

Paladins are not granted their powers directly by their deity, but instead through various rites performed when they first become paladins. Most of these rites involve days of prayer, vigils, tests and trials, and ritual purification followed by a knighting ceremony, but each faith has its own methods. This ceremony of investiture gives a paladin the ability to wield divine powers. Once initiated, the paladin is a paladin forevermore. How justly, honorably, or compassionately the paladin wields those powers from that day forward is up to him, and paladins who stray too far from the tenets of their faith are punished by other members of the faithful.

PALADIN CLASS FEATURES

Your armor, your shield, and your weapon are the most important tools of your trade. In addition, you have the following class features.

CHANNEL DIVINITY

Once per encounter you can invoke divine power, filling yourself with the might of your patron deity. With the divine might you invoke you can wield special powers, such as *divine mettle* and *divine strength*. Some paladins learn other uses for this feature; for instance, the divinity feats in Chapter 6 grant characters with access to the Channel Divinity class feature the ability to use additional special powers.

Regardless of how many different uses for Channel Divinity you know, you can use only one such ability per encounter. The special ability or power you invoke works just like your other powers.

DIVINE CHALLENGE

The challenge of a paladin is filled with divine menace. You can use the *divine challenge* power to mark an enemy of your choice.

LAY ON HANDS

Using the *lay on hands* power, paladins can grant their comrades additional resilience with a touch of their hands and a short prayer, though they must give of their own strength to do so.

PALADIN POWERS

Paladin powers are called prayers. In battle, paladins rely on their deities to strengthen their sword-arms and fortify them against the attacks of their enemies.

CLASS FEATURES

The paladin has three class features that work like powers: Channel Divinity, *divine challenge*, and *lay on hands*. The Channel Divinity class feature encompasses multiple powers, two of which (*divine mettle* and *divine strength*) are presented below.

Channel Divinity: Divine Mettle Paladin Feature

Your unswerving faith in your deity empowers a nearby creature to resist a debilitating affliction.

Encounter ♦ **Divine**

Minor Action Close burst 10

Target: One creature in burst

Effect: The target makes a saving throw with a bonus equal to your Charisma modifier.

Channel Divinity: Divine Strength Paladin Feature

You petition your deity for the divine strength to lay low your enemies.

Encounter ♦ **Divine**

Minor Action Personal

Effect: Apply your Strength modifier as extra damage on your next attack this turn.

Divine Challenge Paladin Feature

You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.

At-Will ♦ **Divine, Radiant**

Minor Action Close burst 5

Target: One creature in burst

Effect: You mark the target. The target remains marked until you use this power against another target, or if you fail to engage the target (see below). A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

While a target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. Also, it takes radiant damage equal to 3 + your Charisma modifier the first time it makes an attack that doesn't include you as a target before the start of your next turn. The damage increases to 6 + your Charisma modifier at 11th level, and to 9 + your Charisma modifier at 21st level.

On your turn, you must engage the target you challenged or challenge a different target. To engage the target, you must either attack it or end your turn adjacent to it. If none of these events occur by the end of your turn, the marked condition ends and you can't use *divine challenge* on your next turn.

You can use *divine challenge* once per turn.

Special: Even though this ability is called a challenge, it doesn't rely on the intelligence or language ability of the target. It's a magical compulsion that affects the creature's behavior, regardless of the creature's nature. You can't place a divine challenge on a creature that is already affected by your or another character's divine challenge.

Lay on Hands Paladin Feature

Your divine touch instantly heals wounds.

At-Will (Special) ♦ **Divine, Healing**

Special: You can use this power a number of times per day equal to your Wisdom modifier (minimum 1), but only once per round.

Minor Action Melee touch

Target: One creature

Effect: You spend a healing surge but regain no hit points. Instead, the target regains hit points as if it had spent a healing surge. You must have at least one healing surge remaining to use this power.

LEVEL 1 AT-WILL PRAYERS

Bolstering Strike Paladin Attack 1

You attack your foe without mercy or reprieve, and your accuracy is rewarded with a divine gift of vigor.

At-Will ♦ Divine, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and you gain temporary hit points equal to your Wisdom modifier.

Increase damage to 2[W] + Charisma modifier at 21st level.

Enfeebling Strike Paladin Attack 1

Your brutal weapon attack leaves your foe weakened.

At-Will ♦ Divine, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn.

Increase damage to 2[W] + Charisma modifier at 21st level.

Holy Strike Paladin Attack 1

You strike an enemy with your weapon, which ignites with holy light.

At-Will ♦ Divine, Radiant, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier radiant damage. If you marked the target, you gain a bonus to the damage roll equal to your Wisdom modifier.

Increase damage to 2[W] + Strength modifier at 21st level.

Valiant Strike Paladin Attack 1

As you bring your weapon to bear, the odds against you add strength to your attack.

At-Will ♦ Divine, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength + 1 per enemy adjacent to you vs. AC

Hit: 1[W] + Strength modifier damage.

Increase damage to 2[W] + Strength modifier at 21st level.

LEVEL 1 ENCOUNTER PRAYERS

Fearsome Smite Paladin Attack 1

When you strike a foe with your weapon, the force of the blow causes him to shudder and second-guess his tactics.

Encounter ♦ Divine, Fear, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to your Wisdom modifier.

Piercing Smite Paladin Attack 1

Silvery spikes cover your weapon, punching through your foe's armor.

Encounter ♦ Divine, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier damage, and the target and a number of enemies adjacent to you equal to your Wisdom modifier are marked until the end of your next turn.

Radiant Smite Paladin Attack 1

Your weapon glows with a pearly luminescence. Enemies shrink from its pure light, especially creatures of supernatural evil such as demons and devils.

Encounter ♦ Divine, Radiant, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier + Wisdom modifier radiant damage.

Shielding Smite Paladin Attack 1

A translucent golden shield forms in front of a nearby ally as you attack with your weapon.

Encounter ♦ Divine, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage.

Effect: Until the end of your next turn, one ally within 5 squares of you gains a power bonus to AC equal to your Wisdom modifier.

LEVEL 1 DAILY PRAYERS

On Pain of Death Paladin Attack 1

You invoke a prayer that wracks your foe with terrible pain and causes further pain whenever he makes an attack.

Daily ♦ Divine, Implement

Standard Action **Ranged 5**

Target: One creature

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier damage. Once per round, the target takes 1d8 damage after making any attacks on its turn (save ends).

Miss: Half damage. Once per round, the target takes 1d4 damage after making any attacks on its turn (save ends).

Paladin's Judgment Paladin Attack 1

Your melee attack punishes your enemy and heals an ally.

Daily ♦ Divine, Healing, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and one ally within 5 squares of you can spend a healing surge.

Miss: One ally within 5 squares of you can spend a healing surge.

Radiant Delirium Paladin Attack 1

You engulf your enemy in searing ribbons of radiance.

Daily ♦ Divine, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Reflex

Hit: 3d8 + Charisma modifier radiant damage, and the target is dazed until the end of your next turn. In addition, the target takes a -2 penalty to AC (save ends).

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

LEVEL 2 UTILITY PRAYERS

Astral Speech Paladin Utility 2

You speak with such compelling conviction that others find it difficult to refute your beliefs and claims.

Daily ♦ Divine

Minor Action Personal

Effect: You gain a +4 power bonus to Diplomacy checks until the end of the encounter.

Martyr's Blessing Paladin Utility 2

You step into an attack made against an adjacent ally to save your comrade.

Daily ♦ Divine

Immediate Interrupt Close burst 1

Trigger: An adjacent ally is hit by a melee or a ranged attack

Effect: You are hit by the attack instead.

Sacred Circle Paladin Utility 2

You trace a circle around you with your hand, and it quickly expands into a wide circle of faintly glowing runes that glows brightly and protects you and your close allies.

Daily ♦ Divine, Implement, Zone

Standard Action Close burst 3

Effect: The burst creates a zone that, until the end of the encounter, gives you and allies within it a +1 power bonus to AC.

LEVEL 3 ENCOUNTER PRAYERS

Arcing Smite Paladin Attack 3

You swing your weapon in a wide arc that strikes not one but two creatures within your reach.

Encounter ♦ Divine, Weapon

Standard Action Melee weapon

Targets: One or two creatures

Attack: Strength vs. AC, one attack per target

Hit: 1[W] + Strength modifier damage, and the target is marked until the end of your next turn.

Invigorating Smite Paladin Attack 3

When you hit an enemy with your weapon, you and your allies suddenly feel invigorated by the divine power of your faith.

Encounter ♦ Divine, Healing, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. Will

Hit: 2[W] + Charisma modifier damage. If you are bloodied, you regain hit points equal to 5 + your Wisdom modifier. Bloodied allies within 5 squares of you also regain hit points equal to 5 + your Wisdom modifier.

Righteous Smite Paladin Attack 3

Your righteous blow fills you and your nearby allies with preternatural resolve.

Encounter ♦ Divine, Healing, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and you and each ally within 5 squares of you gain temporary hit points equal to 5 + your Wisdom modifier.

Staggering Smite Paladin Attack 3

With a mighty swing of your weapon, you knock your enemy back.

Encounter ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you push the target a number of squares equal to your Wisdom modifier.

LEVEL 5 DAILY PRAYERS

Hallowed Circle Paladin Attack 5

You wave your hand through the air, and a wide circle of faintly glowing symbols appears around you, damaging enemies and protecting allies within its confines.

Daily ♦ Divine, Implement, Zone

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Charisma vs. Reflex

Hit: 2d6 + Charisma modifier damage.

Effect: The burst creates a zone of bright light. You and each ally within the zone gain a +1 power bonus to all defenses until the end of the encounter.

Martyr's Retribution Paladin Attack 5

Divine light engulfs your weapon as you sacrifice your ability to heal in order to strike down your enemy.

Daily ♦ Divine, Radiant, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC, and you must spend a healing surge without regaining any hit points

Hit: 4[W] + Strength modifier radiant damage.

Miss: Half damage.

Sign of Vulnerability Paladin Attack 5

You cause a nearby foe to convulse with pain and render it more susceptible to radiant energy.

Daily ♦ Divine, Implement, Radiant
Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 3d8 + Charisma modifier radiant damage, and the target gains vulnerability 5 to radiant damage until the end of the encounter.

Miss: Half damage, and the target gains no vulnerability.

LEVEL 6 UTILITY PRAYERS

Divine Bodyguard Paladin Utility 6

As your weapon connects with your enemies, so too does the magic of your god connect you to your allies.

Daily ♦ Divine
Minor Action Ranged 5

Effect: Choose an ally within 5 squares of you. You take half that ally's damage until the end of the encounter or until you end the effect as a free action. No power or effect can reduce the damage you take from this power.

One Heart, One Mind Paladin Utility 6

You and your trusted allies form a telepathic bond.

Daily ♦ Divine
Minor Action Close burst 6

Targets: You and each ally in burst

Effect: Until the end of the encounter, targets can communicate telepathically with each other out to a range of 20 squares, and your aid another actions give a +4 bonus instead of +2.

Wrath of the Gods Paladin Utility 6

A halo of divine light emanates from you, enabling you and nearby allies to strike down your enemies with greater determination.

Daily ♦ Divine
Minor Action Close burst 1

Targets: You and each ally in burst

Effect: The targets add your Charisma modifier to damage rolls until the end of the encounter.

LEVEL 7 ENCOUNTER PRAYERS

Beckon Foe Paladin Attack 7

You pull an enemy toward you, dealing grievous wounds as he tries to rebuke you.

Encounter ♦ Divine, Implement
Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier damage, and you pull the target a number of squares equal to your Wisdom modifier.

Benign Transposition Paladin Attack 7

You call upon the power of your deity to switch places with an ally and strike a foe within reach of your new position.

Encounter ♦ Divine, Teleportation, Weapon
Standard Action Melee weapon

Primary Target: One ally within a number of squares equal to your Wisdom modifier

Effect: You and the target swap places. If an enemy is now within your melee reach, you can make a secondary attack against it.

Secondary Target: One enemy

Secondary Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage.

Divine Reverence Paladin Attack 7

You present yourself with such conviction that your enemies cannot help but be awestruck by the power of your faith.

Encounter ♦ Divine, Implement, Radiant
Standard Action Close burst 1

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier radiant damage, and the target is dazed until the end of your next turn.

Thunder Smit Paladin Attack 7

Your weapon flashes as it strikes, and moments later, a peal of thunder slams into your foe.

Encounter ♦ Divine, Thunder, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC (can score a critical hit against a marked enemy on a roll of 19-20)

Hit: 2[W] + Strength modifier thunder damage, and the target is knocked prone.

LEVEL 9 DAILY PRAYERS

Crown of Glory Paladin Attack 9

A scintillating crown of radiant energy appears above your head, then expands suddenly to cripple nearby enemies.

Daily ♦ Divine, Implement, Radiant
Standard Action Close burst 1

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier radiant damage.

Effect: Any enemy that starts its turn adjacent to you is slowed until the end of your next turn.

Sustain Minor: You can sustain the power's effect.

One Stands Alone Paladin Attack 9

Unable to fight alongside your allies, you turn to your faith for protection and press forward undaunted.

Daily ♦ Divine, Implement, Radiant
Standard Action Close burst 1

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier radiant damage.

Effect: The targets are weakened (save ends).

Special: You cannot use this power if any allies are within 5 squares of you.

Radiant Pulse

Paladin Attack 9

You target an enemy with a searing, pulsating light that also damages enemies adjacent to him and thrusts them back.

Daily ♦ Divine, Implement, Radiant

Standard Action **Ranged 10**

Primary Target: One creature

Attack: Charisma vs. Fortitude

Hit: 1d10 + Charisma modifier radiant damage. Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target

Secondary Attack: Charisma vs. Fortitude

Hit: 1d10 + Charisma modifier radiant damage, and you push the target 3 squares.

Sustain Minor: When you sustain this power, you can repeat the secondary attack (the primary target is the same each time).

Miss: Half damage, and no secondary attack.

LEVEL 10 UTILITY PRAYERS**Cleansing Spirit**

Paladin Utility 10

A translucent outline briefly appears above the creature you designate. The divine spirit gestures, relieving some of the creature's suffering, then fades instantly away.

Encounter ♦ Divine

Minor Action **Ranged 5**

Target: You or one ally

Effect: The target makes a saving throw with a +2 bonus.

Noble Shield

Paladin Utility 10

You quickly throw up your hand, and a vortex of swirling energy surrounds you and your friends, shielding them from harm at your expense.

Daily ♦ Divine

Immediate Interrupt **Personal**

Trigger: You are targeted by a close attack or an area attack

Effect: A close attack or an area attack targeting you automatically hits you, and any of your allies who are also hit take only half damage. This power does not change other effects the attack might cause.

Turn the Tide

Paladin Utility 10

You whisper a solemn hymn, and divine light washes gently over you and nearby allies, potentially negating harmful and debilitating afflictions.

Daily ♦ Divine

Standard Action **Close burst 3**

Targets: You and each ally in burst

Effect: The targets make saving throws against every effect that a save can end.

LEVEL 13 ENCOUNTER PRAYERS**Entangling Smite**

Paladin Attack 13

Strands of energy erupt from your weapon as it strikes true, wrapping around your foe and rooting it to the ground.

Encounter ♦ Divine, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. Will

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

Radiant Charge

Paladin Attack 13

You propel yourself through the air toward a nearby foe as brilliant rays of light stream from your weapon.

Encounter ♦ Divine, Radiant, Weapon

Standard Action **Melee weapon**

Effect: You can fly a number of squares equal to your Wisdom modifier and make an attack.

Target: One creature within your melee reach

Attack: Strength vs. AC

Special: You must charge as part of this attack.

Hit: 3[W] + Strength modifier radiant damage, and the target is marked until the end of your next turn.

Renewing Smite

Paladin Attack 13

As you strike a foe with your weapon, you murmur a prayer of renewal, causing a momentary nimbus of light to engulf and heal a nearby ally.

Encounter ♦ Divine, Healing, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and one ally within 5 squares of you regains hit points equal to 10 + your Wisdom modifier.

Whirlwind Smite

Paladin Attack 13

You sweep your weapon in a full circle, attacking all adjacent enemies in a dazzling display of martial prowess.

Encounter ♦ Divine, Weapon

Standard Action **Close burst 1**

Target: Each enemy in burst you can see

Attack: Strength vs. AC

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

LEVEL 15 DAILY PRAYERS**Bloodied Retribution**

Paladin Attack 15

Battered and bloodied, you call upon the divine power of your deity to deal a retributive blow to your enemy and heal your wounds.

Daily ♦ Divine, Healing, Weapon

Standard Action **Melee weapon**

Special: You can use this power only when you are bloodied.

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Miss: Half damage.

Effect: You can spend a healing surge.



Break the Wall

Paladin Attack 15

You lash out at an enemy with the power of your faith and break down its defenses.

Daily ♦ Divine, Implement

Standard Action **Ranged 5**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 3d10 + Charisma damage, and the target takes a -2 penalty to all defenses (save ends).

Miss: Half damage, and the target takes a -1 penalty to all defenses (save ends).

True Nemesis

Paladin Attack 15

You extend your holy symbol toward a foe, dealing damage and singling him out as the continuing subject of your divine retribution.

Daily ♦ Divine, Implement

Standard Action **Ranged 5**

Target: One creature

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, whenever the target is within 5 squares of you and attacks you or an ally, you can make a secondary attack against the target as an immediate reaction.

Secondary Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier damage.

Miss: Half damage.

LEVEL 16 UTILITY PRAYERS

Angelic Intercession

Paladin Utility 16

You teleport to the side of a friend in peril and take the effects of an attack meant for him.

Daily ♦ Divine, Teleportation

Immediate Interrupt **Personal**

Trigger: An ally within 5 squares of you is hit by an attack

Effect: You teleport adjacent to the ally and are hit by the attack instead.

Death Ward

Paladin Utility 16

You touch a dying creature and share some of your divine inner light, bestowing upon the recipient the power to resist the call of death.

Daily ♦ Divine, Healing

Standard Action **Melee touch**

Target: One dying creature

Effect: You spend a healing surge but regain no hit points from it. Instead, the target regains hit points as if it had spent two healing surges. Add your Charisma modifier to the hit points regained.

LEVEL 17 ENCOUNTER PRAYERS

Enervating Smite

Paladin Attack 17

With a mighty blow, you leave your foe horribly weakened.

Encounter ♦ Divine, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. Will

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

Fortifying Smite

Paladin Attack 17

A symphony of otherworldly music resonates throughout your body, fortifying it to withstand the tests to come.

Encounter ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage. Until the end of your next turn, you gain a power bonus to AC equal to your Wisdom modifier.

Hand of the Gods

Paladin Attack 17

You hold your holy symbol high above your head, and a brilliant flash of divine light explodes from it. The radiance sears your foes and inspires your closest allies.

Encounter ♦ Divine, Implement, Radiant

Minor Action Close burst 1

Target: Each enemy in burst

Attack: Charisma vs. Fortitude

Hit: 2d10 + Charisma modifier radiant damage, and the target is marked until the end of your next turn.

Effect: Until the end of your next turn, allies in the burst gain a power bonus to attack rolls equal to your Wisdom modifier.

Terrifying Smite

Paladin Attack 17

Striking mercilessly, you hound your foe with waves of divine dread.

Encounter ♦ Divine, Fear, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you push the target a number of squares equal to your Charisma modifier. The target can't move nearer to you on its next turn.

LEVEL 19 DAILY PRAYERS**Corona of Blinding Radiance**

Paladin Attack 19

You swing your weapon and brilliant light explodes around you, blinding your enemies.

Daily ♦ Divine, Radiant, Weapon

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Charisma vs. Reflex

Hit: 3[W] + Charisma modifier radiant damage, and the target is blinded (save ends).

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

Crusader's Boon

Paladin Attack 19

You strike your foe with such conviction that nearby allies can't help but feel inspired.

Daily ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Miss: Half damage.

Effect: You and allies adjacent to you gain a +1 power bonus to attack rolls until the end of the encounter.

Righteous Inferno

Paladin Attack 19

A raging inferno of holy fire engulfs your enemies and continues to burn those who are drawn to it like moths.

Daily ♦ Divine, Fire, Implement, Zone

Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Charisma vs. Reflex

Hit: 3d10 + Charisma modifier fire damage, and the target grants combat advantage to you and your allies until the end of your next turn.

Miss: Half damage, and the target does not grant combat advantage.

Effect: The burst creates a zone of fire that lasts until the end of your next turn. Enemies that enter the zone or start their turns there take 1d10 fire damage and grant combat advantage to you and your allies.

Sustain Minor: The zone persists.

LEVEL 22 UTILITY PRAYERS**Angelic Rescue**

Paladin Utility 22

White wings of astral brilliance envelop an ally in a sparkling cocoon, then disappear. The wings reappear a short distance away and unfold, bringing the ally closer to you.

Daily ♦ Divine, Teleportation

Standard Action Ranged sight

Target: One willing ally

Effect: The target is teleported from any square you can see to a square within 5 squares of you that is nearer to you than the target's original square.

Cleansing Burst

Paladin Utility 22

Ripples of divine energy wash over you and nearby allies, potentially negating harmful and debilitating afflictions.

Daily ♦ Divine

Minor Action Close burst 5

Targets: You and each ally in burst

Effect: All targets make a saving throw against each effect that a save can end. Any penalties to attack rolls or defenses affecting the targets are removed.

Gift of Life

Paladin Utility 22

You invoke the greatest of all prayers and touch a wounded or recently slain creature, bestowing upon it the gift of life at the expense of your own health.

Daily ♦ Divine, Healing

Standard Action Melee touch

Target: One creature

Effect: If the target is alive, it regains hit points no greater than one-half your maximum hit points (your choice), and you take an equal amount of damage.

If the target died since the end of your last turn, it returns to life at 0 hit points, and you take damage equal to one-half your maximum hit points.

You can't avoid or reduce this damage in any way.

United in Faith

Paladin Utility 22

You utter words of faith, instantly healing yourself and nearby allies.

Daily ♦ Divine, Healing

Minor Action Close burst 5

Targets: You and each ally in burst

Effect: Each target can spend a healing surge.

LEVEL 23 ENCOUNTER PRAYERS**Here Waits Thy Doom**

Paladin Attack 23

You pull an enemy toward you, searing him with radiant energy as he tries to resist.

Encounter ♦ Divine, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Will

Hit: 4d10 + Charisma modifier radiant damage, and you pull the target a number of squares equal to your Wisdom modifier (minimum 1).

Martyr's Smite

Paladin Attack 23

As you assail your foe, you utter a prayer that grants you the power to absorb the damage from your foe's attacks, even when such attacks aren't directed at you.

Encounter ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage. Until the end of your next turn, any time the target deals damage, you can choose to take that damage. The target's intended victim takes no damage but is subject to any other effects of the attack.

Resounding Smite

Paladin Attack 23

You swing your weapon in a mighty arc, unleashing a peal of thunder that knocks adjacent enemies prone.

Encounter ♦ Divine, Thunder, Weapon

Standard Action Melee weapon

Primary Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier thunder damage, and the target is knocked prone. Make a secondary attack.

Secondary Target: Each enemy adjacent to you other than the primary target

Secondary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier thunder damage, and the target is knocked prone.

Sublime Transposition

Paladin Attack 23

With a wave of your hand, you teleport an endangered ally to a safer location, teleport yourself to his previous location, and strike a foe within reach.

Encounter ♦ Divine, Teleportation, Weapon

Standard Action Ranged 5

Primary Target: One willing ally

Effect: You can teleport the target 5 squares. Until the end of your next turn, you grant the target a power bonus to all defenses equal to your Wisdom modifier. In addition, you teleport to the target's original space and make a secondary attack.

Secondary Target: One creature within your melee reach

Secondary Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage.

LEVEL 25 DAILY PRAYERS**Exalted Retribution**

Paladin Attack 25

You land a mighty blow, and the symbol of your deity appears above your enemy's head as a glowing red rune that only you can see, flashing brightly to warn you whenever he's about to attack.

Daily ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, the target provokes an opportunity attack from you when it attacks (save ends). You gain a +2 bonus to the opportunity attack roll and deal an extra 1[W] damage.

To the Nine Hells with You

Paladin Attack 25

Divine light explodes out from your holy symbol, blasting and igniting enemies nearby.

Daily ♦ Divine, Fire, Implement

Standard Action Close burst 5

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 6d6 + Charisma modifier damage, and ongoing 10 fire damage (save ends). The target is marked until the end of your next turn.

Miss: Half damage, and ongoing 10 fire damage (save ends). The target is marked until the end of your next turn.

LEVEL 27 ENCOUNTER PRAYERS

Blinding Smite Paladin Attack 27

Your weapon glows with a pale inner light, and your enemy is struck blind by the force of your blow.

Encounter ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Will

Hit: 3[W] + Strength modifier damage, and the target is blinded until the end of your next turn.

Brand of Judgment Paladin Attack 27

You touch your holy symbol to an enemy, branding it with the painfully radiant symbol of your deity and causing it to take damage from its own attacks.

Encounter ♦ Divine, Implement, Radiant

Standard Action Melee touch

Target: One creature

Attack: Charisma vs. Will

Hit: 4d8 + Charisma modifier radiant damage. If the target makes an attack on its next turn, it takes half damage from its own attack whether it hits or misses.

Deific Vengeance Paladin Attack 27

You invoke an ancient prayer that unleashes your deity's ire upon a nearby enemy that has just attacked you.

Encounter ♦ Divine, Implement

Immediate Reaction Ranged 20

Trigger: A creature within range attacks you

Target: The attacking creature

Attack: Charisma + 2 vs. Fortitude

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

Restricting Smite Paladin Attack 27

You strike your enemy with such resolve that he is blind to all foes except you.

Encounter ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. Will

Hit: 3[W] + Charisma modifier damage, and the target is marked until the end of your next turn. In addition, the target cannot gain line of effect to anyone but you until the end of your next turn.

Stunning Smite Paladin Attack 27

You swing your weapon in a mighty arc, stunning targets that you hit.

Encounter ♦ Divine, Weapon

Standard Action Melee weapon

Primary Target: One creature

Attack: Strength vs. Will

Hit: 2[W] + Strength modifier damage, and the target is stunned until the end of your next turn. Make a secondary attack.

Secondary Target: Each enemy other than the primary target adjacent to you

Secondary Attack: Strength vs. Will

Hit: 1[W] + Strength modifier damage, and the target is stunned until the end of your next turn.

LEVEL 29 DAILY PRAYERS

Even Hand of Justice Paladin Attack 29

You pronounce a divine sentence upon your enemy and force him to take the damage of his own attacks.

Daily ♦ Divine, Implement

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Will

Hit: 5d10 + Charisma modifier damage. Whenever the target makes an attack, its attack works as usual, but it takes the full damage and effects of the attack as well (save ends). Saving throws made to end the effect take a -2 penalty.

Miss: 5d10 + Charisma modifier damage.

Special: Many creatures have immunity or resistance to their own attacks. When taking damage from its own attacks resulting from this power, the target does not gain the benefit of any immunities or resistances.

Powerful Faith Paladin Attack 29

You deal a hard blow to your enemy, and divine arcs of light spring from the tip of your weapon and blind those who stand against you.

Daily ♦ Divine, Weapon

Standard Action Melee weapon

Primary Target: One creature

Attack: Strength vs. AC

Hit: 7[W] + Strength modifier damage. Make a secondary attack.

Miss: Half damage, and no secondary attack.

Secondary Target: Each enemy within 10 squares of you

Secondary Attack: Strength vs. Fortitude

Hit: The target is blinded until the end of your next turn.

PARAGON PATHS

ASTRAL WEAPON

“With the power of the Astral Sea flowing through me, and my faith as powerful as a weapon, I fight as my god wills.”

Prerequisite: Paladin class

You become a literal weapon for your god, imbued with an extra dose of divine power emanating from the Astral Sea. As an astral weapon, there are no enemies you won't oppose, no challenge you won't take on, for your faith is strong and your weapon sings with power from on high. When you accept this path, the weapon you wield forevermore glows with the silvery light of the Astral Sea.

ASTRAL WEAPON PATH FEATURES

Astral Judgment (11th level): Enemies currently marked by you that attack your allies without attacking you take a -2 penalty to all defenses until they are no longer marked by you.

Astral Rejuvenation Action (11th level): You can spend an action point to regain one paladin encounter power you have already used, instead of taking an extra action.

Courage from on High (16th level): You gain a +2 bonus to saving throws against fear effects.

ASTRAL WEAPON PRAYERS

Carving a Path of Light Astral Weapon Attack 11

Your weapon glows with astral light, and as it strikes your enemy, that glow spreads to encompass all enemies adjacent to you, temporarily coating them with a glowing target your allies can see.

Encounter ♦ Divine, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and until the end of your next turn, your allies have combat advantage against any enemy adjacent to you.

Pray for More Astral Weapon Utility 12

You strike your enemy, but you pray to increase the amount of damage you deal.

Encounter ♦ Divine

Free Action **Personal**

Effect: If you don't like the damage you have rolled with one of your attacks, reroll your damage. You must use the result of the second roll.

Astral Whirlwind

Astral Weapon Attack 20

Your faith directs you into a whirling attack that strikes out at every foe within reach, instilling them with fear and weakening their defenses.

Daily ♦ Divine, Fear, Weapon

Standard Action **Close burst 1**

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. In addition, the target takes a -2 penalty to all defenses (save ends).

Special: If this attack kills one or more evil or chaotic evil creatures, roll a d20. On a roll of 10 or higher, you can use this power again during this encounter.

CHAMPION OF ORDER

“The law holds chaos at bay, and I bolster the law with my every action and deed.”

Prerequisite: Paladin class

You become a paragon of order, embracing this concept and fulfilling it with every word and deed. The gods of order look favorably upon you as you champion the causes they promote and the ideals they exemplify, turning back the forces of the chaotic evil powers at every opportunity. In the presence of chaotic evil creatures, your weapon glows with radiant light.

CHAMPION OF ORDER PATH FEATURES

Champion's Action (11th level): When you spend an action point to take an extra action, you also flash with radiant light that causes adjacent enemies to take a -1 penalty to all defenses until the start of your next turn.

In Defense of Order (11th level): When you are adjacent to the target of your *divine challenge*, the target provokes an opportunity attack from you if it makes an attack that does not include you. Furthermore, your damage rolls against demons and elemental creatures that you challenge deal an extra 2d6 radiant damage.

Champion's Hammer (16th level): Your attacks ignore the resistances of demons and elemental creatures.

CHAMPION OF ORDER PRAYERS

Certain Justice

Champion of Order Attack 11

You call upon your devotion to law to make your attack strike true.

Encounter ♦ Divine, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength + 4 vs. AC

Hit: 1[W] damage. If the target is marked, it is also weakened and dazed by this attack for as long as the mark remains in effect.

None Shall Pass

Champion of Order Utility 12

You contain two foes instead of just one with your divine challenge.

Daily ♦ Divine
Free Action **Personal**

Effect: Until the end of the encounter, every use of your divine challenge targets two enemies rather than one.

Rule of Order

Champion of Order Attack 20

You invoke order through your weapon, causing it to glow as you deliver a punishing blow against an enemy.

Daily ♦ Divine, Radiant, Weapon
Standard Action **Melee weapon**
Target: One creature

Attack: Strength vs. Fortitude

Special: If the target has scored a critical hit against you or your allies in this encounter, your attack gains a +2 power bonus and deals +2d10 radiant damage.

Hit: 4[W] + Strength modifier damage, and you push the target 1 square. The target is weakened (save ends).

Miss: 1[W] + Strength modifier damage, and the target is weakened (save ends).

HOSPITALER

"I am a healer and a defender, an inspiration to my allies and a fearful visage to my foes."

Prerequisite: Paladin class

Your spiritual path leads you to specialize in the healing arts. You increase the healing you provide

to allies as you become a shining beacon of hope on the battlefield. You embody mercy and care, bringing aid to the wounded and cleansing life to those near death—especially when you turn damage against a foe into healing for a friend.

HOSPITALER PATH FEATURES

Hospitaller's Blessing (11th level): When an enemy that you currently challenge attacks one of your allies, whether the attack hits or misses, that ally regains hit points equal to one-half your level + your Wisdom modifier.

Hospitaller's Action (11th level): When you spend an action point to take an extra action, each ally within 5 squares regains hit points equal to your Wisdom modifier.

Hospitaller's Care (16th level): You add your Charisma modifier to the healing provided each time you use your *lay on hands* power.

HOSPITALER PRAYERS

Warding Blow

Hospitaller Attack 11

You strike a foe you have challenged, bringing hope and encouragement to nearby allies.

Encounter ♦ Divine, Weapon
Standard Action **Melee weapon**
Target: One creature that is marked by you

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and each ally within 5 squares of you can make a saving throw.



Healing Font

Hospitaller Utility 12

A short prayer imbues your weapon with healing power, so that whenever it strikes an enemy it heals an ally.

Daily ♦ Divine, Healing

Minor Action **Personal**

Effect: Until the end of this encounter, when you attack on your turn and hit at least one enemy, you heal an ally. Choose one ally within 10 squares of you. That ally regains a number of hit points equal to 1d6 [ts] your Wisdom modifier.

Life-Giving Smite

Hospitaller Attack 20

You imbue your weapon with radiant power, and as you strike at a foe the power of the attack heals an ally.

Daily ♦ Divine, Healing, Radiant, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 4[W] + Charisma modifier radiant damage.

Effect: Choose one ally within 10 squares of you. The ally can spend a healing surge. Add your Charisma modifier to the hit points regained.

JUSTICIAR

"I fight for justice, my faith and my strong arm defending those in need."

Prerequisite: Paladin class

You become the embodiment of justice, a champion of righteousness and fairness—at least as viewed from the perspective of your particular faith. You are granted the ability to shelter and protect your allies and others in need, while also receiving powers that help you do the right thing according to the faith you have embraced.

JUSTICIAR PATH FEATURES

Just Action (11th level): When you spend an action point to take an extra action, each enemy adjacent to you is weakened until the end of its next turn.

Just Spirit (11th level): Each ally adjacent to you can reroll one saving throw at the end of his or her turn.

Just Shelter (16th level): Allies adjacent to you are immune to fear and charm effects and receive a +1 bonus to saving throws.

JUSTICIAR PRAYERS

Just Radiance

Justiciar Attack 11

A burst of light, like purity and justice, explodes from your holy symbol, sending searing pain through enemies you have challenged.

Encounter ♦ Divine, Implement, Radiant

Standard Action **Close burst 5**

Target: Each enemy marked by you in burst

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier radiant damage, and until the end of your next turn, the target cannot make an attack that does not include you.

Strike Me Instead

Justiciar Utility 12

You call upon your innate sense of justice and honor, whisper a short prayer, and redirect an attack so that you take the hit for those you would protect.

Daily ♦ Divine

Immediate Interrupt **Personal**

Trigger: An ally within 5 squares of you is attacked

Effect: The attack misses all of your allies it targets, but automatically hits you even if you weren't a target of the attack.

Challenge the Unjust

Justiciar Attack 20

Your enemies surround you, and the purity within you cries out for justice. You focus a powerful prayer through your holy symbol, sending forth a radiant burst of punishing force that no enemy can ignore.

Daily ♦ Divine, Implement, Radiant

Standard Action **Close burst 10**

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier radiant damage, and the target is marked until the end of your next turn.

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