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Contents

How to use this book	3
Section One: Descriptions	4
Section Two: Chevalier.....	4
Section Two: Divinize	6
Section Two: Specter Hunter	7
Section Two: Inquisitor	9
Section Two: Militarist	10
Section Three: Equipment.....	11
Section Four: Paladin abilities and Bonded Mounts.....	19
Section Five: Ethos	24

How to use this book

First, to make this book easier to understand, we want to mention a few things about how to read this book. It, in truth, is fairly intuitive and easy to use. To help you get the most out of this book, we have separated the reading into a system we believe will help you add flavor and mechanics to your OSRIC™ game without adding a huge workload to your GM or player paperwork. Remember, in the end, only your group can decide if the addition of this system is for you. Please read the below about how to use this book

Section One: This section provides a description of what information you will find in all the Paladin Variants.

Section Two: This section gives you all the information you need for each Paladin Variant, including flavor for that type of Paladin.

Section Three: Gear! A Paladin treasure what little gear he is permitted to have! Treasure some of THIS gear!

Section Four: Paladin abilities and bonded mounts information abounds here! Including definitions and rules!

Section Five: This section covers information concerning paladin ethos, strictures, and the penalties for violations of various degrees.

This Book: Was meant to add flavor and fun mechanics to your OSRIC™ game, not to bog you down. We believe that we have accomplished that. To that end, we have eliminated some “flavor” text from this book (for the most part) so that you have a concise set of mechanics to add life to your game. All the same, we hope you find this book an enjoyable read even if we have boiled most of the book down to just needed information, mostly lacking in art and flavor-type-text.

Please: If you enjoy this book, watch for more publications, many more are in the works, and as always, are compatible with both the OSRIC™ game system and this book.

Section One: Descriptions

Description: This is a description of the idea behind the Paladin variant. This should help you understand the mechanics behind it.

Requirements: This gives you the requirements for the variant you are looking at. Some of them have requirements that are no different than the requirements given for Paladins in the OSRIC™ core book.

Administration: This gives you the information on who the variant gets orders from, if any. Some variants have none.

Role: This is some flavor text to help give you the idea of how the variant is played, often incorporating Administration and other description entries.

Symbol: Most or all Paladin variants have symbols they carry to help describe themselves or those they serve.

Required Weapon: If there are weapon requirements for the variant, then they will be listed here.

Armor/Equipment: This entry helps you understand changes in the armor and equipment information of interest.

Bonded Mount: This entry either restricts what mounts can bond with you, or says “any” if you are not restricted.

Special Benefits: This entry tells you about the benefits you gain for taking on this variant, if the subclass has any.

Special Hindrances: Usually, if you get special benefits, you also gain some hindrances to go along with them!

Section Two: Chevalier

Description: A gentleman warrior, the Chevalier epitomizes honor, courage, and loyalty. Modeled on the knights of the feudal age, the Chevalier serves his king (or other ruler) as a soldier in the royal military of a powerful kingdom. While primarily a fighting man, the Chevalier also performs ceremonial duties, household chores, and any other functions necessary to promote the liege's interests and secure the welfare of the state.

Requirements: In addition to the standard paladin qualifications, a Chevalier must meet at least one of the following requirements:

- He must be the son of a Chevalier, nobleman, or aristocrat.
- He must be wealthy enough to "buy" his way into paladin-hood by turning over a valuable property or large treasure to his church or state.
- He must have an ability score of 15 or more in Strength, Constitution, or Wisdom.

Administration: Government.

Role: A Chevalier's training begins at childhood and continues throughout his career. He acquires new duties and responsibilities as he rises through the ranks. Typically, a Chevalier begins as an aide to a more experienced Paladin, undertakes missions for his liege as he grows in stature, and eventually acquires a stronghold of his own. Because Chevaliers of all ranks are considered part of the aristocracy, they command the respect afforded other members of the noble class. Tradition demands that Chevaliers remain apart from society; consequently, Chevaliers seldom socialize with anyone other than paladins. Fully aware of their privileged status, Chevaliers carry themselves with pride. They maintain an immaculate appearance, are unfailingly courteous, and behave with dignity in all situations.

A Chevalier of any level may join an adventuring party, assuming the party's goals agree with those of the state. The Chevalier's companions will find him the consummate professional. As a friend, however, he may leave much to be desired; a Chevalier often impresses others as vain and pretentious. More comfortable with taking orders than giving them, a Chevalier rarely volunteers for leadership roles, though he dutifully assumes command if asked or assigned.

Symbol: The Chevalier employs the same symbol as his liege, often a crown, an animal associated with royalty (such as a lion or eagle), or a military emblem (crossed lances or a fist clutching a sword).

Required Weapon: Sword (any) and lance (any).

Armor/Equipment: Usually, a Chevalier must buy his own equipment. At a minimum, he must purchase a mount (at least a riding horse, until he acquires a bonded mount), sword, lance, and armor (no less than chain mail). On occasion, a liege supplies this equipment for free; in such cases, the liege often charges a monthly maintenance fee (1 - 10 gp).

Bonded Mount: Any war horse. Airborne mounts are possible but uncommon.

Special Benefits:

Chain of Command: Chevaliers adhere to rigid chains of command. Any high-level Chevalier can give commands to lower-level Chevaliers from the same kingdom. The lower-level Chevaliers must follow these orders as if they were given by the liege. Typical commands include loaning weapons and mounts, delivering messages, and securing supplies.

Sanctuary: A Chevalier may request sanctuary in any stronghold in his kingdom or in any lawful good kingdom with diplomatic or political ties to the Chevalier's kingdom. By custom, the owner of the stronghold must provide the Chevalier with shelter, food, and water for up to three days; the offer extends to a number of companions equal to the Chevalier's level (a 4th-level Chevalier may request sanctuary for himself and four others).

Special Hindrances:

Chain of Command: The chain of command works both ways. A low-level Chevalier must execute all of the commands of a higher-level Chevalier, as described in the Special Benefits section.

Extra Responsibilities: As part of a complex bureaucracy, the Chevalier has more responsibilities than most other paladins. He must attend state functions, participate in royal festivals, and represent his liege at tournaments. He may be required to train young warriors, file monthly reports of his activities, and officiate at dubbing ceremonies for new Chevaliers. In general, the larger the kingdom, the more demands on the Chevalier.

State Enemies: A liege makes many enemies over the course of his career. By definition, enemies of the liege are also enemies of his Chevaliers. A Chevalier may be subject to kidnapping and assassination attempts by foes he's never met, who attack the Chevalier to avenge themselves against the liege.

Section Two: Divinize

Description: Devoutly religious, Divinize serve as the military branch of their church and consider themselves soldiers of their gods. Their religious discipline imbues them with a clear sense of purpose; promoting the principles of their faith is not only morally correct, but a sacred duty.

Requirements: Standard. A Divinize must be a member of an organized religion. Usually, the church elders raise and train the Divinize from childhood.

Administration: Church.

Role: Divinize were originally responsible for accompanying disciples of the church on religious pilgrimages, fighting off bandits and monsters that lay in wait. In time, church elders decided that *all* evils were potential threats to their disciples, and sent Divinize into the world to eliminate them. To a Divinize, evil is an affront to his faith; destroying an agent of evil is a holy act. Though the Divinize becomes a raging avenger when confronting evil, he is otherwise thoughtful and compassionate. He sees himself as an advocate of the common man, a source of solace to the downtrodden and disadvantaged. A Divinize may insist that the party share its treasure with destitute families and impoverished communities. He may offer temporary employment to a pauper too proud to accept charity. He conducts impromptu prayer services in makeshift chapels, and officiates at the christenings and burials of peasants. Though completely devoted to his faith, a Divinize respects all lawful good religions and has little interest in proselytizing.

Symbol: A Divinize proudly displays the symbol of his church on his shield, coat of arms, mount barding, and clothing. Typical symbols include a rising sun, holy symbol, blooming flower, star, or the like, often with weapons below or behind the symbol.

Weapon Proficiencies: Any.

Armor/Equipment: Standard.

Bonded Mount: Any.

Special Benefits:

Extra Sphere: In addition to ability to cast cleric spells (as described in the OSRIC™ core book) The Divinize may have bonus spells based on wisdom (see “cleric” in the OSRIC™ core book), but may ONLY use the information up to a Wisdom ability score of 14. This means, if the Divinize has a 16 Wisdom, he may only use the “14” score information for the purpose of gaining bonus spells.

Religious Stronghold: If a Divinize chooses to build a stronghold, it must be a monastery or other religious edifice. If the Divinize has faithfully served his church and has never committed a serious ethos violation, the church elders may officially sanction his stronghold; contributing resources and labor to reduce construction costs to half the normal price (the Divinize is still responsible for purchasing or otherwise obtaining the land). Typically, official sanction is not given to a Divinize until he reaches 12th level, so as not to offend the clerics who also seek sanctions for their strongholds.

Special Hindrances:

Extra Tithes: A Divinize must donate 20% (rather than the usual 10%) of all income to his church. Additionally, his church requires a *minimum* monthly contribution, usually 1-10 gp (as determined by the DM). Therefore, every month he must donate either 20% of his income or his minimum contribution, whichever is greater. Failure to do so is considered an ethos violation of his tithing stricture.

Meditation: A Divinize must mediate for one full hour every day to cleanse his spirit, preferably when he rises or just before he goes to sleep. If he is interrupted or distracted for more than two consecutive rounds, he must start over. A Divinize who neglects to meditate cannot cast spells the following day.

Section Two: Specter Hunter

Description: The Specter Hunter is obsessed with finding and destroying evil undead, including ghosts, spectres, liches, and vampires. To further his goals, the Specter Hunter's deity has provided him with special powers to vanquish his nemeses and resist their evil magic.

Requirements: Standard.

Administration: Any; Independent most common.

Role: A Specter Hunter allies with any acceptable adventuring party that seems likely to encounter his hated foes. Given the opportunity, a Specter Hunter will explore every crypt, cemetery, and abandoned castle to search for undead, attacking relentlessly until the last of them fall or the party leader orders him to withdraw. While a Specter Hunter shares all paladins' hatred of evil, destroying undead is his primary objective. A single-minded Specter Hunter may try the patience of his most sympathetic companion. Often withdrawn and grim, he prefers solitude to socializing. His reticence makes him a poor leader, as he often has difficulty focusing on the party's overall mission. A Specter Hunter may resist following orders if he disagrees with his party's strategy (if he can so do without violating his ethos) and strike out on his own ceaseless hunt for undead.

Symbol: Gravestone, broken scythe.

Weapon Proficiencies: Any.

Armor/Equipment: Standard.

Bonded Mount: Any.

Special Benefits:

Dispel Evil: At 5th level, a Specter Hunter acquires the innate ability to cast *dispel evil* once per day. The spell requires no components, but otherwise operates the same as the 5th-level Cleric spell of that name. The numbers of times he can cast this spell increases as he advances in level (see Table 1).

Paralysis Immunity: Specter Hunters of all levels have 95% immunity to paralysis caused by undead. Additionally, all Specter Hunters have the innate ability to cast

Remove curse. The spell requires no components, but is otherwise identical to the 3rd-level Cleric spell of the same name. The numbers of times he can cast this spell increases as he advances in level (see Table 1).

Improved Ability to Turn Undead: A Specter Hunter turns undead as a cleric of the same level (See “cleric turn undead” ability in the OSRIC™ core book).

Holy Sword Availability: The Specter Hunter's deity might give the Specter Hunter an opportunity to acquire a *sword +3 Purifier* (see *equipment section of this book*) at some point before he reaches 6th level. The DM determines the circumstances; remember that availability does *not* guarantee acquisition.

Table 1:

Level	Dispel Evil	Remove curse
1 – 4	None	3 per day
5 - 9	1 per day	4 per day
10 - 14	2 per day	5 per day
15 - 19	3 per day	6 per day
20+	4 per day	7 per day

Special Hindrances:

The Specter Hunter has fewer of the special abilities normally associated with paladins:

- He can't restore hit points by laying on hands.
- He can't learn or cast priest spells.
- He has no magical immunity to diseases.
- He can't cure diseases in others.

Section Two: Inquisitor

Description: The Inquisitor has devoted his life to the ruthless enforcement of order and law. He is unyielding in his efforts to thwart anyone who would sow chaos or become civilly disobedient. They can also Champion the causes of their Lawful evil Gods by ruthlessly enforcing ethos and hunting down church enemies with the cry of “Might makes right!”

Requirements: An Inquisitor must have an alignment of Lawful Evil rather than the usual Paladin alignment of Lawful Good.

Administration: Government.

Role: To an Inquisitor, law is so utterly important that civil liberty can be overlooked for the betterment of all. They are less concerned with the war of good versus evil and more interested in the war of law versus chaos. These Paladins have seen how crippled lawful good Paladins can sometimes be against Chaos, due to their code, and have been taught that, if chaos cannot be convinced, it must be destroyed. Inquisitors never knowingly travel with chaotic party members.

Symbol: flaming brazier or “dark version” of the Government’s symbol.

Weapon Proficiencies: Any.

Armor/Equipment: Standard.

Bonded Mount: Any.

Special Benefits:

Cause Disease: The Inquisitor Replaces the Paladin “curse Disease” ability if most Paladins with the reverse of that “spell”, as found on page 42 of the OSRIC™ core book. This spell requires no verbal or somatic components.

Detect Lie: At 4th level, an Inquisitor acquires the ability to cast *Detect Lie*. The spell requires no verbal or somatic components. The spell acts as the 4th level Cleric spell of the same name (see page 43 of the OSRIC™ core book). This spell is NOT reversible for this Paladin.

Immunity to Illusions: An Inquisitor has an 80% plus 1%/level immunity to illusion spells of all levels. This immunity has a limit of 95%. (A 12th-level Inquisitor has a 92% immunity; a 16th-level Inquisitor has a 95% immunity.)

Special Hindrances:

An Inquisitor has fewer of the special abilities normally associated with paladins:

- He can't restore hit points by laying on hands.
- He can't ever learn or cast priest spells.
- He can't cure diseases in others, though he himself is immune to all forms of disease.

Section Two: Militarist

Description: The Militarist is a battlefield virtuoso. War is a sacred act, he believes, and a chance for spiritual redemption. By defeating enemies in combat, he pays tribute to his gods and secures his place in the afterlife.

Requirements: A Militarist must have a minimum score of 12 in both Dexterity and Constitution.

Administration: Government or Church.

Role: Typically, a Militarist serves as an officer in an army or other military organization. In wartime, he commands forces in the field, or engages in specialized operations, involving reconnaissance, rescue, or sabotage. He works alone or with a select group of elite soldiers. In peacetime, he protects his liege's stronghold, supervises training of recruits, and sharpens his fighting skills. He stands ready to travel to any part of the world to defend the interests of his government or church. A Militarist commands the respect of nobles and peasants alike. Often, his reputation approaches legendary status; citizens line the streets and cheer when a renowned Militarist passes through their village.

Militarists tend to bask in such adulation, pausing to exchange a few words with star struck adolescents or kiss the hands of swooning maidens. They also enjoy the trappings of their station, eager to accept awards for military excellence and rarely refusing invitations to royal affairs. In combat, the Militarist naturally assumes a leadership role. His companions will find him to be a shrewd and fearless commander who relishes every opportunity to engage the enemy. Off the battlefield, the Militarist tends to withdraw, maintaining a professional but distant relationship with his comrades. He has little interest in nonmilitary activities, spending most of his free time discussing strategy and tactics with like-minded warriors, or brushing up on his combat techniques.

Symbol: Any symbol with military connotations, such as a weapon or a clenched fist.

Weapon Proficiencies: The Militarist must select one of the following to be called his *preferred weapon*: sword (any), lance (any), battle axe, Heavy flail, or Heavy Pick

Armor/Equipment: Standard. A Militarist prefers plate armor, but will settle for chain mail if that's all he can afford. However, as soon as his economic condition improves, he *must* buy plate armor. A Militarist proudly displays all military ribbons, medals, and commendations on his clothing and shield.

Bonded Mount: Any war horse.

Special Benefits:

Mounted Combat Bonus: A superb rider, a mounted Militarist makes attacks as if he were one level higher; a 3rd-level Militarist, for instance, attacks as if he were 4th level. He attacks as if two levels higher when riding his bonded mount. At 19th level, he attacks at one level higher regardless of his mount. A 20th-level Militarist isn't eligible for these bonuses. When making an attack with his preferred weapon, the Militarist has a +1 damage bonus. Damage bonuses don't apply in jousts or other tournament competitions where the intent is to dismount or disarm, not inflict damage. They do apply to nonlethal attempts to subdue an opponent.

Reaction Bonus: The Militarist receives a +2 reaction roll from all good and neutral characters of his own culture. Evil characters respond normally.

Honors: As he advances in level, the Militarist receives the honors listed in Table 20. The honors presume loyal service and no significant ethos violations. The DM may withhold any honor he feels the Militarist doesn't deserve.

Table 20: Militarist Honors

Level	Honor Bestowed
2	Ceremonial banquet in Militarist's honor
3	Receives a special crest for his helmet (see Section three)
5	Receives a ceremonial coif (see Section three)
7	Eligible to receive interest-free loans of up to 500 gp from his government or church
9	Land grant from his church of government (size and location determined by the DM)
10	Church or government officials screen Militarist's potential hirelings; all such employees are guaranteed lawful good (the Militarist retains the option to hire; he must also negotiate salaries and other conditions of employment)

Special Hindrances:

Regular Training: The Militarist must spend at least one hour per day practicing his combat and riding skills. If he neglects to practice, he loses his mounted combat bonuses (see Special Benefits) for the following day. The DM may exempt the Militarist from this training requirement if he's spent an hour that day (60 rounds) in actual combat.

Regular Reports: A Militarist must return to his home base at least once every six months to report to his government or church officials. The report includes the status of current military operations, observations of enemy activity, and any information requested by his superiors. The Militarist may be excused from making a report if he makes prior arrangements. Otherwise, failure to report constitutes an ethos violation.

Section Three: Equipment

Paladins take their equipment seriously, and seek to own the best that money can buy. Not only does their equipment reflect the honor of their station; for some it symbolizes their principles.

- The shield represents the paladin's vow to uphold his ethos.
- The sword represents the two constituencies he's sworn to defend—one edge of the sword represents the privileged class, the other the common people.
- Armor represents loyalty to the state. Just as his armor protects his body, so must he protect his monarch.
- The helmet represents loyalty to the religion. Just as his helmet protects his head, so must he protect his church.
- Clothing, well-crafted and immaculately clean, represents purity of spirit.

Standard Equipment

Following is a list of standard equipment owned (or at least desired) by most paladins. Usually, paladins purchase this equipment with their own funds. A frugal paladin tries to maintain his possessions in top condition so he seldom has to invest in replacements.

Armor

All types of armor are available to the paladin. Given a choice, most prefer the protection and prestige of full plate. However, because of the expense of plate armor, some opt for banded or splint, while others settle for the cheaper and readily available chain mail. Leather, studded leather and padded—including magical versions - are generally avoided, as these armor types tend to be associated with characters of lesser status. A discriminating paladin may prefer to wear ordinary scale mail rather *studded leather* +2. In a typical medieval campaign world, paladins favor three armor types:

Hauberk and helmet: Destitute paladins, those from primitive cultures, or those just beginning their careers sometimes wear only a chain mail hauberk (a single piece that covers the chest) and a helmet. The paladin often supervises the construction of the hauberk or makes it him-self, coiling wire around a rod, then cutting it down the side to make rings. He flattens the rings with a hammer, then rivets them together in the shape of a knee-length coat with a hood to cover the head. The helmet is usually round or cone shaped, open in the front. The hauberk-helmet combination is cheaper than chain mail, but less protective, with an effect on armor class of -3.

Chain mail: A hauberk supplemented with leggings and arm coverings becomes a complete set of chain mail (effect on AC is -5). A visor may be added to the helmet to protect the face. While inexpensive and relatively light, chain mail has its drawbacks. The weight of chain mail is distributed unevenly on the body, straining the shoulders in particular. Even the strongest paladin will feel fatigued after wearing chain mail for more than a day. At the DM's option, any character wearing chain mail for more than 24 hours straight suffers a -2 penalty to all attack rolls until he removes it and rests for a few hours. At least once a week, iron chain mail must be oiled and polished, a process that can take the better part of an afternoon. Failure to properly care for chain mail results in rust (and a reduction of one level of AC for each month of neglect).

Plate: Plate mail (Effect on AC is -7) adds a breast plate, back plate, and strips of metal to areas of the body under protected by chain mail, such as the knees and elbows. Metal sheets called *pauldrons* protect the spaces between the arms and the chest. *Epaulieres* (shoulder guards) protect the upper body; *gauntlets* (metal gloves) protect the hands. High-level paladins occasionally decorate plate mail with gold or silver trim and fasten small jewels to the helmet or the backs of the gauntlets. These extravagances are generally compatible with the paladin's ethos, so long as they're intended to reflect the paladin's station and aren't used to flaunt wealth. Heraldic symbols may be etched or painted on any section of the armor. Plate mail requires polishing and oiling, but because it consists of solid sections rather than tiny rings, it's more resistant to rust. Though heavier than chain mail, plate mail fits better and is more comfortable, making fatigue less a factor

Shield

Most paladins carry medium shields, which offer maximum protection against front and flank attacks and are light enough to be carried on horseback. Made of wood and covered in thick leather, the shield is shaped like a triangle with a round top and pointed bottom. Its surface curves inward. The shield extends about 4-5 feet from top to bottom and hangs from the paladin's neck by a strap. He grips it in his left hand (or right hand, if he's left-handed) with a second strap secured to the shield's inner surface.

Some paladins carry oblong, rectangular, round or even pentagonal shields. Shields may be decorated with gold or silver trim, dotted with precious jewels, emblazoned with heraldic symbols, or painted in bright colors.

Weapons

A paladin may master any weapon, but most feel unarmed without a sword (long, two-handed, bastard, or short, in that order of preference), a lance (medium or heavy, depending on the size of the mount), and a dagger. A paladin typically keeps his sword in a wooden scabbard covered in leather, strapped to the left side of his belt (or to the right side if left-handed). The dagger hangs from his belt on the opposite side of his scabbard.

Paladins tend to avoid using missile weapons, as they're difficult to use effectively on horseback. A jousting lance, though desirable, may be too expensive. Instead, a paladin may opt for a lance cup, a blunted cap of wood that fits over the end of an ordinary lance, making it suitable for tournaments. Lance cups, however, are notoriously undependable; there is a 5% chance per joust (roll 1 on 1d20) that the cup will detach and fall off. When this occurs, the officials interrupt the joust and the contestants must start over. A jousting who repeatedly loses his lance cup may risk disqualification from the tournament.

Clothing and Special Items

When choosing clothes, the paladin strives for both utility and elegance. He favors bold colors (blue, red, green and violet) and, when he can afford them, rich fabrics (silk and velvet in particular). Because a paladin is often judged by his appearance, spending money on formal attire usually isn't considered an ethos violation. An ideal wardrobe, which may be acquired a piece at a time over the course of a paladin's career, consists of the following:

- Two loose-fitting silk or linen shirts with full sleeves.
- Two pair breeches or trousers, made of wool, cotton, or linen, tailored to fit tightly to the legs (loose-fitting breeches tend to be associated with peasants and commoners). The breeches are usually ankle-length and brightly colored.
- Armor lining (made of soft leather or padded fabric, worn beneath chain mail to prevent chafing).
- Two pairs of cotton undergarments.
- Two pairs of silken hose and garters.
- A pair of riding boots.
- A pair of leather shoes usually pointed at the toes and fastened at the ankle with straps and buckles.
- Two knee-length tunics, usually sleeveless, slipped over the head. Tunics may be decorated with colorful patterns of stripes and circles, and possibly feathers or small gems.

- A surcoat (outer tunic), either sleeveless or hooded. The surcoat is usually lined with rabbit, squirrel, or other light fur, and padded at the shoulders. Tassels, ribbons, and brocade are common.
- A lightweight mantle (a sleeveless coat made from an oval piece of cloth) for the spring and summer, made of cotton or silk. The garment is rectangular or semicircular in shape, wrapped around the body, and secured at the neck with a chain or buckle.
- A heavy winter mantle lined with beaver, fox, or other thick fur.
- A full cape made of wool, cotton, or lambskin, fastened around the neck with a chain or leather strap. High-level paladins may prefer a silken cape in black, blue, red, or violet, lined with red or black velvet.
- A wide leather belt with a metal buckle.
- A wool, cotton, or felt cap.
- A ceremonial coif (a tight-fitting cap covering the hair and ears, tied beneath the chin) made of linen or silk, and decorated with embroidery, feathers, or golden lace. A ceremonial coif is often required for state banquets and other formal occasions. The equivalent for females is called a *wimple*. A conscientious paladin should also consider including the following items as part of his standard gear. These are in addition to lanterns, rope, and other equipment necessary for long trips or specific quests.
- Two cotton or woolen towels (one for washing, one to use as a mat for eating).
- Formal dinnerware, including eating utensils, a cup, a plate, and a goblet. Because paladins may have to furnish their own service at formal events, they should buy quality items made of silver, crystal, and porcelain.
- Complete tack for the mount, including bit, bridle, harness, horseshoes, saddle, and full barding.
- Two heavy blankets, one used for a bed, the other to cover the mount at night.
- A mirror (necessary for grooming).

Formal Attire for Female Paladins

Female paladins are free to wear all of the above clothing (assuming no cultural reasons to the contrary). For formal occasions, a female paladin may instead wear a floor length tunic called a *kirtle*, which fits snugly above the hips and billows around the legs. A surcoat and cloak may be worn as outer garments. Females may also wear hose above the knee, secured by garters or tied with ribbons. Footwear is similar for males and females, though the kirtles conceal all but the toes.

Badges, Standards, and Crests

Paladins often embellish their armor, clothing, weapons, and shields to identify them on the battlefield, indicate rank, or symbolize allegiance to a king or church. Monarchs sometime present embellishments to recognize outstanding military service. Embellishments representing the family name may be handed down from parent to child. As a rule, embellishments can't be purchased; they must be awarded or earned. Some examples:

Badge: This is an emblem representing the paladin's homeland, family, or order. A badge may be a physical object, such as pin or a medal, or it may be a small design embroidered in a tunic or engraved on a shield. Typical badge symbols include humans with animal heads, a flower or plant with a crown, or a weapon with wings.

Standard: A standard is a flag with a Y-shaped end, attached to a pole or staff. The standard bears the colors, heraldic symbols, or insignia of the paladin's government or church. A standard becomes a *banner*

when the end is cut off to form a square. A smaller version of the standard, called a *pennon*, may be attached to the end of a lance.

Crest: A crest may be a bundle of short leather strips, one or more feathers, a wooden carving, a tassel, or any other small object attached to a paladin's helmet. The crest is usually the same color as the paladin's shield. Crests are often worn in tournaments to help observers tell one paladin from another, though many paladins wear their crests all the time. A crest may also be added to the halter of a war horse. An abstraction of the crest may be displayed on a shield or standard.

Additional Equipment

Canon: The canon is the sacred text of the character's faith. It included prayers, guidelines for behavior, historical summaries, expectations of the deity, and other theological material. A canon is *not* a spell book, nor does it possess any magical qualities. Because a canon can be very expensive, characters can sometimes make arrangements with their church to purchase a copy on installment, adding a few extra gold pieces to their monthly tithe to pay it off. Generous churches may loan their followers a copy of the canon indefinitely. However, should the canon become lost or destroyed, the character may be responsible for the replacement cost.

Coat of arms: This term usually refers to the shield bearing the paladin's heraldic symbols, or to the symbols alone. But it's also the name for a specific article of clothing. A coat of arms is a white tunic worn over the armor, emblazoned with the paladin's insignia. The coat identifies the paladin and also protects him from the heat of the sun, which can be unbearable when wearing uncovered armor.

Cosmetic kit: Helpful when preparing for formal affairs, a typical cosmetic kit includes a vial of sheep fat to make the skin glisten, powdered rouges to tint the cheeks white or pink, lightly perfumed talc for the body, and a depilatory salve to smooth the face.

Horse grooming kit: For efficient and thorough horse grooming, the kit includes a currycomb (a brush with stiff bristles to remove dirt from the coat), a shedding blade (a flexible, serrated blade to remove loose body hair), a body brush (for dirt removal from the legs, fetlocks, and other areas where a currycomb is inappropriate), hoof picks (to remove pebbles and debris from the hooves), and a mane and tail comb (to clean and tease the hair). Similar kits exist for griffons and other mounts.

Mantling: Resembling tufts of feathers or fans of leaves, mantling consists of cotton or linen strips lined with thin layers of metal. Mantling attaches to the sides of a helmet and shields the wearer's eyes from the bright sun. It also prevents rust and helps deflect weapon attacks. (If an opponent attempts a called shot against a character wearing a mantling, he suffers a –5 penalty to his attack roll instead of a –4 penalty.) Mantling is often painted the same color as the wearer's shield.

Sachet: This is a small bag containing a mixture of flower petals, herbs, and spices that adds a pleasant scent to a character's clothing (nice when no deodorant is around). A sachet can be placed in a closet or trunk, or carried in a pocket.

Spurs: With spurs, the rider can control his mount with less effort and give commands with a slight motion of his foot. The best spurs—those that avoid damage to the horse—have blunt, wheel-shaped *rowels*

instead of points. *Dressage spurs* have sharp, curved points, slightly angled toward the rider to prevent accidental scrapes. Spurs with gold or silver plating are available at 5-10 times the listed price.

Misc Equipment Table

Item	Cost	Weight (lbs.)
Armor Lining	5gp	5
Cannon *	50gp – 500gp	1 – 5
Cape (wool)	7sp	4
Cape (Silk and Velvet)	50gp	2
Chain Mail (hauberk and Helmet Only)	50gp	25
Coat of arms	8sp	None
Coif, Ceremonial	2gp	None
Cosmetics Kit	7sp	None
Dinnerware, Formal **	15gp	1
Horse Grooming Kit	1gp	1
Mantle (Spring)	1gp	None
Mantle (Winter) *	10gp – 30gp	1 – 5
Mantling	2sp	None
Lance cup	1sp	None
Sachet *	1gp – 3gp	None
Spurs	1gp	None
Surcoat, Fur *	20gp – 40gp	5 - 10

(*) Conon prices and weights depend on the book's size and binding. Garment prices and weights vary according to the type of fur (or other material) used. Sachet prices depend on the contents; exotic mixtures and more expensive.

(**) Included silver-plated utensils, a crystal goblet and a porcelain plate with gold trim.

Magical Equipment

Bridle of calming: This leather bridle, designed to fit a specific species of mount, makes the mount immune to all types of magical *fear*. For morale purposes, the *bridle of calming* gives the mount a bonus of 10% to morale (see the OSRIC™ Core book) A *bridle of calming* may be used on both bonded and normal mounts.

Crest of summoning: When attached to the paladin's helmet, the *crest of summoning* enables the paladin to mentally summon his bonded mount at a radius equal to 10 miles per level of the paladin (a 6th-level paladin can summon his bonded mount within a 60-mile radius). If the bonded mount has been captured or is disabled, the *crest* causes a dull throb behind the paladin's eyes, indicating that the mount is unable to respond; however, the crest won't indicate the location of the mount.

Oil of tempering: When this oil is applied to entire suit of chain or other metallic armor, the armor's AC is improved by 1 for 24 hours; for example, chain mail armor (AC 5) will have an effective AC of 4. The AC can't be improved beyond AC 0. It takes 1-2 hours to completely coat a suit of armor with *oil of tempering*.

Sheath of security: Less than a foot long, this leather sheath appears to the perfect size for a dagger. In fact, a pointed weapon of any size - such as sword, spear, or lance - may be carried in the *sheath of security*. When the tip of the weapon is placed in the sheath, the entire weapon shrinks to the size of a normal dagger. The sheath holds the shrunken weapon tightly; the weapon can only be removed when a command word is spoken, or when affected by *knock* or a similar spell. The weapon retains its shrunken size until the tip leaves the sheath. It then expands to its normal size.

Tithing bag: This is a small purse made of black velvet, closed with a drawstring. Any coins, gems, or treasure placed in the bag are instantaneously teleported to the character's church or other charitable institution. The character keeps a small chip of stone, wood, or glass from the designated institution in the bottom of the bag to indicate the destination. It otherwise has a capacity of 20 gp. A *tithing bag* functions for lawful good characters only.

Tunic of comfort: This light cloth garment may be worn over chain mail or other uncomfortable armor. The *tunic of comfort* distributes the weight of the armor evenly over the body, enabling the character to wear his armor indefinitely without chafing or fatigue.

Holy Swords

In addition to the powers of each sword as mentioned in their description, all holy swords have some powers in common, as mentioned below. Price is not prescribed in these swords, as they are never available for purchase

Circle of Power: "A paladin using a *holy sword* projects a circle of power 10 feet in diameter when the sword is unsheathed and held." Within its range, the circle of power dispels all hostile magic of a level less than or equal to the paladin's experience level and creates a magic resistance of 50%.

Specifically:

- All evil opponents within the circle are unable to cast spells, including monsters and characters of evil alignment; extra-planar, conjured, and summoned evil entities; and monsters and characters that have been charmed or controlled by evil casters. The circle neutralizes a spell the instant its cast. Opponents may not make saving throws to resist the circle of power.
- Evil opponents have normal use of their spell and spell-like abilities once they leave the range of the circle. However, the paladin remains immune to their spells, even when cast from outside the circle. An evil wizard can cast a *fireball* spell at a paladin, but the *fireball* dissipates as soon as it enters the circle. An evil spell-caster's attempts to mentally probe or control a paladin (with spells such as *ESP* and *magic jar*) will also fail.
- Magical items created by evil magic won't work within the circle. Physical properties remain unchanged, however; a *sword +1* may still be wielded as a normal sword. Outside the circle, magical items function normally, but the paladin remains immune to their effects.

The following restrictions also apply:

- The paladin is always vulnerable to magic from opponents whose level exceeds his own. The paladin has the normal chances of avoiding the affects of these magical attacks.
- The circle functions only as long as the paladin grips the holy sword. Should he sheathe or drop it, he immediately becomes vulnerable to evil magic.
- The paladin must be conscious and in control of his own actions for the holy sword to project a circle of power. A holy sword doesn't dispel magic in the grip of a comatose or sleeping paladin.
- An evil spell-caster may temporarily negate the magic of a holy sword, including its power to project a circle of protection, by casting *dispel magic* directly on the weapon. The holy sword may resist the spell with a successful saving throw vs. spell, using the paladin's saving-throw number. If the throw fails, the holy sword's magic is inert for 1d4 rounds.
- A paladin is still subject to indirect effects of evil magic. If an evil spell-caster uses a *lightning bolt* spell to cause an avalanche, the paladin risks damage from falling boulders. Certain holy swords may have additional benefits and limitations. Each holy sword described in this chapter has its own special properties. In designing holy swords, the DM may use the standard benefits and limits described above, perhaps adding a +1 to +5 on attack and damage rolls against certain kinds of evil opponents, or whatever powers he feels applies.

The bonuses (+3, +4, and so on) apply to both attack and damage rolls. In the hands of any character other than a paladin, all of these *holy swords* perform as *swords* +2. Further, while the description gives the holy sword a bonus (from +1 to +5), the DM may apply whatever bonus is level appropriate (Example: *Sword +3 Purifier* has a bonus of +3, but the DM may wish to give the sword to a paladin of lower level, thus lowers the bonus to +1). Alternatively, the DM may give the sword to a paladin at low level (at +1) and every few levels, allow it to grow in power (gaining a +1 larger bonus every few levels), much as a relic or artifact might do.

Sword +3 Purifier: When a paladin holds this weapon in front of him, he turns undead as a cleric of equal level; a 3rd-level paladin turns undead with the same effectiveness as a 3rd-level cleric. The paladin must be of 3rd level or higher to turn undead, with this sword. Specter Hunter's receive no turning bonus. The sword provides two benefits to paladins of all levels: a +5 bonus against all undead; and +2 bonus to saving throws against undead magical attacks, including paralyzing touch and a vampire's *charm*.

Sword +4 Divine Protector: This sword alerts the paladin to the presence of evil by generating a soft hum that only he can hear. The sword detects evil within a 60-foot-radius of the paladin, but does not indicate the direction or intensity of the source. The hum is automatic, so long as the sword remains on the paladin's person. The hum is loud enough to awaken the paladin from a normal sleep, alert him to an ambush, or warn him of an evil character behind his back. Otherwise, the sword has all of the benefits and limitations of the paladin's detect evil intent ability, described in Chapter 2.

Additionally, if the paladin spends one full round swinging this sword over his head, all evil creatures and characters within a 60-foot-radius hear a disturbing siren-like sound, audible only to them. Any affected creature or character who fails to save vs. paralysis will continue to hear the siren ringing in his ears for the next 1d4+1 rounds, with the following effects: unable to hear any sounds, -1 penalty to surprise rolls, and a 20% chance of miscasting spells with verbal components).

Sword: +4 invigorator: If the paladin heals a damaged creature or character by laying on hands, then touches him with this sword, the amount of recovered hit points increases by half. For instance, if paladin has just restored 12 hit points by laying on hands, the sword restores an additional 6 points.

Sword: +5 hallowed redeemer. Not only does this sword project a 10-foot-diameter circle of power, it also causes all evil characters and creatures within the area of effect to succumb to the effects of a *fear* spell. The *fear* effects may be avoided by a successful saving throw vs. spell.

Section Four: Paladin abilities and Bonded Mounts

Detecting Evil Intent:

The paladin, so thoroughly aligned with the forces of good, can experience the mere *presence* of evil as a physical sensation. Although similar to the *detect evil* spell, the paladin's sensitivity to evil essentially functions as a sixth sense. But, like the spell, this ability doesn't work automatically. The player must make it clear that the paladin is attempting to detect evil; only then will the DM reveal the relevant information.

Use and Limitations

Unlike other senses, the detection of evil works only when the paladin concentrates for one full round, remaining still and taking no other actions. Often, paladins close their eyes, lower their head, and clear their minds by focusing on their own breathing. Some paladins extend their palms, touch their foreheads with their fingers, or sweep their hands slowly in front of them. Details of the concentration routine vary from paladin to paladin, and each is free to come up with a unique routine. Once settled on a routine, the paladin should always execute it the same way.

If attacked, distracted, or otherwise disturbed while concentrating, the paladin fails to detect evil. He may try again in subsequent rounds.

The paladin may target an individual or group up to 60 feet distant, in an area about 10 feet wide, or a location where an individual or group might be hiding, such as a clump of bushes or a concealed alcove. The paladin must face the indicated individual, group, or location, but need not see the target. If blindfolded or in thick fog, for example, the paladin can target an individual by voice or movement, or just take a guess. In a shadowed corridor, the paladin's detect-evil ability can determine if anyone - or anything - with strong evil intent lurks in the darkness.

Eligible Targets

A paladin can detect evil radiated by characters and monsters; undead created by evil magic; Negative Plane influences; evil artifacts; certain enchanted swords; and other intelligent objects that radiate evil. The ability can't detect cursed objects or traps, nor does it work on creatures of Animal intelligence or less, such as centipedes or carnivorous plants.

The paladin's sensitivity to evil responds to the target's intention to commit an evil act. The ability doesn't reveal the precise nature of the intended act, nor does it reveal the target's actual alignment. Characters that are strongly aligned, who do not stray from their faith, and are of at least 9th level might radiate evil if intent upon appropriate actions. For instance, if the paladin uses this ability on a suspicious non-player character, the paladin may sense that the NPC radiates evil, but not that the NPC is neutral evil, or that the NPC plans to ambush and kill the paladin. If an NPC recently murdered a passerby, the paladin might pick up evil emanations from the NPC but cannot determine the nature of the crime. Creatures, who disguise themselves with illusions, may conceal their appearances but not their evil intentions.

A high-level character unshakably committed to an evil alignment may radiate evil even when not specifically planning an evil act or thinking evil thoughts. Powerful evil monsters, such as red dragons and hill giants, also radiate evil uncontrollably. A paladin can always detect the presence of these types of evil beings, unless unusual conditions are in effect. For instance, in some evil strongholds or planes, *everything* reads evil, effectively negating the paladin's evil-sensing ability.

Subject creatures may not make saving throws to resist a paladin's attempt to sense evil. However, *undetected alignment* and similar spells cast on a target temporarily prevent the paladin from sensing the target's evil emanations. But as soon as the spell ends, the paladin is free to make another attempt.

A paladin can't detect an evil presence through 3 feet or more of wood, 1 foot or more of stone, or 1 inch or more of metal. A thin coat of lead also prevents the use of this ability. A paladin perceives such barriers as nonspecific obstructions, without knowing their composition or widths.

Interpreting the Results

If an attempt at sensing evil fails, or if there's no evil present, the paladin feels nothing out of the ordinary. If evil is present, the paladin might experience an unmistakable physical sensation. Though the type of sensation varies among paladins, a given paladin always has the same reaction. Typical reactions include tingling in the fingertips, a warm flush, a cold chill, or a dull throb behind the eyes; the DM can make up sensations. Usually the sensation lasts only a moment.

If the paladin scans a crowd of people, tingling fingers won't pinpoint the character responsible for the evil emanations. If scanning a pool of murky water, throbbing eyes won't reveal the number or species of evil creatures lurking below the surface. However, the paladin may determine the degree of evil from the intensity of the sensation. The table below lists four general degrees and examples of sources. Two ways that a paladin might experience the corresponding sensations also appear. In an encounter, the DM describes only the sensation when a paladin successfully detects evil; the player must interpret the meaning of the sensation.

At the DM's option, the paladin may discover the general nature of the evil as well as its degree. A pickpocket may radiate an expectant evil, a vampire's evil may be malignant. The DM may use the sensations suggested in Table 11 to indicate the nature of evil (the paladin experiences an expectant evil as an itch on his fingertips), or may employ a different set of sensations (a warmth in the chest indicates expectant evil).

Degrees of Evil table

Degree	Example of Source	Sensations
Faint	Pickpocket/non-evil bully	Slight itch on tips of fingers; light throb behind eyes
Moderate	Mugger/Skeleton created by evil cleric/imp/typical orc/	Tiny pinpricks along fingers; dull pounding behind eyes
Strong	Mass Murderer/Ghoul/Vampire	Pinpricks over entire surface of hands; intense pounding that hurts the eyes
Overwhelming	Older red Dragon/Lich/Older Vampire	Sharp pain in hands; agonizing headache.

Ambiguous situations produce ambiguous results. If a older vampire waits behind a 3-inch-thick stone wall fortified with 2 feet of wood, a paladin may detect a moderate or strong sensation of evil, rather than an

overwhelming one. If a mass murderer hides behind a window with a coat of flaking lead paint, a paladin may detect a moderate instead of a strong sensation.

If the DM can't decide which category in the table above to use, it's acceptable to give the paladin mixed signals. If a vicious mugger hides in a closet, but plans to surrender rather than fight if discovered, a paladin may detect both faint and moderate sensations (fingertip itches alternating with pinpricks).

Bonded Mount

Perhaps the paladin's greatest asset is the bonded mount, usually a heavy war horse of exceptional strength, courage, and intelligence that serves its master with steadfast devotion. The bond is partly instinctual, partly divine; many believe that the gods bring them together to insure the paladin has a companion as noble as himself. Once joined, the mount remains loyal so long as the paladin stays true to his principles.

A paladin becomes eligible to receive a bonded mount at 4th level. The mount may appear any time thereafter. Because the mount's arrival marks a major event in the paladin's career, the DM may wish to delay its appearance. For instance, if a 4th-level paladin is about to embark on a lengthy exploration of an underground civilization, the DM may postpone the mount's appearance until the paladin surfaces. In all cases, the DM determines when and how the mount appears.

A paladin may never have more than one bonded mount at a time. Further, he can have no more than one mount in the same decade. If the mount dies or is otherwise lost, the paladin won't become eligible for a replacement until 10 years after the day he acquired his original mount.

Most bonded mounts are war horses, but other creatures can also become mounts. The table below lists some of the possibilities. The DM may augment that table with other creatures, so long as they are suitable for riding, reasonably intelligent, and of good or neutral alignment.

The player may suggest the type of mount he prefers for his paladin character, but the DM makes the final choice. The DM may roll on the table below or select a particular creature. Regardless of the method used, remember that only the strongest, smartest, and bravest creatures become bonded mounts. To qualify as a bonded mount, most creatures must meet certain statistic requirements. These are recommendations, not rigid rules; the DM may modify them as desired.

Hit Points: Most mounts have at least 6 hit points per hit die. A heavy war horse, for instance, has 21-27 hit points.

Intelligence: A species' listed Intelligence must be at least that of an animal. However, the Intelligence of the mount may differ from the listed Intelligence of the species:

- If a mount's species normally has Animal Intelligence, the mount itself has an Intelligence score bonus of 3. For example, the war horse species has Intelligence of 1, but a war horse bonded mount has an Intelligence of 4.
- If the mount's species normally has a Semi - Intelligence score or higher, the mount itself has +2 over the highest typical score. The OSRIC™ Monsters of Myth™ has a large number of creatures and their intelligence scores.

Morale: A species' listed Morale must be at least Unsteady (5-7). The Morale of a mount may exceed that of its species:

- Bonded mounts gain a 10% to moral as long as the paladin has not failed a moral check.

- The moral bonus listed above does stack with the *Bridle of Calming* or any other item the DM thinks is appropriate.

Upgraded mounts: The DM may improve any species of bonded mount by adding 2+2 HD to its hit dice base and 3 to its movement base.

Level Restrictions: To maintain balance, the DM should consider restricting a low-level paladin's choice of bonded mounts. For instance, the DM may decide that a paladin can't acquire a bonded mount other than a war horse until he reaches 7th level, or an aerial mount before 10th level.

Alternately, a DM may restrict *all* paladins to the following choices:

- A paladin may only have a land-based mount whose hit dice are less than or equal to the paladin's experience level.
- A paladin may only have a flying mount whose hit dice are no more than half the paladin's experience level. Using these guidelines, a 7th-level paladin could have a 3+3 HD hippogriff as a bonded mount, but not a 7 HD griffon. If an unacceptable choice comes up on the table below, roll again or choose an acceptable mount.

Species Preference: Bonding requires the voluntary participation of the mount, and some species may have their own ideas about what constitutes a suitable companion. Unicorns, for instance, will only accompany female paladins, while light war horses may be reluctant to bond with overweight riders. If a match doesn't work, try a different combination.

Bonded Mount table

D100 Roll	Mount
01 - 77	Heavy Horse (The paladin's standard war horse: OSRIC™ page 252)
78 - 79	Griffon (OSRIC™ page 276)
80 - 81	Unicorn (Female paladins only: OSRIC™ page 238)
82 - 83	Pegasus (OSRIC™ page 289)
84 - 85	Hippogriff (OSRIC™ page 277)
86 - 87	Giant Bird (OSRIC™ page 247)
88 - 89	Dire Wolf (OSRIC™ page 257)
90 - 91	Elephant (OSRIC™ page 250)
92 - 93	Lion (OSRIC™ page 253)
94 - 95	Giant Lizard (OSRIC™ page 280)
96 - 00	DM Choice, we recommend looking through the OSRIC™ Monster's of Mythology book for something not on this list.

The paladin's standard heavy horse is an unusually hardy steed, slightly larger than a heavy war horse and more heavily muscled. Its shaggy coat and thick hide provides it with natural armor. Powerful legs enable it to move at the speed of a medium war horse. It has a carrying capacity of 300, an encumbered (half-speed) capacity of 450, and an encumbered (one-third movement) capacity of 600.

Paladin's standard heavy horse: Intelligence: 4; Alignment: Neutral; AC 6; Movement: 180ft; HP: 30; THACO: 18.

Bonded Mount special traits

All bonded mounts, regardless of their species, have the following traits in common:

Faithful service: A bonded mount's loyalty is unshakable. It obeys the paladin's commands without hesitation, assuming it understands them. When the paladin is on foot, the mount remains at his side, following wherever he goes unless ordered to stay put.

On the battlefield, the mount remains with the paladin, even in the face of impending death. A bonded mount will never abandon the paladin to save itself; in game terms, the mount is considered to have a Morale bonus of 10% when fighting beside or defending the paladin.

A bonded mount is indifferent to the paladin's companions, unless it has been specifically trained to protect them or respond to their commands. Should a companion approach the paladin in what the mount perceives as a threatening manner, the mount may snort or stamp its hooves as a warning, or even attempt to push the companion away. Once reassured by the paladin, the mount withdraws, though it may keep a wary eye on the companion. The mount responds to non-player characters in the same way, ignoring non-hostile NPCs who keep their distance, reacting strongly to those who appear to pose a threat.

Called: A bonded mount comes immediately to the paladin's side when summoned. The mount responds to a shout, whistle, hand gesture, or any audible or physical signal of the paladin's choice. The paladin must demonstrate the signal to the mount only once; the mount unfailingly responds to the signal ever after.

Handling: The paladin can always calm an excited or agitated bonded mount. The Animal Handling skill isn't required.

Riding: A paladin does not require the riding (ground or aloft) skill to ride his bonded mount. Additionally, the paladin can perform all of the feats associated with that skill (see the OSRIC Skill Book by the World Gorean Society) that applies to his mount's species. Feats normally requiring skill checks instead require riding checks. Unless trained otherwise, a bonded mount allows only the paladin to ride it, bucking and snorting furiously if anyone else makes an attempt. A soothing word from the paladin prevents the mount from actually harming an unwanted rider.

Combat: A bonded mount aggressively defends its paladin against attacks, biting and kicking until the attacker withdraws. The mount also attacks any target indicated by the paladin, continuing its attacks until the paladin orders it to stop.

Parting Company

Under normal circumstances, a bonded mount serves its paladin for no more than 10 years. During this time, the paladin may voluntarily dismiss the mount if it becomes crippled or ill, if the paladin's journeys take him to a terrain inhospitable to the mount, or for any other reason of the paladin's choice. The mount instinctively knows when the paladin dismisses it, and responds by dutifully wandering away. The DM should stage this parting as a significant event similar to the mount's arrival.

If the paladin returns to the area where he dismissed the mount and calls out for it, the mount may return. A dismissed mount returns if all of the following conditions exist:

- The mount is alive and ambulatory.
- The mount hasn't left the area and can hear the paladin's call.
- Ten years haven't yet passed since the day the paladin originally acquired the mount.
- The paladin hasn't acquired a new, conventional mount in the interim.
- The DM approves of the return.

A bonded mount abandons its paladin for either of the following reasons (or as determined by the DM):

- Ten years have passed since the mount originally bonded with the paladin. Many steeds, particularly horses, are too old for a life of adventure at this age. Others, like unicorns, become restless for new experiences. After a decade of service, the paladin may voluntarily dismiss his mount. Otherwise, the mount simply disappears at the earliest opportunity. A paladin in good standing then becomes eligible for a new bonded mount. The opportunity may arise within the next few months. The new mount may be a different species from the previous mount.
- If the paladin is stripped of his special abilities as a consequence of violating his ethos, the bonded mount loses its allegiance to the paladin and escapes at the earliest opportunity. Once stripped of his abilities, a former paladin can never again acquire bonded mounts.

Section Five: Ethos

The set of principles that structures a paladin's life and regulates his behavior is called an *ethos*. While an ethos may encompass the written laws of society, its scope is much broader, incorporating spiritual edicts and moral absolutes to form an ethical ideal. A paladin's ethos defines his attitudes, shapes his personality, and influences virtually every decision he'll ever make.

Though a guiding ideology is certainly not unique to paladins, the paladin's ethos differs from that of other character classes in two significant ways. First, the paladin's ethos is complex, comprising a long list of general guidelines and specific rules. Second, the paladin's ethos is uncompromising, requiring absolute dedication. Violations have severe consequences, ranging from reprimands to suspensions of privileges. Extreme violations may result in a complete loss of status and permanent removal of all his special abilities.

Still, the paladin considers his ethos a privilege, not a burden. To him, all conduct has a moral quality. Every action is a choice between right and wrong. With justifiable pride, he considers himself an embodiment of the highest standards of human behavior.

We begin with the three general components of the paladin's ethos: *strictures* (formal rules), *edicts* (commands from authorities), and *virtues* (behavioral values). The final section explains how a paladin may violate his ethos, and suggests suitable punishments and atonements.

Strictures

The most important elements of a paladin's ethos are his *strictures*, a set of inviolable rules that the paladin must follow at all times. The paladin's strictures are as inflexible as his ability requirements; they are part of what defines a character as a paladin and distinguishes him from other classes. To this end, the player (with the DMs help) should develop a 10 point stricture code that is in line with his God, his government or both. This includes the Inquisitor, though his stricture is concerned with a lawful evil God or with law and cares nothing for goodness.

Lawful Good Alignment

Every paladin must be lawful good (except for the Inquisitor, which must maintain a Lawful Evil Alignment). The moment he abandons the conditions of this alignment is the moment he stops being a paladin.

At the heart of a lawful good alignment is the belief in a system of laws that promotes the welfare of all members of a society, ensures their safety, and guarantees justice. So long as the laws are just and applied fairly to all people, it doesn't matter to the paladin whether they originate from a democracy or a dictator.

Though all lawful good systems adhere to the same general principles, specific laws may be different. One society may allow a wife to have two husbands, another may enforce strict monogamy. Gambling may be tolerated in one system, forbidden in another. A paladin respects the laws of other lawful good cultures and will not seek to impose his own values on their citizens.

However, a paladin will not honor a law that runs contrary to his alignment. A government may believe that unregulated gambling provides a harmless diversion, but a paladin may determine that the policy has resulted in devastating poverty and despair. In the paladin's mind, the government is guilty of a lawless act by promoting an exploitative and destructive enterprise. In response, the paladin may encourage citizens to refrain from gambling, or he may work to change the law.

Particularly abhorrent practices, such as slavery and torture, may force the paladin to take direct action. It doesn't matter if these practices are culturally acceptable or sanctioned by well-meaning officials. The paladin's sense of justice compels him to intervene and alleviate as much suffering as he can. Note, though, that time constraints, inadequate resources, and other commitments may limit his involvement. While a paladin might wish for a cultural revolution in a society that tolerates cannibalism, he may have to content himself with rescuing a few victims before circumstances force him to leave the area.

When will a paladin take a life? A paladin kills whenever necessary to promote the greater good, or to protect himself, his companions, or anyone whom he's vowed to defend. In times of war, he strikes down the enemies of his ruler or church. He does not interfere with a legal execution, so long as the punishment fits the crime.

Otherwise, a paladin avoids killing whenever possible. He does not kill a person who is merely suspected of a crime, nor does a paladin necessarily kill someone he perceives to be a threat unless he has tangible evidence or certain knowledge of evildoing. He never kills for treasure or personal gain. He never knowingly kills a lawful good being.

Though paladins believe in the sanctity of innocent life, most kill animals and other nonaligned creatures in certain situations. A paladin may kill animals for food. He will kill a monster that endangers humans, even if the monster is motivated by instinct, not evil. While some paladins avoid hunting for sport, others may hunt to sharpen their combat and tracking skills.

Obviously, there are some changes to this information for the Inquisitor, who is lawful evil. The Inquisitor will ruthlessly enforce any kingdom's laws, including slavery. As far as the Inquisitor is concerned, any person or race that is not strong enough to preserve their freedom, no longer deserve it. HOWEVER, the Inquisitor will act to free slaves who were not made slaves in accordance with the law of the land, and will seek to find and eliminate the slaver if possible.

An Inquisitor has no compunction against killing any creature that breaks the law. To the Inquisitor, a person that litters and a murderer have each earned the same punishment: If you break the law, you must die. The Inquisitor will even enforce the law of a lawful good location, though, in his own way. The Inquisitor values law over chaos, but give no consideration to ideas of good over evil.

Excess Funds

All of a paladin's excess funds must be forfeited. This includes all money remaining after he pays his regular expenses, as well as any money not specifically allocated to a savings fund for building a stronghold. He may keep a contingency fund equal to two or three times his normal monthly budget (including maintenance costs and employee salaries for his stronghold) but no more. He may *not* stockpile money to buy

gifts, leave to his heirs, or pay a friend's expenses. What does a paladin do with the excess? He has three options:

- *Refuse it.* If an appreciative community offers him a sack of gems for destroying a vampire, he politely declines. ("Your gratitude is more than sufficient.") If he discovers a treasure chest filled with pearls, gold pieces, and a book of poetry, he takes the book and leaves the rest (and he's likely to give the book to a friend or a library after he's finished reading it).
- *Donate it to the church.* This does *not* count as a regular tithing (see the Tithing section below), as it's not considered part of his income.
- *Donate it to another worthy institution of lawful good alignment.* Suitable recipients include hospitals, libraries, and orphanages. Research facilities, military organizations, and governmental operations are acceptable only if the paladin is certain that the money will be spent on lawful good projects (substitute lawful evil for lawful good if the paladin is an Inquisitor).

Within these guidelines, a paladin may dispose of his excess funds as he wishes. He may donate treasure to a hospital on one occasion, and refuse a monetary reward for rescuing a kidnapped prince on another. However, he may *never* give his excess funds to another player character, or to any non-player character or creature controlled by a player.

Remember, too, that just because a paladin declines a reward for rescuing a prince doesn't mean his fellow party members can't accept it. If a paladin kills an evil dragon, then walks away from its treasure hoard, his companions are still free to help themselves.

Loans

A paladin falling on hard times or confronted with unanticipated expenses may arrange for a loan from a lawful good character or institution. While borrowing money may be a humiliating experience, it's rarely an ethos violation unless the paladin borrows money he doesn't need or doesn't intend to repay.

In general, a paladin may borrow only small amounts of money (say, an amount equivalent to his monthly budget). He may also borrow the minimum amount required for an emergency; an opportunity to buy a treasure map leading to a *holy sword* doesn't qualify, but medicine to treat a dying companion might. Borrowing money to pay the monthly operating expenses of a stronghold is allowed, but only if necessary to keep lawful good workers employed or to make vital repairs. (A leaking roof can wait; a crumbled wall probably can't.) A paladin should strive to repay his debts as quickly as possible, and must pay a bonus equal to have the borrowed amount to keep from feeling shamed or embarrassed.

Repeated borrowing is discouraged, and chronic debt should be considered an ethos violation. If a paladin borrows money for several consecutive months, he might lose his stronghold, his bonded mount, or any other obligation that's costing him more than he can afford.

Tithing

A paladin must give 10% of all his income to a lawful good institution. This 10% is called a *tithe*. In most cases, a paladin tithes to his church or other religious organization. If he doesn't belong to a church or operates independently, he may designate any lawful good (or evil: Inquisitor) organization, such as a hospital or university, as the recipient of his tithes. A paladin has no say in how his tithes are spent, though the money typically goes towards the institution's maintenance, recruitment, equipment, and education costs. A paladin usually tithes to the same institution for his entire career.

A paladin's first tithe usually comes out of his starting funds. After that, he must tithe from all sources of income, including rewards, treasure, wages, and profits generated from his stronghold. When he acquires a

gem or magical item, he owes his designated institution 10% of the item's value (as determined by the DM), payable at the earliest opportunity. If he finds a diamond worth 500 gp, he owes 50 gp; if the gem is lost or stolen, he still owes 50 gp (the institution isn't penalized for the paladin's carelessness).

Tithes are due only on funds the paladin actually claims for himself. If he walks away from a treasure or refuses a reward, no tithes are necessary.

It's the paladin's responsibility to get his tithes to his institution as soon as possible. A monthly payment will suffice in most cases, with the paladin turning in 10% of all the income he's acquired in the previous four weeks. If a monthly payment is impossible or impractical - for instance, if the paladin is on a mission halfway around the world, or if he's a prisoner of war - he may make other arrangements, providing he offers a satisfactory explanation. A paladin may personally present his tithing to his institution or he may deliver them by messenger.

Tithes carried by the paladin but not yet delivered are still considered to be the property of the institution. A starving paladin who has no other funds aside from 10 gp of tithes may *not* spend his tithes on food, unless he first petitions his deity for permission. If he's behaved responsibly - say, if he used his last gold piece to pay for treatment of a dying child - permission is usually granted, with the understanding that the tithes must be replaced.

Code of Ennoblement

Feudal tradition required newly knighted soldiers to swear allegiance to a set of principles that embodied religious ideals and service to the king. The oath constituted a sacred promise, securing the knight's loyalty to church and state.

At the DM's option, a paladin may take a similar oath, swearing to a "Code of Ennoblement" that enumerates the strictures, virtues, and edicts he is obliged to uphold. The code defines the paladin's ethos, spelling out exactly what the patron expects of him.

The paladin swears to a Code of Ennoblement when he begins his career, usually as part of a formal ceremony. Typically, a monarch, church official, or mentor administers the code; the paladin candidate repeats the words as the official recites them. Alternately, the paladin can compose his own oath and recite it in private, addressing his words to a deity, an ancestor's memory ("I swear on the spirit of my father") or a universal force ("I pledge to the glory of the natural world").

Because different paladins may not adhere to precisely the same principles - they may, for instance, follow different edicts - each may swear to his own version of the code. Alternately, the DM may standardize the code for all paladins in the campaign. The exact wording of a code isn't important, so long as it includes these elements:

Name and homeland: The paladin should state his name and where he's from. He may also mention any notable ancestors. ("I, Sharlyn of Northmoon; daughter of Princess Ahrilla, granddaughter of Parvis the Wanderer.")

Strictures: At the DM's option, or the player's insistence, the code may list every one of the paladin's strictures. However, because *all* paladins must follow *all* strictures, it's not necessary to recite them one by one. A general phrase ("I swear to uphold the sacred strictures") suffices.

Faithful patron: The code should indicate to whom (or what) the paladin has sworn allegiance.

Virtues: The five principal virtues - fealty, courtesy, honesty, valor, and honor - should be mentioned by name, unless the DM has a good reason for excluding one or more of them. Add any new virtues agreed upon by the DM and the player. It's not necessary to spell out the responsibilities of each virtue, so long as both the

player and DM have read and understand the descriptions in this chapter. Any modifications to these descriptions should be made clear before the oath is administered.

Edicts: Recite the relevant sources of edicts, not the edicts themselves. Specific edicts may be mentioned at the player's request or the DM's option.

Ordinarily, the terms of a paladin's code never change. In extreme circumstances - for instance, if economic hardship makes it difficult for him to keep up his tithes - the paladin may petition his king or church for an exemption. The paladin must seek an audience with whoever originally administered the oath (or a suitable substitute), then plead his case.

Exemptions are rarely granted, unless new conditions make it impossible for the paladin to remain true to his ethos (if his church has become evil, the paladin can't be expected to continue his tithes). Officials may have severe misgivings about a paladin who even *requests* for an exemption, and may impose a modest penalty to encourage the paladin to stop whining and shape up.

Sample Code

Here is a sample Code of Ennoblement to use as a template. Feel free to embellish and customize it as you see fit.

I, < paladin's name and homeland>, do hereby pledge to honor the strictures of this sacred heritage and promise by my faith to be loyal to < Insert the paladin's fealty patrons>, maintaining my devotion against all persons without deception or forethought. Further, I vow to promote and uphold the principles of Fealty, courtesy, honesty, valor and honor and to solemnly and faithfully follow the edicts of <edict's source>. I take this pledge freely, without coercion or expectation of reward, sworn by my hand on this saintly relic and in blessed memory of those who have given their lives to this noble cause.

Violations and Penalties

When a paladin violates his ethos—that is, when he violates any stricture, virtue, or edict he has sworn to uphold—he suffers a penalty. This penalty is in addition to any punishments required by applicable laws or local customs. For instance, if a paladin robs a merchant, he suffers an ethos penalty *and* he may also be imprisoned.

In all cases, the DM has the final word on whether a violation has occurred. At the DM's discretion, he may allow the paladin to appeal his decision. If the paladin argues convincingly that his actions didn't violate his ethos, the DM may suspend the penalty. If the paladin's violation isn't especially severe, the DM has the option of letting him off with a warning. If the paladin picks up a new magical item and already has 10, the DM might remind him of the relevant stricture, giving him the chance to put the item down before he claims ownership. One warning, however, is plenty; if the paladin commits the same act a second time, a penalty should be applied immediately.

The DM may bypass both the Standard and Alternate Methods, instead considering each ethos violation on its own merits and assessing any penalty that seems appropriate. A willful and deliberate evil action results in the irrevocable loss of the paladin's status. Lesser violations should result in minor penalties, such as the temporary loss of one or more of the paladin's abilities. A suitable quest, the clerical *atonement* spell, or both may be used as penance for lesser violations.

Paladin Violation Category

To determine the severity of a violation, the DM must consider the paladin's intention, the consequences of the action, and who is affected.

Ethos violations fall into four general categories of increasing severity. Categories 1 and 2 include minor violations affecting non-evil characters other than the paladin's peers and superiors. Most violations belonging to Categories 1 and 2 are thoughtless, selfish, and insensitive actions which may not be evil in a strict sense. Deliberate or unambiguously evil actions belong in Categories 3 and 4. Additionally, *all* ethos violations involving an official of the paladin's government or church, or any organization or person to whom he's pledged fealty, belong to Category 3 or 4.

As these categories are necessarily broad, each includes several examples to help the DM make his decisions. Several possible penalties are also given. The DM should choose a penalty that fits the crime. He's also free to make up his own penalties based on these samples.

Category 1: Incidental Violations

This category includes accidental, inadvertent, and careless violations with insignificant consequences. The paladin doesn't benefit from this type of violation in any way. Nor do these violations jeopardize the safety of any non-evil person, either directly or indirectly. Examples include:

- Hesitating before entering a dark room. If the paladin is too fearful to enter at all, this becomes at least at Category 2 violation (higher, if his reluctance results in harm to a companion).
- Failing to return a friendly stranger's greeting. If the paladin's indiscretion is due to arrogance rather than a simple mistake, this becomes a Category 2 violation. Likewise, this belongs to Category 2 if the stranger takes offense.
- Brushing against a stranger's dinner table and knocking a pitcher of ale into his lap.

Sample penalties include:

- Apologize to anyone slighted by his actions, as well as to anyone observing the indiscretion.
- Champion the slighted person in an upcoming tournament.
- Meditate for an hour each night for the next 1-2 weeks, contemplating the wrongness of the action.

Category 2: Grave Violations

This category includes serious violations of trust and judgment, including accidental or careless acts that might jeopardize the safety of non-evil characters. It also includes intentional acts that offend, disappoint, or mislead non-evil characters, but don't jeopardize their safety. (Intentional acts that jeopardize the safety of others belong to Category 3). Examples include:

- Failing to keep armor or weapons in optimum condition.
- Neglecting personal hygiene.
- Lying to a vendor about the quality of his merchandise. If the paladin lies to take advantage of the vendor - for instance, to make the vendor more cooperative or to get a better price - this becomes a Category 3 violation.
- Lose or misplace a small trinket carried for a companion.

Sample penalties include:

- Seek out a high-level lawful good cleric and complete a penance.
- Forfeit a small sum to a charity (perhaps 2d10 gp or a day of work).
- Pay double or triple all tithes for the next 1d4 months.
- Temporarily lose the ability to cast spells, detect the presence of evil, remain immune to disease, radiate an aura of protection, or cure diseases. The loss persists for 1d4 weeks.
- Earn only half of the normal number of experience points for the next 1-10 weeks.

Category 3: Extreme Violations

This category covers acts that call into question the paladin's commitment to his ethos, such as intentional acts that jeopardize the safety of non-evil characters. Examples include:

- Delaying the execution of an edict, or failing to satisfactorily complete an edict.
- Informing travelers that the road ahead is safe, declining to mention the rumors of bandits.
- Inadvertently inflicting great harm on the patron's cause, such as failure to protect an artifact or important official.
- Avarice, usury, or preoccupation with worldly goods.
- Failing to aid a dying person.
- Panicking and retreating from a battle.

Sample penalties include:

- Forfeit his stronghold and all other property holdings.
- Permanently lose the ability to cast spells (or the spells of a particular sphere) until appropriate atonement is made.
- Permanently lose one of the following abilities: detect presence of evil, disease immunity, aura of protection, or laying on hands to cure disease until appropriate atonement is made.
- The bonded mount leaves, never to return. The paladin never acquires a replacement.

Category 4: Execrable Violations

This category includes the most intolerable and unforgivable ethos violations, the worst deeds a paladin can commit. Any direct violation of a stricture or edict belongs here, as do violations that result in physical harm to any lawful good character. This category also includes any violation affecting an official of the paladin's government or church. Examples include:

- Refusing or ignoring a just edict.
- Habitual cowardice.
- Committing an act of blasphemy.
- Betrayal of the patron.
- Concealing funds, hoarding more than 10 magical items, or purposely neglecting to tithe.

There is but one penalty here:

- The paladin immediately loses his status. Heinous crimes against the monarch may merit execution. Crimes against the church may result in a vengeful deity striking the paladin dead with a lightning bolt or

causing the earth to swallow him up. (If in doubt, roll 1d20. On a roll of 1, the deity kills the blasphemous paladin; otherwise he is just subject to institutional penalties.)

Magically Influenced Actions

If paladin commits an evil act while enchanted or controlled by magic or psionics, the DM determines the category of the violation, and then applies a penalty from the table below.

Penalties for Enchanted paladins table

Violation Category	Penalty
Category 1	Forego penalty entirely
Category 2	Apply Category 1 penalty
Category 3	Apply Category 2 penalty
Category 4	Paladin temporarily becomes a fighter until a cleric reviews.

Ceremony of Disgrace

At the DM's option, a paladin guilty of an ethos violation may have to submit to a Ceremony of Disgrace in addition to a penalty. Usually, Ceremonies of Disgrace accompany punishments for heinous crimes involving government or church officials but they may be used for lesser violations as well.

A typical Ceremony of Disgrace requires the guilty paladin to appear before one or more representatives of his government or church. The more serious the crime, the higher the station of the presiding official; a low-level bureaucrat may suffice for a Category 2 violation, but the king himself may choose to oversee the ceremony for a Category 4 violation. To compound the paladin's shame, a Ceremony of Disgrace is often held before an audience in the town square or other public forum with the accused paladin standing on a raised platform for all to see.

The ceremony begins with the presiding official declaring the paladin's crime. The official chastises the paladin for betraying his Code of Ennoblement, and then announces the penalty. For a minor violation, the paladin may ask for one of the paladin's non-magical weapons. The official destroys the weapon by throwing it into a fire or snapping off the blade.

For a heinous violation, more elaborate humiliations may be involved. In addition to destroying one of the paladin's weapons, the official may demand that the paladin hand over each piece of his armor. The official flings each piece into a fire or has an aide pound the pieces with a mallet, rendering them useless. The official may then slap the paladin's face, douse him with a bucket of offal, or roughly shear the hair from his head until only stubble remains. Finally, the official strips the paladin of his name; the paladin must call himself by a new name from that point on.

Throughout the ceremony, the paladin must remain silent. Speaking during a Ceremony of Disgrace may be considered an ethos violation in itself, requiring an additional penalty.