

DOOMSTEED

Doomsteed **Level 20 Lurker**
Large Magical Shadow Beast (mount)

Initiative: +22 **Perception** +21
HP 140; **Bloodied** 70
AC 34; **Fortitude** 32; **Reflex** 32; **Will** 33
Speed 8

Traits

Doomrider (mount)

Whenever the doomsteed takes damage while mounted, they suffer only half damage, and the other half is taken by their rider. Whenever a doomsteed's rider takes damage, they take only half damage, and the other half is taken by the doomsteed. When the doomsteed suffers an effect a save can end, apart from dominate, their rider suffers it too, and if either of them save against the effect, it ends for both of them. If either are subjected to forced movement, both move together.

Standard Actions

⬇️ Trampling Hooves ✦ At-Will

Attack: Melee Basic 1 (one creature) +25 vs. AC
Hit: 3d10+10 damage, and the target is knocked prone. Until the end the doomsteed's next turn, if the target is prone, the doomsteed can shift 3 through the target's square as a minor action.

↶ Nightmare Ride ✦ Recharge

Requirement: Not while mounted.
Attack: Close Burst 2 (one creature) +23 vs. Will
Hit: The target is dominated (save ends), and teleports into one of the doomsteed's squares, mounting it. If it saves vs the dominate, unless it is in control of the mount, the target shifts to square adjacent to the doomsteed. While mounted on the doomsteed, the target moves with it when it moves. It can make melee attacks against, or be attacked in melee by any creature adjacent to the steed.
Recharge: When the doomsteed is no longer mounted.

↶ Fading Gallop ✦ At-Will

Effect: The doomsteed shifts 4 and then moves 4. If it is able to make at least 4 squares of this movement, it vanishes into the nether, and is removed from the encounter along with it's rider. While in the nether, it must use Pull The Reins if it's rider passes their saving throw against domination. The doomsteed and it's rider return to the map at the beginning of the doomsteed's next turn (even if it is dead) appearing in squares 10 or less from where it left. he target is marked until the end of the grudge-keeper's next turn.

Triggered Actions

↶ Pull the Reins ✦ At-Will

Trigger: The doomsteed's rider makes their saving throw against dominate.
Attack(Immediate Interrupt): Melee 1 (the rider) +23 vs. the highest of the target's NAD's
Hit: The saving throw fails.
Miss: The Doomsteed is dominated (save ends) by the target, as long as they remain mounted. When dominated, it can only use it's standard action to charge.

Skills Acrobatics +23, Bluff +22, Endurance +20 Athletics +20
Str 20(+15); **Dex** 26(+18); **Wis** 22(+16)
Con 20(+15); **Int** 20(+15); **Cha** 24(+17)

Alignment Evil **Languages** -

The Doomsteed is a towering white stallion with black barding and tack, and ornate red regalia. It gallops wildly into the battle like a warhorse missing it's master, and it's empty saddle draws the eye of every warrior in the are. It lashes out viciously, trampling those before it underfoot, but it's worst power is the lure of the saddle on it's back. It is said that those who ride the Doomsteed become a mighty captain in a dark army of shadows, leading it's former foes in a treacherous charge against it's shocked allies.

The Doomsteed gallops between worlds, riding like a dark wind though the nether, only to emerge in other planes when called by one worthy to ride it in battle. Of course, those who call it do not intend to do so, but in places close to death and the carnage of war, when battle is joined anew over the ashes and remains of mighty battles long past, the Doomsteed hears the call of heroes who's hearts may be pure, but who's passions could, so easily be turned to darker ends.

These heroes finds themselves astride a mighty steed, their senses overwhelmed by visions of great conquest- visions, some say, of their future. For many, these visions fade only reveal that the doomsteed has abandoned them in the midst of vicious foes- or angry, suspicious friends.

Lore

History DC 22: All the info in the introduction.

History DC 27: Hints and clues about dark future the doomsteed's visions hinted at.

For use with the 4th Edition

DUNGEONS & DRAGONS
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook,[®] Monster Manual,[®] and Dungeon Master's Guide[®] Player's Handbook[®] 2, Monster Manual[®] 2, Adventurer's Vault[™] core rulebooks, available from Wizards of the Coast, LLC

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IT'S LIKE RIDING A BIKE- ONCE YOU LEARN YOU NEVER FORGET, BECAUSE YOUR ALLIES WON'T LET YOU.!

TACTICS

The Doomsteed follows its own agenda, yet it still seeks to test those it faces, and in doing so, aids their enemies in their battle. Doomsteeds are unique lurkers who draw their primary protection from their dominated riders, creating a formidable combination. However, the rider's allies might realize that by attacking both rider and mount (with, for instance, an area attack), then can ensure that a fuller measure of their damage reaches the Doomsteed itself. Negative effects like daze can be especially dangerous, despite the save advantage the Doomsteed receives when mounted.

Once a rider has been secured, it can be difficult and risky to retain them- especially if the Doomsteed takes the struggle into the nether realm it can ride to. Using the Doomsteed is an exercise in risk assessment- it is certainly a lurker, and despite its high damage, the DM must be careful not to expose it to too much combat until it is bolstered with a rider. Key to the Doomsteed's power is not just its ability to dominate, but to move the dominated target around the battlefield, potentially abandoning it in dire straits

Doomsteeds do well in any battle where the other creatures attacking the heroes can stand and fight, taking punishment and keeping the heroes somewhat pinned down, while still leaving room for the large-sized lurker to maneuver and trample their foes. While it moves quickly, heroes that are moving quickly as a unit are more than able to fend it off, and can even prevent it from using its escape power if they surround it effectively enough. As a result, soldiers and controllers are very useful to team with a doomsteed, while artillery standing at range will probably just cause more heroes to focus on the steed, which is not good for its longevity.

Encounters

The Doomsteeds manifest in places where a great deal of death has occurred, normally death related to warfare and conquest. They are called by the din of battle, rocketing across the planes, their hooves striking sparks on the skeins of fate as they race to the side of one which may be a fitting master. Sometimes, they test several heroes for the honor in a single battle, showing each a hint of the conquests and glories that might wait in the future. Usually, such candidates are found wanting, and fall to the Doomsteed, and their foes in the battle. The Doomsteed rarely if ever tests creatures on both sides of a battle- conquest is about victory after all, and victory requires a certain kind of foe- but there are some exceptions, especially when mighty champions clash.

Due to the areas they manifest in, Doomsteeds tend to fight in battle with undead, such as the warrior undead that sometimes haunt old battlefields. They might also appear in an large battle against foes traditionally fought in an area- such as if goblins were being fought on the site where an ancient goblin horde was defeated. There are exceptions however, and many are the magical and supernatural causes that might conjure the doomsteed to the world. Once arrived, they strike at their targets, and lure them into the saddle- only then does the true test begin.

The rider is beset with visions, it would seem, of the future. Great battles and conquests in which they play a leading role as a great captain of general. Meanwhile, their allies look on as their comrade's appearance seems to warp and shift, displaying an older, more sinister form, often bedecked in the glorious martial finery than a mighty warlord would possess. While the vision might only last a moment, its impact can be felt for years.

Even worse, the Doomsteed can take its rider into the nether from which it emerges, intensifying its visions, and focusing the hero's attention on them. A hero who is strong enough, can reject the doomsteed- or be rejected from it- but the truly mighty are perhaps those who can hang on, and gain control of their mount for a short time.

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