

# The Mounted Paladin

## A New Character Build for the Paladin Class

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## 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
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*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.

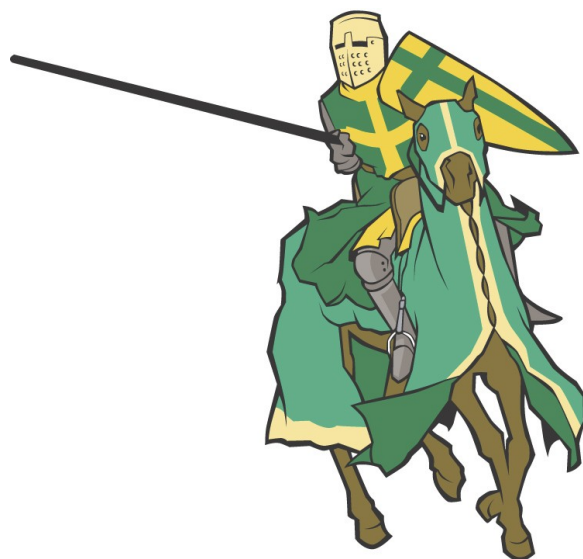
You may direct your celestial steed to make the following attacks:

**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.

### Pegasus 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.



**Miss:** Half damage. Target is dazed until the end of turn.

## Level 16 Utility Prayer

### Purge Affliction Paladin Utility 16

*You invoke a silent prayer to purge yourself and your mount from an affliction.*

#### Daily ♦ Divine, Mounted

**Minor Action** Personal

**Effect:** You may remove any one condition that is currently affecting you. If you are mounted and your mount has the same condition, you may also remove that condition from your mount.

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

## Level 17 Encounter Prayer

### Cadence of Hoof and Steel Paladin Attack 17

*You and your mount launch into a flurry of blows against all surrounding opponents.*

#### Encounter ♦ Divine, Weapon, Mounted

**Standard Action** Close Burst 1

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

**Target:** Each enemy in burst.

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and the target is marked until the end of your next turn.

**Effect:** If you are mounted, make the following secondary attack:

**Secondary Target:** Each target of your primary attack

**Secondary Attack:** Charisma vs. AC

**Hit:** 1d12 + Charisma modifier damage.

## Level 19 Daily Prayer

### Bolt of Heaven's Justice Paladin Attack 19

*The power of your god coalesces into a bolt of pure sunlight which reinvigorates you and devastates your enemies.*

#### Daily ♦ Divine, Mounted, Radiant, Fire, Implement

**Standard Action** Range 20

**Target:** One Creature

**Attack:** Charisma vs. Reflex

**Hit:** 4d10 + Charisma modifier radiant and fire damage, and the target is blinded and marked by you (save ends both).

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

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

## Level 22 Utility Prayer

### Chivalrous Resolve Paladin Utility 22

*Your resolve allows you to shake off the most dire hindrances preventing you from fulfilling your mission for your God.* **Personal**

#### Daily ♦ Divine, Mounted

**Minor Action** Personal

**Effect:** You may make a saving throw against each condition that is currently affecting you. If you succeed on the saving throw, the condition is removed. If you are mounted, your mount may similarly make a saving throw against each condition that is currently affecting it.

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



## Level 23 Encounter Prayer

### Fist of the Heavens Paladin Attack 23

*You channel the fist of your God, striking your enemies and pushing them in the direction of their eventual retreat.*

**Encounter ♦ Divine, Weapon, Mounted**

**Standard Action**      **Close Blast 3**

**Target:** All enemies in blast.

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and you push the target a number of squares equal to your Charisma modifier. If you are mounted, the enemy is also dazed until the end of your next turn.

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

## Level 25 Daily Prayer

### Star of Justice Paladin Attack 25

*Together with your mount, you leap into the skies. Your god transforms you into a radiant star before you crash onto the ground, creating a zone of devastation.*

**Daily ♦ Divine, Mounted, Radiant, Fire, Implement**

**Standard Action**      **Close Burst 2**

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

**Target:** Each enemy in burst

**Effect:** If you are mounted, you may fly up to 5 squares, but you must land in an unoccupied space before making the attack.

**Attack:** Charisma vs. Reflex

**Hit:** 4d10 + Charisma modifier fire and radiant damage, and the target is stunned until the end of your next turn.

**Miss:** Half damage, and the target is dazed until the end of your next turn. **Effect:** If you are mounted, you may fly up to 5 squares. You must land in an unoccupied square.

## Level 27 Encounter Prayer

### Bastion of the Faith Paladin Attack 27

*Radiant energy surrounds you and your mount as you stand firm against the ceaseless assault of the enemy.*

**Encounter ♦ Divine, Mounted, Weapon**

**Standard Action**      **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 4[W] + Strength modifier damage, and the target is marked until the end of your next turn.

**Effect:** You and your mount gain resist 10 to all damage until the end of your next turn.

## Level 29 Daily Prayer

### Eternal Retribution Paladin Attack 29

*Your god passes judgment on your enemies and allows you to retaliate against every blow struck against you or your mount.*

**Daily ♦ Divine, Mounted, Stance**

**Minor Action**      **Personal**

**Effect:** Until the stance ends, you may make a melee basic attack as an opportunity action against any enemy that attacks you or your mount.



## Paragon Paths

The death knight invoked a prayer of thanks to the God of War as a small gaggle of Imps pranced around the fallen Inner Sanctum of Temple of the Indomitable Sun, mocking the now beheaded statue of the Sun God and occasionally defecating on the altar dedicated to his worship. Every acolyte, priest and paladin of the Sun God had died in the final struggle against the forces of the God of War in this temple raid.

The celebration was interrupted by a message from barbed devil. "My Lord, you need to come into the guest chamber and take a look at this."

The death knight was taken to a room where a wounded chain devil, its eyes burnt and with one arm missing, lay dying on the floor.

"My lord, you must flee! They are here! The Sun God's Crusaders are here to retake the temple!"

But as the sound of horns was heard from outside the temple, the death knight knew that it was too late to flee.

## Knight Crusader

No archetype is more noble than the knight in shining armour, defending the fair maiden's honour and rescuing the damsel in distress.

The knight crusader is a knight on a mission from his god. He could be sent on a faraway mission to protect a group of missionaries or to re-conquer lands that have been lost to the enemies of his faith.

**Prerequisite:** Paladin Class, Celestial Steed class feature

### Knight Crusader Path Features

**Smite the Infidel (11th level):** When you spend an action point to take an extra action while you are mounted, your mount may make a melee basic attack against an adjacent enemy.

**Enemy of the Faith (11th level):** After each extended rest, you may designate one of the following as an enemy of the faith: worshippers of a god which is opposed to your own, devils, demons, or undead (at the DM's discretion, the DM may allow you to select other creature types if your god is particularly opposed to them). You gain a bonus +1 to attack rolls and damage rolls when attacking an enemy of the faith.

**Redemption through Death (16th level):** When you make an attack roll against an enemy of the faith, you

score a critical hit on a natural roll of 19 or 20 when using paladin or Knight Crusader powers.

## Knights Crusader Prayers

### Counter Charge Knight Crusader 11

You declare a charge in response to an enemy who attempts to charge you.

**Encounter ♦ Divine, Weapon**

**Immediate Interrupt Close burst 10**

**Trigger:** An enemy within 10 squares of you charges you.

**Effect:** You may charge the triggering enemy at any point during the enemy's movement as part of the charge. The enemy stops moving and loses the charge attack, but it may make a melee basic attack against you after you resolve your charge attack.

### Mark the Infidel Knight Crusader Utility 12

You call upon the enemies of your faith to face you in battle.

**Daily ♦ Divine**

**Minor Action Close Burst 10**

**Effect:** All enemies of your faith are marked by you. (save ends)

### Unyielding Faith Crusader Knight Attack 20

You never yield to the enemies of your faith and carry on fighting to the very end in the name of your god.

**Daily ♦ Divine, Weapon, Mounted**

**Immediate Reaction Personal**

**Trigger:** You or your mount are reduced to 0 hit points.

**Attack:** Strength vs. AC

**Hit:** 3[W] + Strength modifier damage, and you may remove one condition currently affecting you. If you are mounted and your mount has the same condition, you may also remove that condition from your mount.

**Miss:** Half damage.

**Effect:** You may spend a healing surge. If you do so, and you are mounted, your mount also regains hit points equal to your healing surge value.

## Epic Destiny

*The end of the Universe is now at hand.*

*Present in Elysium are all the Gods of Creation, Children of the Titans and Architects of the Universe.*

*"It is with great sadness that this council be convened to determine what needs to be done to ensure the survival of our precious creations," said the All-Father.*

*"This strange beast from the Far Realms has devoured world after world and there does not seem to be any means to stop it. It is an insatiable beast of utter blackness and annihilation," said the Goddess of Wisdom.*

*"The situation may seem hopeless but I have faith in the power of Humanity. Mortals have demonstrated ingenuity and cunning when even we have failed. I suggest we call upon the most powerful mortals to aid us in this battle for survival," said the Sun God.*

*"Very well," said the All-Father, "in this dark hour of our need, let us call upon the Knights of Gods."*

## Knight of the Gods

When an entire Pantheon of Gods require justice to be meted out against forces which are out to destroy all Creation, they send their very own knights to right the biggest wrongs in the multiverse.

The Knights of the Gods are paladins of such exemplary power that they are called to serve entire pantheons.

**Prerequisites:** 21st level, Strength 19, Charisma 19, Training in Religion, Celestial Steed class feature

Your flawless service to your God has garnered the attention of the rest of the Pantheon and you have been invited to join the ranks of the Knights of the Gods.

The Knights of the Gods are called upon to deal with threats which threaten the very existence of the Universe itself or to become generals in the final battle between the Gods that will determine the fate of Reality.

## Immortality

A Knight of the Gods who has performed extraordinary deeds is asked by the Gods to join their ranks. When this happens, all traces of mortality are stripped from the Knight and his mount, and he joins the ranks of the Gods as a peer.

## Knight of the Gods Features

**The Universe is One (21st level):** While you are mounted, you and your mount share a single hit point pool. Add your hit points together. Your bloodied value and your healing surge value change accordingly based on your new number of hit points. When you dismount, you may distribute the hit points remaining in the pool between you and your mount in any way that you want.

**Exalted Steed (24th level):** When you use an action point to take an extra action, your mount may take a full round worth of actions.

**Neverending Justice (30th level):** When you successfully hit an enemy with a paladin or paladin paragon path encounter attack power, you may use another paladin or paladin paragon path encounter attack power as a free action. You may continue using paladin and paladin paragon path encounter attack powers until you miss or you have expended all of your paladin and paladin paragon path encounter attack powers.

## Knight of the Gods Power

**Herald of the Apocalypse**  
**Knight of the Gods Utility 26**

*You call upon the powers of your Pantheon to reinvigorate yourself and remind your enemies of their mortality.*

**Daily ♦ Divine**

**Minor Action**

**Close Burst 10**

**Effect:** The target gains vulnerable 10 to all damage (save ends). You and your mount regain all your hit points.

## Paladin Rituals

*The Lightning Sage, a storm giant scholar who is an expert in abominations from the Far Realms, lives in a castle that floats in the sky in the middle of a permanent storm cloud.*

*Sir Peleus, Knight of the Gods, needs to consult him to discover the weaknesses of the Eater of Worlds, but the lightning that crackles through the cloud would cause most mounts to perish long before they are able reach the castle. With a fistful of astral diamonds in hand, Sir Peleus sought out a legendary beast that would survive the journey to consult the Lightning Sage.*

The following ritual allows the introduction of more exotic mounts into the game.

### Summon Exotic Mount

*You call upon a mount to serve you for the duration of an adventure.*

**Level:** 4

**Component Cost:** Your level \* the level of the mount  
\* 50 gp

**Category:** Binding

**Time:** 1 day Market Price: 100 gp

**Duration:** Special

**Key Skill:** Nature

Using this ritual, you hire, bribe or summon a creature to serve you as a mount for duration of one adventure. This creature must have the Mount keyword, cannot be an elite or solo monster, and its level must be at least 3 less than yours.

This mount replaces the usual celestial steed that you summon with your class ability for the duration of this adventure.

You should check with your DM to determine which mounts are suitable for his campaign.

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Alvin Neo is also a 4e accessory developer and you can find his products in RPGNow.

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