



## Encounter Attack Powers

### Trial of Strength Paladin Attack 3

**Encounter ♦ Divine, Weapon** DP, pg. 85  
**Standard Action** **Melee** weapon  
**Target:** One creature  
**Effect:** Before the attack, you make a saving throw with a +2 bonus.

↓ **Knightblade Atk:** +9 vs. AC **Hit:** 2d8+3 damage (**Crit:** 19+1d8+1d6)

### Valorous Smite Paladin Attack 1

**Encounter ♦ Divine, Weapon** DP, pg. 84  
**Standard Action** **Melee** weapon  
**Target:** One creature

↓ **Knightblade Atk:** +9 vs. AC **Hit:** 2d8+3 damage (**Crit:** 19+1d8+1d6), and each enemy within 3 squares of you is subject to your divine sanction until the end of your next turn.

## Daily Attack Powers

### Blazing Brand Paladin Attack 1

**Daily ♦ Divine, Fire, Reliable, Weapon** DP, pg. 84  
**Standard Action** **Melee** weapon  
**Target:** One creature

↓ **Knightblade Atk:** +11 vs. Fort **Hit:** 2d8+5 fire dmg (**Crit:** 21+1d8+1d6), and the target takes ongoing 5 fire damage and grants combat advantage to any ally adjacent to it (save ends both).

### Unyielding Faith Paladin Attack 5

**Daily ♦ Divine, Weapon** DP, pg. 86  
**Standard Action** **Melee** weapon  
**Target:** One creature

↓ **Knightblade Atk:** +9 vs. AC **Hit:** 3d8+3 damage (**Crit:** 27+1d8+1d6), and the target is subject to your divine sanction until the end of the encounter.

**Miss:** Half damage.

**Effect:** You gain a +5 power bonus to all defenses against charm effects until the end of the encounter.



## Utility Powers

### Channel Divinity: Divine Mettle Paladin Feature

**Encounter ♦ Divine** PHB, pg. 91  
**Minor Action** **Close** burst 10  
**Target:** One creature in burst  
**Effect:** The target makes a saving throw with a +2 bonus.

### Channel Divinity: Divine Strength Paladin Feature

**Encounter ♦ Divine** PHB, pg. 91  
**Minor Action** **Personal**  
**Effect:** Apply a +4 damage bonus on your next attack this turn.

### Divine Counter Paladin Utility 2

**Encounter ♦ Divine** DP, pg. 85  
**Immediate Interrupt** **Personal**  
**Trigger:** An enemy hits your Fortitude, Reflex, or Will  
**Effect:** You take only half damage from the triggering enemy's attack, and the triggering enemy is subject to your divine sanction until the end of its next turn.

### Inspiring Word Warlord MC Feature

**Daily ♦ Martial, Healing** PHB, pg. 145  
**Minor Action** **Close** burst 5  
**Target:** You or one ally in burst  
**Effect:** The target can spend a healing surge and regain an additional 1d6 hit points.

### Virtue's Touch Paladin Feature

**Daily (Special) ♦ Special** DP, pg. 82  
**Minor Action** **Melee** touch  
**Target:** One creature  
**Effect:** You remove one condition from the target: blinded, dazed, deafened, slowed, stunned, or weakened.  
**Special:** You can use this power only once per round.

## Magic Item Notes

### +1 Flensing Knightblade Dragon Magazine 368

**Property:** On a critical hit you deal +1d8 damage instead of +1d6 against bloodied targets.

**Power (Daily):** Free Action. Use this power when you hit with the weapon. The target takes ongoing 5 damage and is considered bloodied even if it has more hit points than its bloodied value (save ends).

### +2 Summoned Plate Armor AV, pg. 53

**Power (At-Will):** Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

### Battleforged Shield AV, pg. 114

**Power (Daily ♦ Healing):** Free Action. Use this power when an ally adjacent to you regains hit points. That ally regains additional hit points as though it had spent a healing surge.

## Warhorse

### Warhorse Lvl 3 Brute XP 150

Large natural beast (mount)

**Initiative** +3 **Senses** Perception +8; low-light vision

**HP** 58; **Bloodied** 29

**AC** 19; **Fortitude** 16, **Reflex** 14, **Will** 14

**Speed** 8 (7 in heavy barding)

⊕ **Kick** (Standard, at-will)

+6 vs. Armor Class; 1d6+5 damage.

↓ **Trample** (Standard, at-will)

The warhorse can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the warhorse must end its move in an unoccupied space. When it enters an enemy's space, the warhorse makes a trample attack (+4 vs. Reflex; 1d6+6 damage), and the target is knocked prone.

**Charger** (while mounted by a friendly rider of 3rd level or higher with the Mounted Combat feat, at-will) ♦ **Mount**

The warhorse grants its rider a +5 bonus to damage rolls on charge attacks.

**Alignment** Unaligned **Languages** n/a

**Str** 21 (+6) **Dex** 14 (+3) **Wis** 14 (+3)

**Con** 18 (+5) **Int** 2 (-3) **Cha** 10 (+1)

**Equipment** impenetrable heavy barding (mount has 5 points of resistance to all damage)