

OSRIC™ Book of Paladins

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Sample file

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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 the druid cant', Shape-changing, and more.

Section Two: This section gives you all the information you need concerning the branches of druid

Section Three: This is a list of 5 Druid subclasses and the game information about them.

Section Four: This section give you information concerning the druidic hierarchy, circles and more.

Section Five: This section gives you a cross-section of various personality type of druid.

Section Six: This section gives you a list of magical equipment, including cursed items!

Section Seven: This section gives you all the information on Sacred groves, their magical powers, how to recover a destroyed grove and more!

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.