith	76,000
46	Mantle of Magic Resistance	90,000
47	Marvellous Pigments (1d4 pots)	4,000/pot
48	Mask of the Skull	22,000
49	Medallion of Thoughts	12,000
50	Pearl of Power	see entry
51	Pearl of the Sirines	15,300
52	Periapt of Wisdom	4,000
53	Pipes of Pain	12,000
54	Pipes of Sounding	1,800

d%	Result	Value (gp)
55	Plentiful Vessel	3,500
56	Robe of Stars	58,000
57	Scabbard of Keen Edges	16,000
58	Scarab of Golem Bane	2,500
59	Silversheen	250
60	Sovereign Glue	2,400
61	Stone of Controlling Earth Elementals	100,000
62	Stone of Good Luck	20,000
63	Stone Salve	4,000
64	Vestment, Druid's	10,000
65	Well of Many Worlds	82,000
66-75	Roll Twice on Table I	
76-85	Roll Once on Table I & Once on Table II	
86-95	Roll Twice on Table II	
96-99	Reroll & Ignore Results >65, Roll Once on Table II	
00	Roll Twice, Ignore Results > 65	

¹Roll 1d6: 1-2 = Grey, 3-4 = Rust, 5-6 = Tan

²Roll 1d6: 1-2 = 5 × 5 ft, 3-4 = 5 × 10 ft, 5-6 = 10 × 10 ft

³Roll 1d4: 1 = Clear, 2 = Brown, 3 = Bright Red, 4 = Turquoise

Table IV: Rare Miscellaneous Magic Items

d%	Result	Value (gp)
01-02	Afreeti Bottle	145,000
03-04	Amulet of Life Protection	20,000
04-05	Amulet of Mighty Fists	6,000
06-07	Belt of Dwarfkind	14,900
08-09	Belt of Giant Strength	see entry
10-11	Boat, Folding	7,200
12-13	Boots of Teleportation	49,000
13-14	Boots, Winged	16,000
15-16	Brooch of Instigation	1,000
17-18	Cirlet of Blasting, Major	23,760
19-20	Eversmoking Bottle	5,400
21-22	Eyes of Charming	56,000
23-24	Eyes of Doom	25,000
25-26	Eyes of Petrification	98,000
27-28	Gem of Brightness	13,000
29-30	Gem of Seeing	75,000
31-32	Golem Manual, Flesh	8,000
	Golem Manual, Clay	12,000
	Golem Manual, Stone	22,000
	Golem Manual, Iron	35,000
33-34	Helm of Brilliance	125,000
35-36	Helm of Teleportation	73,500
37-38	Horn of Blasting	20,000
39-40	Horn of Blasting, Greater	70,000
41-32	Ioun Stones ¹	see table IV-A
43-44	Lyre of Building	13,000
45-46	Manual of Bodily Health	4,000
47-48	Manual of Gainful Exercise	4,000
49-50	Manual of Quickness of Action	4,000
51-52	Mattock of the Titans	23,348
53-54	Maul of the Titans	25,305
55-56	Mirror of Life Trapping	200,000
57-58	Mirror of Mental Prowess	175,000

d%	Result	Value (gp)
59-60	Mirror of Opposition	92,000
61-62	Oil of Famishing	—
63-64	Portable Hole	20,000
65-66	Robe of Eyes	120,000
67-68	Robe of Scintillating Colours	27,000
69-70	Robe of the Archmagi	75,000
71-72	Sagacious Volume	50,000312
73-74	Shrouds of Disintegration	6,600
75-76	Tome of Clear Thought	27,500
77-78	Tome of Leadership and Influence	27,500
79-80	Tome of Understanding	27,500
81-85	Roll Twice On Table III	
86-90	Roll Again & Roll Misc. Magic Weapon	
91-95	Roll Again & Roll Magic Sword	
96-00	Roll On Cursed Items Table ²	

¹Consult Sub-Table IV-A: Ioun Stones

²Use the Specific Cursed Items table, or create your own using Cursed Items section of these rules.

Sub-Table IV-A: Ioun Stones

d%	Result	Value (gp)
01-06	Clear Spindle	4,000
07-12	Dusty Rose Prism	5,000
13-18	Deep Red Sphere	8,000
19-24	Incandescent Blue Sphere	8,000
25-30	Pale Blue Rhomboid	8,000
31-36	Pink Rhomboid	8,000
37-42	Pink & Green Sphere	8,000
43-48	Scarlet & Blue Sphere	8,000
49-54	Dark Blue Rhomboid	10,000
55-60	Vibrant Purple Prism	36,000
61-66	Iridescent Spindle	18,000
67-72	Pale Lavender Ellipsoid	20,000
73-77	Pearly White Spindle	20,000
78-83	Pale Green Prism	30,000
84-89	Orange Prism	30,000
90-96	Lavender & Green Ellipsoid	40,000
97-99	Reroll twice, ignoring results > 96	
00	Reroll thrice, ignoring result > 96	

Note: Many magic items are restricted in who can use them. Where this applies, the character classes are listed in abbreviated form within the item description. The following notation is used: **Item (Classes)** where, under “classes”, “A” means “assassin”, “C” means “cleric”, “D” means “druid”, “F” means “fighter”, “I” means “illusionist”, “M” means “magic user”, “P” means “paladin”, “R” means “ranger” and “T” means “thief”.