

The Mounted Paladin

“So where's your high horse, Paladin?” asked the bandit leader with the eye-patch, brandishing a wicked-looking spear. “Eaten by an owlbear? Or sold off to feed the carnal excesses of your priests?”

Surrounded by bandits, the paladin decided that it was time to even the odds. Sir Peleus whispered a prayer to the Sun God.

“Now Durandal!”

There was a flash of radiance, and before Peleus stood a celestial steed, a destrier that looked larger than any horse the bandits had seen, replete with a shining suit of chain barding.

The bandits began to panic and scatter as Peleus mounted his destrier and readied his weapon of choice, a sturdily-built dire lance.

“Now Durandal, it's time for these sheep to scatter to the four winds. Strike with thunder!”

Durandal reared backwards, and, once infused with divine might, planted its hooves firmly onto the ground.

A thunderclap was heard as the ground shook with the Sun God's wrath. The bandits who survived the tremor had to pick themselves up from the ground.

“Your move,” said Peleus as he calmly rode towards the bandit leader, pointing the tip of his dire lance at his throat.

The paladin in older editions of D&D was never found without his trusty mount. This product introduces a new build that allows paladins to, once again, be able to adventure with their trusty chargers.

This product is designed to fill out some gaps in the 4e system, so it also presents statistics for the mounted warrior's favored melee weapons, lances.

New Weapons: Lances

This section introduces three new weapons for the 4e game: the light lance, the heavy lance and the dire lance, and a new weapon property: mount.

When you use a weapon with the mount property on a

mounted charge attack, you gain a +1 bonus to attack rolls and deal +1[W] damage.

All lances are one-handed weapons that belong to the polearm and spear weapon groups. All lances have the mount property.

Light Lance

Simple Melee, +2, 1d8, 6gp, 7lb, Mount

A light lance is easy to learn and is the first weapon that is taught to most squires.

Heavy Lance

Military Melee, +2, 1d10, 12gp, 9lb, Mount, Reach

The weapon of choice for a knight in shining armor, a heavy lance is clumsy to someone not trained in its use, but packs a heavy wallop when used while mounted.

Dire Lance

Superior Melee, +2, 1d12, 25gp, 12lb, Mount, Reach

A terrifying weapon developed by dragonborn smiths in their battles of attrition against the tiefling hegemony, a dire lance was designed to be carried by a dragonsteed rider and can puncture the heaviest armor when used at the end of a charge.

Mounted Paladin

The gods have granted you the use of a celestial steed, a destrier born in one of the domains of the Astral plane, in battle.

Suggested Class Feature: Celestial Steed

Suggested Feat: Mounted Combat (Human feat : Leaping Charge)

Suggested Skills: Religion, Athletics, Nature, Heal

Suggested At-Will Powers: Spirited Charge, Mounted Strike

Suggested Encounter Powers: Ride-by Attack

Suggested Daily Power: Thunderclap Strike

New Class Feature : Celestial Steed

If you choose this new class feature, you lose your lay on hands class feature. In addition, you lose Insight as a class skill and gain Nature as a class skill instead.

A number of times a day equal to your Charisma

modifier, you may call upon a celestial steed in battle. However, you may only do so once per encounter.

encounter. You may only have one celestial steed at any time.

Celestial Steed Paladin Class Feature

You summon a Celestial steed to join you in battle

Daily

Divine

Minor Action

Personal

Effect: You summon a Large celestial steed in an unoccupied space adjacent to you.

The celestial steed has a speed of 8, hit points equal to your bloodied value, and the following defenses: AC 15 + level; Fortitude 14 + your level; Reflex 12 + your level; Will 12 + your level.

You and your celestial steed act on your initiative count and have one combined set of actions: a standard action, a move action, and a minor action. You and your celestial steed also share a single immediate action each round and a single opportunity action each turn.

The celestial steed lacks healing surges, but if a power allows it to spend a healing surge, you may spend a healing surge on its behalf. You do not regain hit points, and the celestial steed benefits from the power as if it had spent a healing surge. The celestial steed's healing surge value is equal to yours.

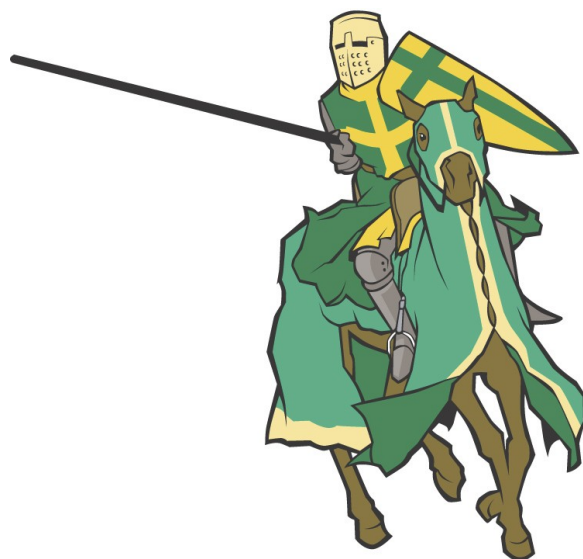
You may direct your celestial steed to make the following attacks:

Kick (standard; at-will): your level + 4 vs. AC; 1d8 + half your level damage. This attack may be used as a melee basic attack.

Trample (standard; at-will): The celestial steed may move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the celestial steed must end its move in an unoccupied space. When it enters an enemy's space, it makes a trample attack: your level + 2 vs. Reflex; 1d8 + half your level damage, and the target is knocked prone.

While you are mounted on your celestial steed, you gain a bonus to damage rolls on charge attacks equal to your level. When your celestial steed is required to make an Acrobatics, Athletics or Endurance check, you make a Nature check in place of it.

The steed returns to Astral Plane at the end of the



Paladin Feats

The screams of sailors could be heard as alchemist's fire detonated on the deck of the merchant ship.

"It is no use. The pirates have superior range and will happily burn us down even before we can put up a fight. We should surrender our goods before we drown," said the despondent ship captain.

Sir Peleus responded with a whistle. With a flash of light, Durandal the celestial steed appeared, equipped in glowing plate mail barding.

"Fear not, captain. I will run the pirate captain through with my lance. The pirates will flee once they find their leader has been defeated," said Peleus as he mounted his horse and rode off.

What happened next was a tale which would be told over and over again as the sailors visited port after port.

Durandal, bearing Sir Peleus, leapt onto the surface of the ocean and began trotting towards the pirate ship as if it was moving on solid ground.

They now had a way to fight back against the pirates.

The scales had tipped in their favor.

Leaping Charge [Heroic]

Prerequisite: Paladin, Str 13, Celestial Steed class feature, Mounted Combat

Benefit: While you are mounted on your celestial steed, you can perform a charge even if you move only one square away from your starting position.

Resilient Mount [Heroic]

Prerequisite: Paladin, Cha 13, Celestial Steed class feature

Benefit: Your celestial steed gains 5 additional hit points per tier.

Celestial Barding [Heroic]

Prerequisite: Paladin, Cha 13, Celestial Steed class feature

Benefit: Your celestial steed gains a +1 bonus to all defenses.

Crusading Steed [Heroic]

Prerequisite: Paladin, Cha 13, Celestial Steed class feature

Benefit: Your celestial steed gains a +1 bonus to attack rolls and damage rolls.

Celestial Charger [Paragon]

Prerequisite: 11th level, Paladin, Cha 15, Celestial Steed class feature

Benefit: Your celestial steed ignores difficult terrain and can move across any solid or liquid surface. It also gains a +5 bonus to saving throws against fear effects. In addition, you may choose for the bonus damage that you deal on charge attacks while mounted on your celestial steed to be radiant damage.

Aerial Charge [Paragon]

Prerequisite: 11th level, Paladin, Str 15, Celestial Steed class feature, Knight's Charge

Benefit: While you are mounted on your celestial steed, you can perform a charge even if you do not move from your starting position.

Paladin Steed [Epic]

Prerequisite: 21st level, Paladin, Cha 17, Celestial Steed class feature, Celestial Charger feat

Benefit: Your celestial steed gains a fly speed of 8.



Paladin Powers

Even with his deft handling of his steed on the ocean surface, Peleus was unable to dodge all the alchemist's fire and crossbow bolts that were aimed his way, so he invoked the Rays of the Salubrious Sun, a prayer that called upon the Sun God to bless his warriors with the ability to regenerate.

As his wounds began to heal, it became clear that the pirate captain was within reach.

Peleus invoked the most powerful of his prayers.

With the Sun God's grace, the gates to the Astral Plane burst open, and both Peleus and Durandal were carried into the skies by the divine winds of the Sun God's dominion.

As paladin and mount thundered towards the pirate captain, the Astral winds reshaped themselves into a horizontal tornado that pointed towards the pirate captain's heart.

Thus began the Legend of the Astral Tornado.

Power Keywords

The **Mounted** keyword indicates that the power is enhanced if the user is mounted. The power can still be used if the user is not mounted, but it will have a lesser effect.

Level 1 At-Will Prayers

Spirited Charge Paladin Attack 1

With a fierce battle-cry, you charge your enemy, allowing the momentum of your charge to lend weight to your devastating attack.

At-will ♦ Martial, Weapon, Mounted

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier + 2 damage. If you are mounted, you may add half the number of squares moved as part of the charge to the damage roll.

21st Level: 2[W] + Charisma modifier + 4 damage. If you are mounted, you may add the number of squares moved as part of the charge to the damage roll.

Mounted Strike Paladin Attack 1

With a silent prayer, you rear your mount backwards before unleashing a forceful blow at your enemy.

At-will ♦ Divine, Weapon, Mounted

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you push the target 1 square. If you are mounted, you may push the target 1 additional square.

21st level: If you are mounted, the enemy falls prone in addition to being pushed and taking damage.

Special: When charging, you may use this power in place of a melee basic attack.

Level 1 Encounter Prayers

Ride by Attack Paladin Attack 1

You ride by your opponent and strike them while they are within your reach.

Encounter ♦ Divine, Weapon, Mounted

Standard Action Melee Weapon

Effect: Move up to your speed. If you are mounted, you may shift up to your speed instead. At any point during the movement, you may make the following attack:

Target: One creature.

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Level 1 Daily Prayer

Thunderclap Stride Paladin Attack 1

The earth shakes as your mount plants a thunderous stomp on the ground.

Daily ♦ Divine, Implement, Mounted, Thunder

Standard Action Close Burst 2

Special: If you are mounted, you may center the burst on your mount.

Target: Each Enemy in Burst

Attack: Charisma vs. Reflex

Hit: 1d10 + Charisma modifier thunder damage and the target falls prone.

Miss: Half damage, and the target falls prone.

Level 2 Utility Prayers

Divine Restoration

Paladin Utility 2

You channel the power of your god to heal yourself and your mount.

Daily ♦ Divine, Mounted

Minor Action

Personal

Effect: You spend a healing surge. If you are mounted, your mount also regains a number of hit points equal to your healing surge value.

Special: You may regain this power by expending one daily use of your celestial steed class feature during a short rest.

Level 3 Encounter Prayer

Follow-up Strike

Paladin Attack 3

You and your mount attack a target simultaneously.

Encounter ♦ Divine, Weapon, Mounted

Standard Action

Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Effect: If you are mounted, your mount makes a secondary attack against the target.

Secondary Attack: Charisma vs. AC

Hit: 1d8 + Charisma modifier damage.

Special: When charging, you may use this power in place of a melee basic attack.

Level 5 Daily Prayer

Sun Stroke

Paladin Attack 5

Your god infuses your weapon and your mount with a radiant aura.

Daily ♦ Divine, Mounted, Radiant, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier radiant damage, and the target is blinded (save ends)

Miss: Half damage, and the target is blinded until end of your next turn.

Effect: Until the end of the encounter, melee attacks made by you or your mount deal extra radiant damage equal to your Charisma modifier.

Special: When charging, you may use this power in place of a melee basic attack.

Level 6 Utility Prayers

Defensive Riding

Paladin Utility 6

The rapport between you and your mount allows you to survive a deadly attack.

Daily ♦ Divine, Mounted

Immediate Reaction

Personal

Trigger: You or your mount take damage from an attack.

Effect: Make a Nature check. Reduce the damage from the attack by the check result. If you are mounted, and you and your mount both take damage from the attack, the damage is reduced for you and your mount.

Special: You may regain this power by expending one daily use of your celestial steed class feature during a short rest.



Level 7 Encounter Prayer

Trampling Fury Paladin Attack 7

You order your mount to run over any enemy that stands in your way.

Encounter ♦ Divine, Weapon, Mounted

Standard Action **Melee weapon**

Effect: Move up to your speed. If you are mounted, you may shift up to your speed instead. You may move into enemy spaces, but you must end your move in an unoccupied space.

Target: Each creature whose space you moved through

Attack: Strength vs. AC

Hit: 1d8 + Strength modifier damage.

Level 9 Daily Prayer

Astral Tornado Paladin Attack 9

Astral winds carry you and your mount towards your enemy and coalesce into a tornado-shaped force which surrounds your weapon.

Daily ♦ Divine, Mounted, Force, Weapon

Standard Action **Melee weapon**

Effect: If you are mounted, you may fly up to 10 squares before making the attack.

Target: One Creature

Attack: Strength vs. Reflex

Hit: 3[W] + Strength modifier force damage, and the target is pushed a number of squares equal to your Charisma modifier.

Miss: Half damage, and the target is pushed 1 square.

Effect: Until the end of the encounter, melee attacks made by you or your mount deal extra force damage equal to your Charisma modifier.

Level 10 Utility Prayer

Rays of the Salubrious Sun Paladin Utility 10

You invoke the gentle rays of the sun to shine upon you and your mount, bringing relief to your wounds and injuries.

Daily ♦ Divine, Mounted

Minor Action

Close Burst 5

Effect: Until the end of the encounter, you and your mount gain regeneration equal to your Charisma modifier.

Special: You may regain this power by expending one daily use of your celestial steed class feature during a short rest.

Level 13 Encounter Prayer

Tsunami Strike Paladin Attack 13

You ride towards your opponent, and like a huge wave of water, strike them once they are within reach. As you ride away, you leave them lying prone on the ground.

Encounter ♦ Divine, Weapon, Mounted

Standard Action **Melee Weapon**

Effect: Move up to your speed. If you are mounted, you may shift up to your speed instead. At any point during the movement, you may make the following attack:

Target: One creature.

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target falls prone.

Level 15 Daily Prayer

Wrath of the Thunder Dragon Paladin Attack 15

Your mount leaps into the air and comes crashing down upon the enemy from the sky.

Daily ♦ Divine, Mounted, Thunder, Implement

Standard Action **Close Burst 2**

Special: If you are mounted, you may center the burst on your mount

Target: Enemies in burst

Effect: If you are mounted, you may fly up to 3 squares, but you must land in an unoccupied space before making the attack.

Attack: Cha vs. Reflex

Hit: 2d10 + Charisma modifier thunder damage, and the target falls prone and is dazed until the end of your next turn.