



THE VALKYRIE

A NEW HYBRID CLASS

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE



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THE VALKYRIE HYBRID CLASS

The funny thing about ideas is that they come to you. You don't really have to work to get them. And when they come and get a writer all excited, that excitement can be used to create something special. Creating a valkyrie class was not my idea, but it inspired me all the same. It got me thinking, "If paladins are the mortal equivalent to angels, what is the mortal equivalent to a valkyrie? A shieldmaiden?" Sadly, I found that my knowledge of Norse myth was lacking for immediately fleshing this idea out. Sometimes, inspiration needs to take a backseat so that study can help get the job done.

I ended up reading a whole book on Norse mythology. Not only was it informative, but the prose was seriously enjoyable. I scoured the treacherous online seas for facts and tidbits. Also, I pondered not only what valkyries were to the ancient Vikings, but what they could be for the Empires and Ash™ Pantheon in the Total Party Kill game setting. I hope you enjoy reading about and playing valkyries as much as I enjoyed writing about them.

-A.H.

LORE AND ORIGINS

In ancient times when bronze weapons represented the height of technology, the ignorance and selfishness of men resulted in the mass mistreatment and enslavement of women. Some of these women escaped their cruel bondage and formed female-exclusive tribes called the Antianeirai. Out of necessity, these women acquired formidable

combat prowess. They shared common cause: to live free and aid one another in time of need. Their numbers swelled and they oversaw the birth of a mighty queendom to rival the kingdoms of men.

Sadly, it would not last. The tribes of men united against the antianeirai. After many battles of being surrounded and outnumbered, the antianeirai were given a choice by their would-be conquerors: lay down their arms and submit to the rulership of men or die. The antianeirai chose death, but returned it sevenfold, each woman killing several men as they were eventually cut down.

Aequitas, daughter of Anu and goddess of protection, was so moved by the antianeirai's bravery, valor, and self-sacrifice that she flew down to the battlefield. She not only restored their lives, but endowed them with divine powers and gave them new purpose. Thus did the Amazons become first of the valkyrie.

The valkyrie swore allegiance to Aequitas. In so doing, they agreed to represent her will upon the fields of battle. The goddess charged them to watch over the battles of her chosen peoples, lend martial aid when she deemed it necessary, and take up the souls of the fallen who died protecting their comrades, families, and communities.

Such fallen warriors were renewed in life and given seats of honor in the castle-ship called Sessrúmnir. They received the hospitality of the valkyrie, for these warriors had not died selfish and cruel, but gave their

lives in performing honorable deeds caring for their people. These worthy warrior souls became angelic soldiers in the hosts of Aequitas, to eventually serve the goddess in the divine conflicts to come.

By the time the Age of Iron came, other gods of war adopted Aequitas' method of recruiting warrior souls and created valkyrie of their own. Mictlantecuhtli created the death-dealing Morrigan to collect the souls of slaughterers and bloodthirsty murderers. Deimos created wild valkyries to claim the souls of mercenaries and glorious warriors who fought purely for the exhilaration of battle. Inanna created voluptuary valkyries for the amorous warrior who died with desires yet unfulfilled. Anu and Nergal separately created their own soldier valkyries to collect all the loyal soldiers who died serving their liege-lords. Anshur created valkyrie for those who died protecting their friends and comrades.

The All-Father declared, "All ye gods who would make valkyrie shall make them from the souls of women into the forms of women, for it is woman who brings warriors into the world and thus it should be woman who carries them out." So were the words of Anu-Most-High, and so it ever was. Ba'al, who values females merely as property, was the only war god who chose not to create valkyries of his own.

Effectively, valkyrie became the psychopomps of fallen warriors, although each valkyrie remained loyal to the god that created them.

As empires grew upon the material plane and mortals swelled in number, the gods needed more valkyrie to oversee the never-ending wars and to choose warriors from amongst the slain. They recruited worthy mortal women, not-yet-slain, and gave them the powers needed to fulfill this divine duty. The gods of war have appointed mortal valkyrie to exercise their divinely granted abilities in the wars of mortals. Such service

continues until they are at last called to join their outsider counterparts in choosing the slain across the cosmos.

LEGEND

In Steriufp-Tum the icedust fell like ashes at our feet,

Twas Eirdruk Dame who led the charge against the docking fleet,

Their masts rose high into gray sky-a forest in the bay,

With anchors thrown they came unknown that cold and windy day,

The strangers swelled upon the rocks with weapons drawn to quell,

But Eirdruk Dame denied their claim and sent them back to Hel,

Our warriors fought to make her proud as their furs soaked bloody stains,

And as some died they hailed their bride as Chooser of the Slain!

Eirdruk Dame was first of the mortal valkyrie. At the battle of Ternja-Nja, she and her husband Vell fought side-by-side against the putrid hordes of Erzwaq II. Many stinking corpsehounds collapsed beneath his hammer, her axe, and their stomping boots. Broken bones littered bloodied mud. Like good mead, victory was costly, but sweet.

Vell took but one small wound to his arm. It barely bled. Yet in it festered the diseased bite of the corpsehound, and like such monsters it ran swiftly through him.

Eirdruk Dame, ever the attentive wife, cradled his head in her lap as death slowly consumed his body. Through the tears in her eyes she saw a glorious valkyrie, with spear in hand, land upon this field of the fallen.

The valkyrie walked amongst the dead, pointing at some and pulling souls into her spear. A great many souls did she claim, yet to the corpse of Vell she paid no mind.

“See you not my man, oh valkyrie?” Eirdruk Dame called. “Did you not see him fight valiantly this day?”

“I see him now and I saw him then,” the valkyrie responded in a lofty tone. “Yet his death lacked glory. To die by mere disease is truly unfortunate for such a fine fighter. Pity, indeed. Another god or goddess can have him, says I. Aequitas needs him not.”

“Take him!” Eirdruk Dame cried.

The valkyrie shrugged, her lips parted in a sneer, and said, “Take him yourself.”

Eirdruk Dame flew into a furious rage. Taking the valkyrie by surprise, she cut a gash into the outsider’s thigh.

“Had I your power I WOULD take him!”

The valkyrie flew back and up into the air, more shocked than injured. “You dare! I could easily slay you with my spear, mortal!”

Eirdruk Dame grinned. “Oh, is it covered with disease then?”

They fought until the last drop of blood dripped out of the last dying man. They fought until the moon vanished and the sun rose. They fought until their weapons and bodies both were bloody and battered.

At last, the valkyrie called for a truce. “Enough, Eirdruk Dame! Drop your axe; it is ruined. Pick up your husband; there is hope for him still.”

Eidruk Dame consented. She let her axe fall from her aching hand and hefted her mate’s body upon her shoulders. With tired, careful steps she followed the valkyrie through a portal that cleft the void. To Fólkvangr they

went, into the grand place called Sessrúmnir that was both floating castle and ship in the realm of endless mists where Aequitas reigns resplendent on a throne of helms. There they poured mead down the throat of Vell, reviving him to life-after-life.

It was in Sessrúmnir that Eirdruk Dame took vows of service and was dubbed a valkyrie, still mortal but endowed with divine powers to carry out her new duties.

She returned to the world, leaving Vell in Sessrúmnir but missing him gravely. To ease her longing she married into a tribe of warriors, both male and female, and became their chieftain. For the remainder of her mortal life, Eirdruk Dame led her people to victory in wars of both conquest and defense. When her bravest and boldest died, she conducted them personally to Sessrúmnir. When after fifty-six years her mortal life came to an end, Eirdruk Dame threw off her crown and joined her valkyrie sisters in the heavens above and realms beyond.

To this day, although detached from mortal affairs, Eirdruk Dame still watches over the descendants of her people when they fight and die for their beliefs, and carries on her shoulders the souls of the most heroic to Sessrúmnir.





THE VALKYRIE

Class Description

Mortal realms are perpetually beset by strife, and valkyries have long held a crucial role in guiding the souls of fallen warriors to their proper place. The first valkyries were angelic female warriors created by the gods to bear the souls of fallen warriors to one of the grand feasting halls of the afterlife. Later, brave mortals who distinguished themselves favorably in combat would earn the station of overseeing battles and bearing away the valorous slain. With this honor came the spark of the divine—powers to vanquish their enemies and the authority to lead fellow warriors to glorious victory or noble death.

To be a chooser of the slain is a two-fold duty. First, a valkyrie must decide which enemies most deserve death (usually the most dangerous) and to vanquish them into an eternal death. They also must decide who amongst their slain allies deserve the greatest honor of an afterlife. Regardless of the side she chooses, a valkyrie sees it as her duty to participate in, or at least observe, every major battle she encounters.

Role: The gods of war are many, as are their eyes and ears. Yet in the heat of battle, even the gods need witnesses to deem which warriors have earned eternal death or a rewarding afterlife. Valkyrie serve the gods in myriad ways. Some serve as scouts and outriders, learning the lay of the land and the enemies' position. Some operate as cavalry, thundering through the sky on winged steeds. Some are captains, leading troops into the midst of battle. Once the clash of steel falls silent, leaving behind a vast field of corpses, the valkyrie's duties become one and the same: gathering the souls of the valorous fallen and bearing them to the afterlife.

A brave warrior's death is a sacred thing. The sacrifice of one's body in war for god and

king earns the valkyrie's favor, for the gods of war depend on such self-sacrifice.

Adventures: Valkyries gather for battles like clouds gather for storms. Wherever conflict brews, if they choose not to take a side, they witness the conflict and provide meaningful resolution when the fighting ends. In times of peace, they seek to learn all they can about their fellow mortals and establish alliances for the wars to come. A valkyrie seeks adventure to gain allies as much for wealth as for experience. While most valkyries prefer the company of powerful warriors, they understand the value of and remain tolerant of spellcasters and tricksters.

Alignment: The gods of war are varying in their aspects and philosophies. Their valkyries, both mortal and outsider, adhere to the morals of their respective deities, and are likewise as variable in their alignments. A valkyrie's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis. Depending on their god, a valkyrie can be a champion of chaos, evil, good, law, balance, or any appropriate combination of these.

Religion: To worship is to serve. Valkyries can serve one or several gods, but are mainly inclined to serve gods of war. Good valkyries typically serve gods of heroism and protection. Evil valkyries serve gods of strife and slaughter. Lawful valkyries serve gods of duty. Chaotic valkyries serve gods who revel in the glory and exhilaration of combat. Neutral valkyries may serve any and every kind of god.

Parent Classes: Unchained Barbarian and Paladin. The valkyrie hybrid class also counts as a scaled "monster class" version of the valkyrie featured in the *Pathfinder Bestiary* 3.

Hit Die: d10.

Class Skills

The valkyrie's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nature) (Int),

Knowledge (religion) (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

TABLE: VALKYRIE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Deathwatcher, vanquish foe 1/day
2nd	+2	+3	+0	+3	Rage power, battle training
3rd	+3	+3	+1	+3	Aura of courage
4th	+4	+4	+1	+4	Rage power, vanquish foe 2/day
5th	+5	+4	+1	+4	Improved battle training
6th	+6/+1	+5	+2	+5	Aid 3/day, rage power
7th	+7/+2	+5	+2	+5	Lasting death, vanquish foe 3/day
8th	+8/+3	+6	+2	+6	Rage power
9th	+9/+4	+6	+3	+6	Death bearer 3/day
10th	+10/+5	+7	+3	+7	Rage power, tongues (constant), vanquish foe 4/day
11th	+11/+6/+1	+7	+3	+7	Aura of wrath
12th	+12/+7/+2	+8	+4	+8	Call lightning storm 1/day, rage power
13th	+13/+8/+3	+8	+4	+8	Ride of the valkyrie, vanquish foe 5/day
14th	+14/+9/+4	+9	+4	+9	Rage power
15th	+15/+10/+5	+9	+5	+9	Breath of life 1/day
16th	+16/+11/+6/+1	+10	+5	+10	Vanquish foe 6/day, rage power
17th	+17/+12/+7/+2	+10	+5	+10	Aura of Tirelessness
18th	+18/+13/+8/+3	+11	+6	+11	Heal 1/day, rage power
19th	+19/+14/+9/+4	+11	+6	+11	Geas/Quest 1/day, vanquish foe 7/day
20th	+20/+15/+10/+5	+12	+6	+12	True valkyrie, rage power

Class Features

The following are class features of the valkyrie.

Weapon and Armor Proficiency: A valkyrie is proficient with all simple and martial weapons, light armor, medium armor, heavy armor, and shields (except tower shields).

Deathwatcher (Sp)

A valkyrie can use *deathwatch* at will as a spell-like ability using the valkyrie's level as the effective caster level.

Vanquish Foe (Su)

Once per day, as a swift action a valkyrie can call upon the divine forces of her deity to aid her struggle against chosen foes. The

valkyrie chooses one target within sight to vanquish. The valkyrie adds her Charisma bonus (minimum +1) to her attack rolls and adds her valkyrie level to her damage rolls against the chosen target. Attacks against chosen foes bypass any DR the target creature possesses.

In addition, while vanquish foe is in effect, the valkyrie gains DR 5/cold iron against attacks made by her chosen target. This DR increases by 1 at 5th level and every 5 levels thereafter.

Vanquish foe remains in effect until the chosen target is dead or until the valkyrie rests and regains her uses of this ability. At 4th level and every three levels thereafter, the valkyrie may use vanquish foe one

additional time per day, to a maximum of seven times per day at 19th level.

Rage Powers: At 2nd level and every 2 levels thereafter, the valkyrie gains a rage power. A valkyrie gains the benefits of rage powers only while the target of her vanquish foe is within sight. Some of these powers are always active while her vanquish foe remains in use, while others require the valkyrie to take an action to use them. Unless otherwise noted, a valkyrie cannot select an individual rage power more than once. A valkyrie qualifies for the Extra Rage Power feat even though she does not have the rage class feature. For determining if the valkyrie qualifies for a rage power, treat her valkyrie levels as barbarian levels. Otherwise, the character must meet all other prerequisites to select a specific rage power.

Battle Training

Starting at 2nd level, light and medium armor no longer affects a valkyrie's speed, nor does a valkyrie suffer armor check penalties on Ride checks. In addition, a valkyrie treats her armor's maximum Dexterity bonus as 2 points higher than normal.

Aura of Courage (Su)

At 3rd level, a valkyrie is immune to fear, magical or otherwise. In addition, each ally within a 10-foot radius centered on her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the valkyrie is conscious.

Improved Battle Training

Starting at 5th level, heavy armor no longer affects a valkyrie's speed. In addition, a valkyrie now treats her armor's maximum Dexterity bonus as 4 points higher than normal.

Aid (Sp)

At 6th level, a valkyrie can use *aid* as a spell-like ability 3 times per day, plus one additional time per day at 9th, 12th, 15th,

and 18th level. The valkyrie's level is the effective caster level.

Lasting Death (Su)

Starting at 7th level, a valkyrie can vanquish her foes permanently. Whenever she slays a foe marked by her vanquish foe ability, that target cannot be brought back to life without a successful opposed caster check (DC 10 + ½ the valkyrie's level + the valkyrie's Charisma modifier).

Death Bearer (Sp)

At 9th level, a valkyrie can use *death ward* and *gentle repose* 3 times per day as spell-like abilities, using the valkyrie's level as the effective caster level.

Tongues (Sp)

At 10th level, a valkyrie gains the constant benefit of *tongues*, using the valkyrie's level as the effective caster level.

Aura of Wrath (Su)

At 11th level, as a free action the valkyrie can expend two uses of her vanquish foe ability to grant the ability to vanquish foes to all allies in a 10-foot radius centered on her, using her bonuses. Allies must use this vanquish foe ability by the start of the valkyrie's next turn and the bonuses last for 1 minute.

This ability functions only while the valkyrie is conscious.

Call Lightning Storm (Sp)

At 12th level, a valkyrie can use *lightning storm* as a spell-like ability once per day, plus one additional time per day at 15th and 18th level. The valkyrie's level is the effective caster level.

Ride of the Valkyrie (Sp)

At 13th level as a spell-like ability, a valkyrie can summon a sleipnir to serve her once per day, plus one additional time per day at 15th and 18th level.

Breath of Life (Sp)

At 15th level, a valkyrie can use *breath of life* as a spell-like ability once per day, plus one additional time per day at 18th level. The valkyrie's level is the effective caster level.

Aura of Tirelessness (Su)

At 17th level, a valkyrie is immune to fatigue, magical or otherwise. Each ally within a 10-foot radius centered on her gains a +4 morale bonus on saving throws against effects that cause fatigue or exhaustion. This ability functions only while the valkyrie is conscious.

Heal (Sp)

At 19th level, a valkyrie can use *heal* as a spell-like ability once per day, using the valkyrie's level as the effective caster level.

Geas/Quest (Sp)

At 19th level, a valkyrie can use *geas/quest* as a spell-like ability once per day, using the valkyrie's level as the effective caster level.

True Valkyrie (Su and Sp)

Upon reaching 20th level, a valkyrie adds her Charisma modifier as a deflection bonus to her Armor Class and she gains the native outsider subtype. In addition, she can use *plane shift* once per day as a spell-like ability, using the valkyrie's level as the effective caster level. Lastly, a valkyrie can draw the soul from a newly dead body and store it in her weapon for transport to the Outer Planes. This functions as *soul bind*, but the dead creature must be willing to have its soul taken. If the creature is unwilling, this part of the ability has no effect.

FAVORED CLASS BONUSES

Dwarf: Add +½ to melee damage rolls made while using vanquish foe.

Dwarf: Add +½ to attack rolls when charging.

Elf: Add +½ to the DCs of the valkyrie's spell-like abilities.

Elf: Add your level to Intimidate checks against creatures that possess hit dice no more than ½ your level.

Gnome: Add +1 to the valkyrie's energy resistance to one kind of energy (maximum +10).

Gnome: Add +½ to your damage rolls when performing a coup de grace.

Human: Gain +½ of a new rage power.

Halfling: Add +½ to your luck bonus to saving throws.

Half-elf: Add +1 foot to the size of the valkyrie's aura class features. This option has no effect unless the valkyrie has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura.

Half-orc: Add +½ on critical hit confirmation rolls made while using vanquish foe (maximum bonus of +5). This bonus does not stack with Critical Focus.

Goblin: Add your level to Stealth checks made against targets of your vanquish foe ability.

Kobold: Add +½ to melee damage rolls made against creatures you are flanking.

Orc: Add +½ to attack rolls when you make attacks of opportunity.

Ratfolk: Add your level to Stealth checks made against targets of your vanquish foe ability.

Strix: Add +½ to melee attack rolls made while flying.

Tengu: Add +½ to damage rolls made with your natural attacks.

Android: Add +½ to your number of nanite surge uses per day.

Changeling: Add +½ to damage rolls made with your natural attacks.

Dhampir: Add +¼ bonus to saving throws made to resist negative energy.

Drow: Add your level to Stealth checks made against targets of your vanquish foe ability.

Duergar: Add +½ to damage rolls when attacking as part of a charge.

Fetchling: Add your level to Stealth checks made against targets of your vanquish foe ability.

Hobgoblin: Add your level to Intimidate checks against creatures that possess hit dice no more than ½ your level.

Tiefling: Gain +½ of a new rage power.

Wayang: Add +½ to your number of light and dark uses per day.

NEW 5E CLASS ARCHETYPES

For 5th edition characters, you have two options if you wish to play a valkyrie. The first option is a barbarian archetype, the Path of the Valkyrie. This represents a primal, aggressive, and violent sort of valkyrie. The barbarian valkyrie exults in the thrill of combat and the terrifying power of heroic life and death.

PATH OF THE VALKYRIE (BARBARIAN)

The field of battle provides the truest test of one's mettle. This is hallowed ground, ground sanctified by the blood of brave warriors, and it is here the valkyrie feels truly alive. Life becomes most precious in those moments where it stands at greatest risk, and it is in those moments where mortals truly earn their right to breathe air another day. The valkyrie seeks to slay the champions of their enemy, while at the same time providing aid to their allies. In the event a comrade should fall, the valkyrie serves as witness to their heroism in those final moments.

Path of the Valkyrie Features

Barbarian Level	Feature
3 rd	Vanquish Foe
6 th	Fearless Presence
10 th	Spirit of Battle
14 th	Death-Bringer

Vanquish Foe

At 3rd level, when you rage you gain the power to inflict your deity's wrath against your enemies. As a bonus action, select one target you can see. For the duration of your rage, your weapon attacks against that target gain advantage. In addition, double your rage damage bonus on weapon attacks against the subject of your vanquish foe power. Your attacks against that creature are considered magical.

You lose these bonuses when your rage ends, or when your chosen foe drops to 0 hit points or falls unconscious. You regain this ability following a long rest. You gain an additional use of vanquish foe at 6th, 12th, and 17th levels.

Fearless Presence

Starting at 6th level, you become immune to fear, magical or otherwise. In addition, each ally within 10 feet that can see you gains advantage on saving throws against fear effects. This ability functions only while you remain conscious.

Spirit of Battle

When you reach 10th level, you gain the ability to summon a sleipnir—a flying, eight-legged steed—to serve as a mount for one hour. You regain the use of this power following a long rest. You gain an additional use of this power at 17th level. Use the statistics for the pegasus for this mount.

Death-Bringer

At 14th level, the target of your vanquish foe power cannot regenerate hit points any round in which you inflict damage against it. In addition, if the target creature is protected by *death ward* and you deliver the damage that drops it to 0 hit points, the *death ward* immediately ends, providing the creature no protection.

Once you slay this foe, it cannot be brought back via *raise dead*, *reincarnation*, or *revivify*, only *resurrection* or *wish* can restore the creature to life.

OATH OF THE VALKYRIE (PALADIN)

The second valkyrie option is a paladin archetype, the Oath of the Valkyrie. This archetype follows a spiritual path dedicated to service in the name of a deity, with emphasis on fulfilling the god's wishes on and off the battlefield and aiding the cause of the bravest, worthiest of heroes.

The Oath of the Valkyrie represents dedication to serve a deity's interests on the battlefield. The paladin brings death and defeat to enemies and brings healing and comfort to allies. For those brave men and

women slain in combat, the paladin administers last rites and prepares worthy souls for their journey to the afterlife.

A paladin sworn to this oath embodies the best and bravest qualities of any warrior, including honor, duty, sacrifice, and determination against all odds. Some paladins following this oath dedicate themselves to a god of heroism or chivalry in combat, while others serve in the name of gods of conquest. To enemies, the paladins of this oath are avenging angels and bringers of death. To their allies, however, these paladins are the answer to their fervent, desperate prayers for aid.

There are also times when the paladin offers temporary mercy to a warrior, giving them a second chance to prove their valor and seek redemption for cowardice or failures displayed in combat.

TENETS OF THE VALKYRIE

The tenets of the Oath of the Valkyrie date back to the time of the first valkyries. This oath focuses on life or death in combat. When it comes to enemies—either those of the paladin or those of the deity—they promise a swift death to the most dangerous of their foes on the field.

When it comes to allies, the paladin brandishes their power to heal wounds and mend broken spirits. These tenets can seem harsh and unyielding to non-believers because adherents of this oath tend to view people as either honorable and worthy of a good death or dishonorable and deserving of nothing more than an unmarked grave.

On occasion, however, the paladin grants temporary mercy to a warrior who shows promise but has somehow failed on the field of combat. The paladin may charge such an individual with a vow to redeem themselves and prepare for the day of final judgment of their worthiness.

These are the tenets of the paladin.

Bring Death to Worthy Enemies. Decide which of your enemies most deserve death and deal it to them. Seek out the greatest of foes on the battlefield and in so doing bring honor and victory to your allies.

Stand Witness. Give witness to deeds of bravery and heroism on the field of battle. Remember what you have seen and share these accounts of valor so that sacrifices and true courage are never forgotten. When the time comes for your death, fight well and seek a beautiful end.

Aid the Heroic. Provide aid and support to your allies, especially those who prove most worthy. Heal those that can be saved and return them to the fight as quickly as possible.

Honor the Fallen. After the clamor of combat fades, honor the fallen by administering last rites to the dying. When possible, respect the bodies of the worthy dead, either through burial or having them consumed in flames, each according to their beliefs.

OATH OF THE VALKYRIE FEATURES

Paladin Level	Feature
3 rd	Oath Spells, Channel Divinity
7 th	Aura of Victory
15 th	True Shield
20 th	True Valkyrie

Oath Spells

You gain the following oath spells at the paladin levels shown in the Oath of the Valkyrie Spells table. See the class features for how these oath spells work.

Oath of the Valkyrie Spells

Paladin Level	Spells
3 rd	<i>bane, compelled duel</i>
5 th	<i>branding smite, magic weapon</i>

9 th	<i>blinding smite, crusader's mantle</i>
13 th	<i>death ward, locate creature</i>
17 th	<i>banishing smite, geas</i>

Channel Divinity

When you take the Oath of the Valkyrie, you gain these two Channel Divinity options.

Vanquish Foe. As a bonus action, select one target you can see. You gain advantage on attack rolls against your chosen target for 1 minute or until the creature drops to 0 hit points or falls unconscious. While vanquish foe remains in effect, add your proficiency bonus to your weapon damage against the chosen target.

Your chosen enemy suffers disadvantage on attack rolls made against targets other than you as long as your vanquish foe remains in effect.

Watcher of the Fallen. You can use your Channel Divinity to gain battlefield awareness. As an action, you can cast the *deathwatch* spell (see new 5E spells, below). In addition, as long as *deathwatch* remains in effect, as an action you can cast *gentle repose* on a number of creatures equal to your proficiency bonus.

Aura of Victory

At 7th level, you emanate an aura that bolsters your allies and gives your enemies pause while you remain conscious. Each round, all friendly creatures within 10 feet that can see you gain temporary hit points equal to your Charisma bonus (minimum of 1).

In addition, any enemy creature starting its turn within the aura's area of effect suffers psychic damage equal to half your paladin level.

The range of your aura increases to 30 feet when you reach 18th level.

True Shield

Starting at 15th level, as a reaction you can cast *sanctuary* on yourself, as well as one friendly creature you can see within 30 feet. If an enemy creature succeeds at its saving throw to ignore the *sanctuary* effect and inflicts damage, it suffers psychic damage equal to half your paladin level.

True Valkyrie

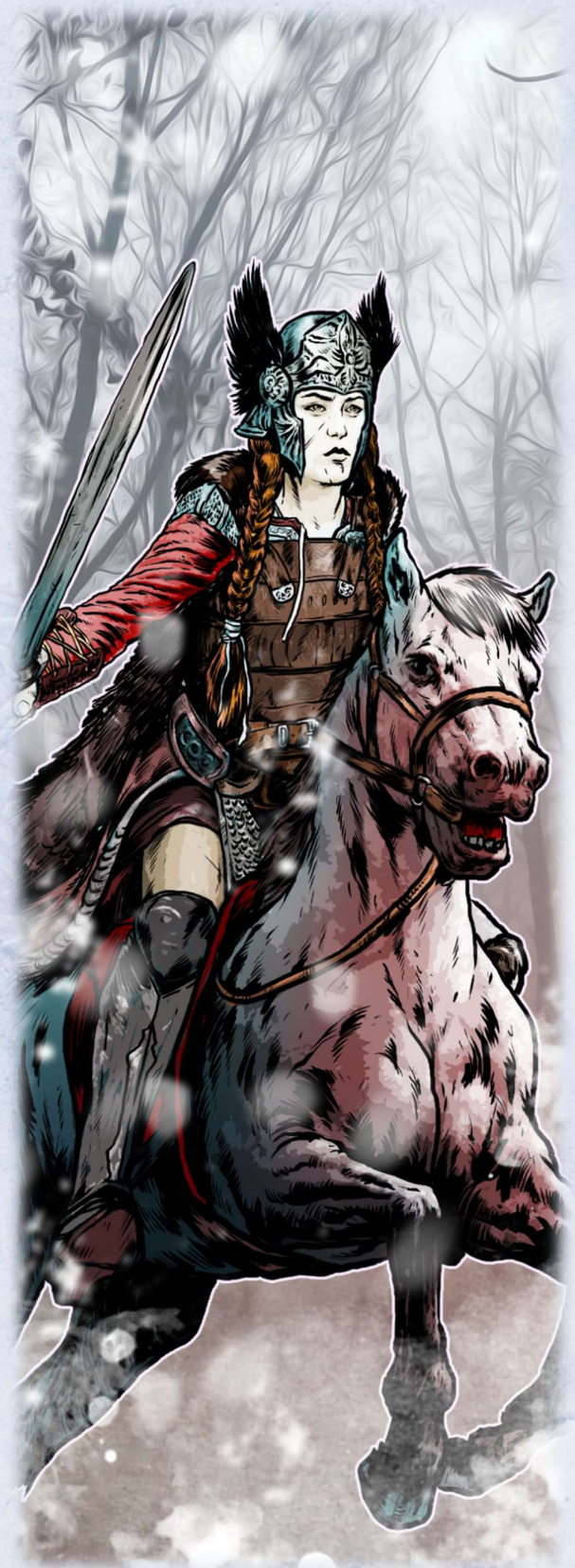
When you achieve 20th level, as an action you can assume the brilliant, glowing form of a true valkyrie for up to one hour. Angelic wings sprout from your back, giving you a flying speed of 90 feet. In addition, you can cast *plane shift* once per day. While in this form, as a reaction you can add your Charisma bonus to your armor class against one attack. This power recharges following a long rest. Finally, while in true valkyrie form, you can draw the soul from one recently deceased body (no more than one day dead) and store it within your weapon. In this way, you can transport the soul to its place of final rest. Once you place the soul within your weapon, the creature cannot be returned to life by any means short of a deity's direct intervention. The dead creature must be willing to have its soul taken for this part of the power to have an effect.

PATHFINDER ARCHETYPES

The following archetypes are for the valkyrie hybrid class.

MOUNTED VALKYRIE (ARCHETYPE)

These steed-riding valkyries thunder across the blood-strewn plains on magnificent animals akin to magical beasts.



Rage Powers

Mounted Valkyrie do not gain rage powers at every even level. However, they can still take the Extra Rage Power feat in order to gain rage powers. This alters rage powers.

Mount

Mounted valkyries gain the cavalier's mount class feature, treating her class level as her cavalier level.

Ascended Mount

At 10th level, a valkyrie's mount gains two additional legs, granting it a +4 racial bonus to CMD to resist trip attempts, as well as a +10-foot increase to its land speed.

At 13th level, the mount gains two additional legs, and a further +4 racial bonus to CMD to resist trip attempts, as well as a +10-foot increase to its land speed.

At 15th level, the mount gains a breath weapon. As a standard action, the mount can exhale a 30-foot cone of shimmering, rainbow-colored light. Every creature in the area is randomly struck by one or more beams, as *prismatic spray* (DC 10 + ½ the mount's hit dice + the mount's Constitution bonus). The mount may use this ability once every 1d6 rounds, up to 3 times per day.

At 17th level, the mount can use *airwalk* as a constant spell-like ability using its hit dice as its effective caster level.

This replaces tongues, ride of the valkyrie, breath of life and geas/quest.

MORRIGAN (TENGU RACIAL ARCHETYPE)

Morrigan are wicked and vile cousins of the valkyries that revel in the death of war. They relish in many perishing and dying inglorious, hideous deaths.

Alignment: Any evil.

Human Form (Sp)

At 2nd level, a morrigan can use *alter self* once per day as a spell-like ability to take the form of a human or elf using their morrigan level as the effective caster level. The spell automatically ends when the morrigan makes an attack roll.

This replaces the rage power gained at 2nd level.

Aura of Cowardice (Su)

At 3rd level, a morrigan radiates a palpably daunting aura that causes all enemies within a 10-foot radius to take a -4 penalty on saving throws against fear effects. Creatures normally immune to fear lose that immunity while within 10 feet of a morrigan with this ability but they do not suffer the penalty. This ability functions only while the morrigan remains conscious.

This replaces aura of courage.

Death Knell (Sp)

At 6th level, a morrigan can use *death knell* as a spell-like ability 3 times per day, plus an additional time per day at 9th, 12th, 15th, and 18th level. Their morrigan level is the effective caster level.

This replaces aid.

Life Stealer (Sp)

At 9th level, a morrigan can use one of the following spells 3 times per day as a spell-like ability: *malediction*, *poison*, or *vampiric touch* using their morrigan level as the effective caster level. Once this choice is made, it cannot be changed.

This replaces death bearer.

Circle of Death (Sp)

At 13th level, a morrigan can use *circle of death* once per day as a spell-like ability using their morrigan level as the effective caster level.

This replaces ride of the valkyrie.

Finger of Death (Sp)

At 15th level, a morrigan can use *finger of death* once per day as a spell-like ability using their morrigan level as the effective caster level.

This replaces breath of life.

RAVNAR (ARCHETYPE)

These valkyrie possess a special raven to help them in their tasks of warfare and death.

Raven Familiar

A ravnar gains a raven familiar, treating her valkyrie level as her wizard level for the purposes of this ability.

This replaces deathwatcher.

Thought and Memory (Ex)

At 3rd level, the raven familiar gains a +2 bonus to its Intelligence score. This bonus stacks with the familiar's progression that normally increases its Intelligence score. In addition, the raven treats all Knowledge skills as class skills.

This replaces aura of courage.

Messenger on Black Wings (Su)

At 9th level, the raven can use *locate person* 3 times per day as a spell-like ability using its hit dice as its effective caster level. This ability is Intelligence-based.

This replaces death bearer.

SKJALF (ARCHETYPE)

Also known as Shield-Maidens, these proud warriors are almost exclusively women. Armed with a mighty shield and pious

resolve, they fiercely guard their allies in the heat of battle.

Valorous Shield (Su)

At 1st level, a skjalf is proficient with all types of shields, including tower shields. At 1st level, 4th level, 7th level, 10th level, 13th level, 16th level, and 19th level she can use *shield of fortification*, *holy shield*, *greater shield of fortification*, *shield of dawn*, *wall of stone*, *blade barrier*, and *repulsion* respectively once per day as a spell-like ability. She uses her skjalf level as the effective caster level.

This replaces vanquish foe.

Rage Powers

A skjalf can only use her rage powers while using at least one of her valorous shield spell-like abilities.

This alters rage powers.

Versatile Shield (Ex)

At 7th level, a skjalf gains a +1 competence bonus to her CMD while carrying a shield.

This replaces lasting death.

Ally Safeguard (Ex)

At 11th level, all allies adjacent to the skjalf gain a +1 shield bonus to their AC.

This replaces aura of wrath.

VALRAVN (ARCHETYPE)

These shape-changing valkyrie can take the forms of swans, ravens, and wolves to better disguise their humanoid shape and slay their foes with ferocious natural attacks.

Skills: Valravns gain Fly as a class skill.



Animal Forms (Sp)

At 6th level, a valravn can take the form of a bird-like or wolf-like animal, as per *beast shape I*. While in these forms, her natural attacks are treated as magic for the purposes of overcoming damage reduction. At 9th level, 10th level, and 13th level this can function like *beast shape II*, *beast shape III*, and *beast shape IV* respectively. She can use this ability a number of non-consecutive minutes per day equal to her valravn level + her Charisma bonus.

This replaces aid, deathbringer, tongues, and ride of the valkyrie.

WINGED VALKYRIE (ARCHETYPE)

These flying valkyrie are endowed with powerful wings that carry them high above battlefields to better survey the tumult and determine the outcome.

Skills: Winged valkyries gain Fly as a class skill.

Small Wings

At 2nd level, small wings sprout from the winged valkyrie's back. While these wings do not provide the lift required for actual flight, they do have enough power to aid flight attained by some other method, and grant a +4 racial bonus on Fly checks. In addition, these wings can be used to provide the benefits of *feather fall* for 1 minute whenever the valkyrie might take falling damage.

Mighty Wings

Starting at 5th level, the valkyrie's wings help her achieve flight. She gains a fly speed equal to her land speed with average maneuverability.

This replaces improved battle training.

Rage Powers

Winged Valkyrie have access to the following rage powers.

Wing Buffet (Ex): Your wings become natural weapons that deal bludgeoning damage (1d6 for Medium sized creatures, 1d4 for Small sized creatures.)

Vanquishing Flight (Ex): Your fly speed increases by 20 feet and your maneuverability improves by one step. This rage power can be taken multiple times and its effects stack. This rage power can be used even if the target of your vanquish foe ability is not in sight.

NEW 5E BACKGROUNDS

Precious few individuals receive the call to serve in the role of valkyrie. Even fewer possess the bravery (or foolhardiness) to accept. Even being offered such an opportunity speaks to a rare and unusual person with a remarkable soul. With that in mind, here are two new backgrounds designed to fit with the valkyrie archetypes presented in this book.

SURVIVOR

Against the odds, you survived what should have been an inescapable death. Whether you awoke on the battlefield surrounded by the corpses of your comrades, or you crawled your way clear of the ruins of a devastated village, you somehow survived when no one else did. A higher power spared your life for a reason, giving you a second chance to earn this blessing and prove yourself. Now, you wander the land in search of answers and to fulfill your true purpose.

Here are a few ideas and questions to consider when choosing this background:

- What tragic event did you survive: a battle, a natural disaster, a sinking ship, a massacre?

- How did you survive? What event or circumstance seemingly enabled you to live while everyone else perished? Were you mistaken for dead or purposefully allowed to live?
- In the midst of death and destruction, did you observe anything miraculous or impossible? Perhaps you witnessed a valkyrie performing their duties for the fallen, or perhaps you saw an angel of death. How did this change you?
- What do other people say about you and your miraculous escape? Are you blessed or cursed for surviving? Are you a tragic hero or a shunned outcast?

Skill Proficiencies: History, Survival

Tool Proficiencies: One type of musical instrument

Equipment: A memento or keepsake from the place of your miraculous survival, a set of traveling clothes, a journal of your travel notes and observations, a quill pen and vial of ink, and a belt pouch containing 10 gp.

Feature: The Seeker

Stories and songs about your miraculous survival travel with you wherever you go, and people always wish to hear the account firsthand. Some people come to you in search of spiritual wisdom or insight, while others merely seek a harrowing story. Regardless, when people realize who you are, they offer you food, drink, shelter, and their hospitality in exchange for a few words of your wisdom. In any given community, you can ask for a more valuable favor, such as the loan of a boat or horse, or a head start from the local constable, but you only receive one such favor from that community before you overstay your welcome.

Suggested Characteristics

Survivors often come across as melancholy—alone even when surrounded

by laughter and company. They have seen things and survived experiences that forever change them, marking the soul. The true survivor carries a haunted look in their eyes, which at first invites questions and demands for stories. Before long, however, the survivor wears out their welcome as people become more uncomfortable in their presence.

d6 Personality Trait

- 1 Everything looks and sounds different now. Either I've changed or I now see the world as it truly is.
- 2 I'm not foolhardy, but death holds no terror for me.
- 3 I need to know why I survived, and I won't rest until I learn the truth.
- 4 Signs and portents are everywhere if you know when and where to look.
- 5 My dark, somber moods make me a difficult traveling companion at times.
- 6 The horrors of that day continue to haunt me, and I can't blot them from my mind.

d6 Ideal

- 1 Independence. I refuse to be a puppet or pawn of fate. My life is mine to live as I see fit. (Chaotic)
- 2 Redemption. I've been given a second chance to prove my worth and atone for my past misdeeds. (Good)
- 3 Power. I survived because I deserved to survive, and I will do everything in my power to get what's owed to me. (Lawful)
- 4 Destiny. The powers that be chose me to survive for a reason. I won't rest until I learn that reason. (Any)
- 5 Greed. Life is too short to let any opportunity for gain slip through my fingers. (Evil)
- 6 Faith. A deity chose me to as their instrument. I must now serve that higher calling. (Lawful)

d6 Bond

- 1 My last family died around me. I will not fail my new family, no matter what it costs.
- 2 Someone or something took everything from me. They will pay for all my suffering and loss.
- 3 I have to prove that I'm worthy of surviving when so many others didn't make it.
- 4 The end times are upon us; I would give my last breath to hold back the coming darkness.
- 5 I protect and defend those too weak or poor to defend themselves.
- 6 I seek enlightenment and wisdom. I must uncover the hidden reasons as to why I still draw breath.

d6 Flaw

- 1 The guilt of being the only survivor weighs heavily on my soul.
- 2 Deep down, I wonder if my being spared was a mistake or even a punishment.
- 3 There are times when I take foolish risks because I have a destiny to fulfill; I'm too important to die.
- 4 I tend to see the dark and grim side of life, and I like to share those views.
- 5 I speak my mind in blunt, forthright language. I have no interest in coddling fools.
- 6 Since I'm probably going to hell when I die, I might as well live life to its fullest now.

OLD SOUL

Your soul has witnessed a dozen lifetimes and more. You have lived, died, and been born anew more times than you can count. The gods have seen fit to tie your soul to this world, blessing or condemning you to repeat the cycle until the end of all things. Most of the time, you remember nothing of these past lives. On occasion, especially in situations of stress or danger, something sparks deep within and you recall a song, a ballad, a name, a place, or a great event as if

you had lived through it. You may die again and again, but until you learn the lessons the gods wish to teach, you remain chained to the wheel of fate.

Skill Proficiencies: History, Insight

Languages: One appropriate to a former life

Tool Proficiencies: One appropriate to a former life

Equipment: A necklace, ring, or similar object from a past life, a set of common clothes, a dagger, and a pouch containing 20 gp.

Feature: Past Lives

The memories of your previous lives return to you, unbidden, when you need wisdom or insight the most. When visiting other lands and communities, you have a knack for knowing where to go to buy the best goods, find the safest inn, and whom to contact when you need information. While in a large town or city, you do not become lost, even if you swear you've never visited that locale before.

Suggested Characteristics

There's a glimmer within the eyes and demeanor of an old soul that relays a sense of confidence no matter the chaos surrounding them. An old soul, even when in the body of a wide-eyed peasant boy, carries themselves with an air of quiet strength. These individuals do not surprise easily, and they often seem to know what to expect regardless of the situation.

d6	Personality Trait
1	I tend to speak about historical events as if I'd lived through them.
2	Every event, every situation reminds me of a story or anecdote worth telling.
3	Regardless of my physical age, I treat those around me as if they were young, naïve children.
4	When I dream, I dream of a different time, another life, and another place.

5	No place truly feels like home, and no place ever will.
6	Whenever I hear someone tell a story, I feel the urge to top it or tell it better.

d6	Ideal
1	Honor. If I commit a dishonorable act, then I dishonor my past lives as well. (Lawful)
2	Live and Let Live. I have fought and died for enough failed causes to steer clear of them. (Neutral)
3	Obligation. Across the centuries, some oath, duty, or vow forever drives my actions. (Lawful)
4	Glory. I am driven to earn glory and accolades in this and every life. (Any)
5	Power. I've learned that one must take what one is owed. (Evil)
6	Freedom. We are put on this world to experience life to its fullest every day. (Chaotic)

d6	Bond
1	I've seen how tyrants operate, and I'll do everything in my power to topple them.
2	I delve into the secrets of the past to solve the problems of today.
3	Legends are overrated. I've made it my life's work to tear them down.
4	Dark and terrible things are coming to this world, and only I know how to defeat them.
5	I remember the location of an ancient, long-lost city.
6	The gods must have a purpose for my life, and I seek to uncover what it is.

d6	Flaw
1	At times, old memories become jumbled with the new. I call people by the wrong name, speak a different language, or even forget my own name.
2	I'm suspicious of strangers and slow to trust those I meet.

- | | |
|---|---|
| 3 | I'm prone to lecturing about the way things used to be—even if I don't actually remember the way things used to be. |
| 4 | Bouts of melancholy come upon me without warning, leaving me ill-suited for company. |
| 5 | I hold a strong attachment to traditions and old customs, including the ones that no longer make sense. |
| 6 | Thanks to experience and memories, I'm the most pessimistic person you'll ever meet. |

NEW PATHFINDER FEATS

The following feats are for the valkyrie hybrid class.

INVISIBLE WITNESS

You are able witness battle and events unseen.

Prerequisite: Valkyrie 5th level or higher.
Benefit: As a standard action, you can become invisible, as per *invisibility*, using your valkyrie level as the effective caster level. These minutes need not be consecutive. While you are invisible, you cannot speak, attack, or pick up an item without automatically ending the effect.

BODY BEARER

You are able to carry your fallen comrades with ease.

Prerequisite: Valkyrie 2nd level or higher.
Benefit: You are able to carry an unconscious, dead, or helpless creature that is your size or smaller without the creature's weight counting against your carrying capacity. Using this ability requires the use of one free hand or similar appendage.

CHOOSE OF THE SLAIN

With a mere touch, you decide who lives and who dies.

Prerequisite: Valkyrie 1st level or higher.

Benefit: You are able to cast *bleed* and *stabilize* as spell-like abilities, at will using your valkyrie level as the effective caster level.

VALKYRIE STYLE

Your spear skills mimic those of the awesome valkyrie.

Prerequisite: BAB +3 or higher, Weapon Focus (spear), at least 3 ranks in Acrobatics, Fly, and Ride.

Benefit: Whenever you roll a natural 20 on an Acrobatics, Fly, or Ride check, you can make an attack of opportunity with your spear at your highest attack bonus against the nearest opponent within your reach.

VALKYRIE MANEUVERS

You make the most of your luck when using combat maneuvers.

Prerequisite: BAB +5 or higher, Weapon Focus (spear).

Benefit: Whenever you roll a natural 20 on a successful combat maneuver attempt, you can make an attack of opportunity with your spear at your highest attack bonus against the nearest opponent within reach.

VALKYRIE THRUST

Your spear thirsts for the blood of enemies.

Prerequisite: BAB +7 or higher, Weapon Focus (spear).

Benefit: When you roll a natural 20 while attacking with a spear, you deal additional damage equal to your Charisma modifier, even if your roll is not confirmed as a critical hit.

NEW 5E FEATS

BATTLEFIELD GRACE

Once battle begins, you gain a supernatural connection to the ebb and flow of combat. You receive the following benefits:

- When an enemy or ally you can see within 60 feet must make a death saving throw, as a reaction you can

grant that creature advantage or impose disadvantage on the die roll. You may use this ability once between short rests.

- When a friendly creature you can see within 30 feet drops to 0 hit points, as a reaction you can expend one of your hit dice, healing that creature by the amount rolled plus your Charisma bonus (minimum of 1). This ability and your hit die expended recharges following a long rest.
- If any of your chosen comrades on the battlefield drops to 0 hit points, you immediately know their general direction and distance, and how close to death they are, including the most serious condition afflicting them. You retain this awareness so long as you are conscious, even if you are blinded or deafened.

SHIELD OF THE FALLEN

You stand as a grim guardian angel for your comrades during times of battle. You receive the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You are able to carry an unconscious, dead, or helpless creature up to one size larger than yours without the creature's weight counting against your carrying capacity. Carrying them does not burden you or prevent you from attacking with a weapon or benefiting from a shield.
- When you stand adjacent to a prone ally, any attacks against them do not gain advantage.
- While wearing a shield and standing adjacent to a prone creature, as a

reaction you can grant that creature your shield bonus to AC. You still retain the shield bonus as well.

NEW 5E SPELLS

The following four spells are added to both the cleric and paladin spell lists.

A THOUSAND DEATHS

4th-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V

Duration: Until Dispelled

You curse an individual who demonstrated cowardice or moral failings on the field of battle, marking them with a rune of shame for all to see. The creature receives a Charisma saving throw to avoid the effect. If the creature fails this saving throw, a sigil appears on its forehead—a mark that cannot easily be obscured. Wherever that person travels, they will not receive aid, shelter, or hospitality from soldiers and the like. In addition, that creature suffers disadvantage on Charisma-based ability checks when dealing with warriors or members of your faith.

Finally, the cursed creature gains no benefit from healing spells cast by you or another member of your faith.

As part of the curse, you must assign the subject a task to complete in a language the creature understands. The task must be attainable, but it can be difficult or dangerous. The task can take no longer than one year to complete. If the creature fulfills the assigned task or a year elapses, the spell's effects end and the mark of shame vanishes. The task should require bravery or heroic effort and should promote your deity's glory. If you issue a suicidal task, the spell ends immediately.

DEATHWATCH

1st-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

You sense the condition of all creatures you can see within 30 feet of you, including whether they are dead, undead, or alive. If the creatures are alive, you know each creature's condition, including whether they are uninjured (maximum current hit points), injured (fewer than maximum current hit points), approaching death (1 hit point), or dying. This spell sees through magic such as *feign death* or illusions intended to hide the living or the dead.

HOSTILE CHALLENGE

1st-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (a drop of your blood)

Duration: Concentration, up to 1 minute

After you cast this spell, whenever a creature you can see attempts a melee attack against one of your allies, as a reaction you can command that creature to attack you instead. The creature must succeed at a Wisdom saving throw or be compelled to attack you instead of its original target, even if it must move to engage you.

LAST STAND

4th-level conjuration

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

Upon casting this spell, you immediately fall to 0 hit points, stable but unconscious. You unleash a burst of brilliant divine energy in a 30-foot radius centered on you. Enemy creatures in the area of effect must make a Charisma saving throw or suffer radiant damage equal to your level. In

addition, all non-hostile creatures in the area of effect are healed by an equal amount.

Finally, one non-hostile creature of your choice in the area of effect can immediately make a melee attack as a reaction with advantage on the roll.

NEW PATHFINDER MAGIC ITEMS

Banner of the Raven (Hrafnsmarki)

Aura faint enchantment (compulsion)

[mind-affecting]; CL 3rd

Price 30,000 gp; **Slot** none; **Weight** 3 lbs.

This triangular cloth battle flag depicts a large raven. The flag must be attached to a staff, spear, or other polearm and either carried or planted in the ground. When combat begins, the wielder must decide whether to activate the banner's magic. If he activates the banner, the raven changes appearance to symbolize an omen of victory. As long as the wielder continues to carry or hold the banner, all allies within a 60-foot radius centered on the flag that can see it receive a +2 morale bonus on attack and damage rolls, as well as saving throws against fear effects. In addition, these allied creatures can ignore up to two levels of exhaustion for up to 1 hour.

The *banner of the raven* brings victory at a cost, however. Once the wielder activates this item, the nearest enemy creature that can see him must make a DC 17 Will saving throw or be compelled to make a melee or ranged attack against him, target him with a spell, or include him in the area of a spell effect, whichever is most damaging. Once the affected creature has made this attempt, the compulsion ends. This is a mind-affecting compulsion effect.

If the banner wielder dies or falls unconscious, the raven's appearance changes to an omen of impending defeat. At that point, the banner ceases to function for the remainder of that battle unless another creature picks it up and activates it. Upon doing so, the +2 morale bonus resumes—as does the compulsion for the nearest enemy creature to attack.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *bless, prayer*; Cost 15,000 gp

Feathered Cloak (Alftarham)

Price 900 gp; **Slot** shoulders; **CL** 4th; **Weight** 1 lb.; **Aura** faint transmutation; Scaling prize

Fashioned of shimmering samite and swan feathers, this cloak resembles majestic swan wings. It grants a 20 foot swim speed to its wearer using only their legs like a swan.

7th Level: The cloak grants its wearer a +5 competence bonus on Diplomacy and Survival checks.

10th Level: The wearer can grasp the edges of the cloak to fly (as the *fly* spell) for up to 5 minutes three times per day. After each use of this ability, the wearer must wait for at least as long as the fly effect lasted until using this ability again.

12th Level: For each daily use of *fly*, the wearer can instead choose to transform into an ordinary trumpeter swan as *beast shape III* for the same duration.

14th Level: The wearer can use *fly* or *beast shape III* at will, but is still subject to the limit on using the ability again after a previous use.

16th Level: The wearer can also transform into a large swan with *beast shape III* (use the stats for a giant falcon), and she can use *glitterdust* at will as a spell-like ability.

18th Level: The wearer gains the trackless step ability and can use *deep slumber* once per day as a spell-like ability.

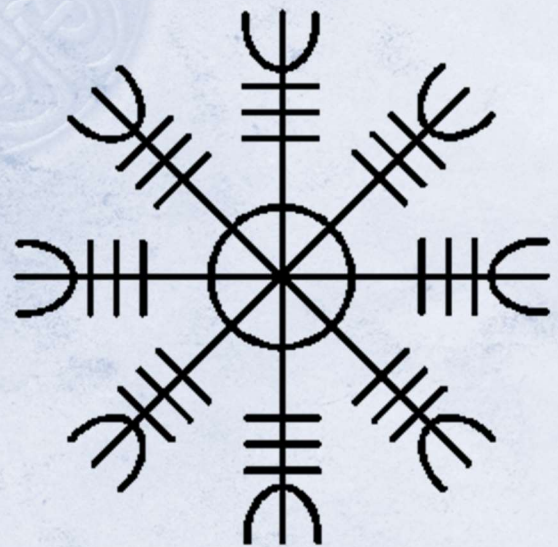
20th Level: The wearer gains DR 5/cold iron, resist cold 10 and resist electricity 10.

CONSTRUCTION REQUIREMENTS

Cost 66,000 gp; **Feats** Craft Wondrous Item; **Spells** *beast shape III, deep slumber, fly, glitterdust, energy resistance*.

Helm of Awe (Aegishjalmur)

This symmetrical rune can be added to any helmet or headband for 42,000 gp. It can also be tattooed to the forehead for the same price. It grants the wearer a +10 bonus to Diplomacy and Intimidation checks. In addition, it grants the wearer a +4 bonus to a single ability score. This +4 bonus can be switched to a different ability score once per 24-hour period as a full round action.



Sending (Magic Weapon Special Ability)

Price +4 bonus

Aura strong conjuration; **CL** 15th; **Weight** —

DESCRIPTION

This weapon special ability, favored by valkyries, sends the souls and bodies of the slain to the realm where it belongs.

When this weapon is used to slay or destroy a creature with a soul, the creature's body and its soul are automatically transported to the afterlife plane that they are meant for (GM's choice). Depending on the nature of the plane it is sent to, the corpse might become damaged or destroyed shortly after arrival. If the creature is an outsider and is brought back to life somehow, they cannot enter the plane in which they were slain for the next 100 years.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *plane shift*,
Cost +4 bonus

Valkyrie Mead

This magical mead heals 1 hit point for each ounce imbibed. Only valkyries know what's in it or how to brew it. Crafting a single ounce of this mead takes a valkyrie 1 hour and costs 5 gp in materials. Drinking an ounce of valkyrie mead requires a standard action.

NEW 5E MAGIC ITEMS

CLEANSING FIRE

Wondrous item, uncommon

This ceramic amphora contains sacred oils designed to destroy the undead, burning them to ash. When thrown against an undead creature as an attack, the amphora shatters, coating the undead with oil. The oil bursts aflame, burning and purifying the creature.

An undead creature struck with this oil suffers 3d6 points of radiant and fire damage. In addition, the creature continues burning each round until it rolls a DC 13 Charisma saving throw to end the effect. Each round the creature continues to burn, it suffers an additional 2d6 points of radiant

and fire damage. The oil affects even incorporeal undead.

In addition, any undead that can see the burning creature cannot willingly move closer to it unless they succeed at a DC 13 Wisdom saving throw. An undead creature that succeeds at this saving throw is immune to this effect for the next 24 hours.

FEATHERED CLOAK (ALFTARHAM)

Wondrous item, rare (requires attunement)

This feathery cloak resembles a set of swan's wings. When worn, the cloak enables you to grip its edges and fly at a speed of 60 feet. If you lose your grip on the cloak for any reason, you immediately begin to plummet. You can fly for up to 5 minutes a day, although this duration need not be all at once. The cloak's flight ability recharges at dawn.

In addition, the cloak allows you to magically assume the shape of an ordinary trumpeter swan. Any time spent in this form counts against the time you can spend flying for the day.

HELM OF AWE (AEGISHJALMUR)

Wondrous item, uncommon

This sturdy iron helm features an intricate rune carved into its surface. While wearing this helm, you gain advantage on Charisma (Intimidation) and Charisma (Persuasion) ability checks. You can, if you choose, make Intimidation checks with Strength as the related ability instead of Charisma.

SHIELD OF THE WARRIOR MAIDEN

Armor (shield), rare

So long as you hold this shield, you automatically know the physical status of any creature you can see within 30 feet. You know how badly injured they are, if they are dying, or if they are merely playing dead.

In addition, whenever you are adjacent to a prone ally at fewer than its maximum hit points, or a prone ally suffering from any condition, you can spend your reaction to grant your shield bonus against melee or

ranged attacks targeting them. You can use this ability even if you cannot see the attacking creature.

SPEAR OF THE FALLEN

Weapon (spear), very rare (requires attunement)

While wielding this magic weapon, as a reaction you can add your Charisma bonus (minimum of 1) to a saving throw to resist fear effects or against any effect that deals necrotic damage. This spear is considered a finesse weapon.

This spear holds 7 charges. It regains 1d4+1 expended charges daily at sunrise. As a bonus action, you can expend one charge against any dying creature within 60 feet you can see. You decide whether the target creature automatically fails or succeeds at a death saving throw. If the target creature dies, the spear regains a charge; likewise, if the target creature stabilizes, the spear also regains a charge.

Finally, if you throw this weapon as part of an attack action, you can summon it back to your hand as a bonus action with the expenditure of a charge.

SWORD OF SENDING

Weapon (any sword), very rare (requires attunement)

When you slay or destroy a creature with this magic blade, the creature's body and soul are immediately transported to the afterlife plane appropriate for their alignment (GM's choice). Even if a creature is somehow brought back to life, any outsider slain by this sword cannot return to the plane in which they were slain until one century has elapsed.

VALKYRIE MEAD

Potion, rare

When imbibed, this magical elixir allows the creature to spend up to one-half of its recovery hit dice to regain hit points. If the creature has no recovery dice remaining, it instead regains a number of hit points

equal to its Constitution bonus (minimum of 1).

VALKYRIE MONSTER VARIANTS

The standard valkyrie monster (below) is but one of several forms a valkyrie can take. The following variants are for the Empires of Ash™ Pantheon campaign setting.

Valkyrie **CR 12**

XP 19,200

CN Medium outsider (extraplanar)

Init +3; **Senses** darkvision 60 ft., *deathwatch*; Perception +24

DEFENSE

AC 27, touch 19, flat-footed 24 (+8 armor, +6 deflection, +3 Dex)

hp 168 (16d10+80)

Fort +10, **Ref** +13, **Will** +15

DR 10/cold iron and lawful; Immune cold, electricity, poison; Resist acid 10, fire 10; SR 23

OFFENSE

Speed 30 ft., fly 100 ft. (perfect)

Melee +2 *returning spear* +23/+18/+13/+8 (1d8+8/x3)

Ranged +2 *returning spear* +22 (1d8+6/x3)

Spell-Like Abilities (CL 16th; concentration +18)

Constant—*deathwatch*, *tongues*

At will—*aid*, *death ward*, *gentle repose*, *plane shift* (self and mount only)

3/day—*call lightning storm* (DC 21), *divine power*, *geas/quest*

1/day—*breath of life*, *heal*, *summon* (level 8, 1 sleipnir, 100%)

STATISTICS

Str 18, **Dex** 17, **Con** 20, **Int** 13, **Wis** 20, **Cha** 23

Base Atk +16; **CMB** +20; **CMD** 39

Feats Mounted Combat, Power Attack, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Trample, Vital Strike, Weapon Focus (spear)

Skills Fly +27, Handle Animal +25, Heal +24, Knowledge (planes) +20, Perception +24, Ride +28, Sense Motive +24

Languages Celestial, Common; tongues
SQ battle trained, choose the slain, holy zeal

SPECIAL ABILITIES

Battle Trained (Ex)

A valkyrie is proficient with all armors. Armor never impacts a valkyrie's speed, nor does a valkyrie take armor check penalties on Ride checks.

Choose the Slain (Su)

A valkyrie can draw the soul from a newly dead body and store it in her spear for transport to the Outer Planes. This functions as *soul bind*, but the dead creature must be willing to have its soul taken. If the creature is unwilling, this ability has no effect.

Holy Zeal (Su)

A valkyrie adds her Charisma modifier as a deflection bonus to her Armor Class.

ECOLOGY

Environment any

Organization solitary or ride (2-8 valkyries)

Treasure triple (+2 breastplate, +2 returning spear, other treasure)

NEW 5E MONSTER: VALKYRIE

VALKYRIE

Medium celestial, lawful neutral

Armor Class 19 (natural armor, shield)

Hit Points 105 (14d8 + 42)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
17	18	16	13	18	20
(+3)	(+4)	(+3)	(+1)	(+4)	(+5)

Saving Throws Wis +8, Cha +9

Skills Insight +8, Perception +8

Damage Resistances acid, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities charmed,

exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages celestial, common, telepathy 90 ft.

Challenge 9 (5,000 XP)

Divine Weapons. The valkyrie's weapon attacks are magical. When the valkyrie hits with her spear, the weapon deals an additional 2d8 radiant damage (included in the attack).

Innate Spellcasting. The valkyrie's spellcasting ability is Charisma (spell save 17). The valkyrie can innately cast the following spells, requiring only verbal components:

At Will: *aid*, *deathwatch*, *gentle repose*, *tongues*

3/Day each: *call lightning*, *death ward*, *geas*, *plane shift* (self and mount only)

1/Day each: *heal*, *heroes' feast*, *planar ally*

Magic Resistance. The valkyrie has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The valkyrie makes two melee attacks.

Spear. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing plus 9 (2d8) radiant damage.

Thrown Spear. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing plus 9 (2d8) radiant damage. The spear returns at the end of the valkyrie's turn.

Choose the Slain. A valkyrie can draw the soul from a newly dead body and store it within her spear for transport to the soul's place of final rest. Once the soul resides in the valkyrie's spear, nothing short of a deity's direct intervention, including *resurrection* and *wish*, can return the deceased to life. The dead creature must be willing to have its soul taken. If the creature proves unwilling, this ability has no effect.

REACTIONS

Holy Zeal. The valkyrie can add her Charisma bonus to her armor class.

MONSTER VARIANTS

Arekyrie

These valkyrie of Deimos are large and in charge, carrying the souls of those who died for the thrill of the fight.

Changes: Arekyrie have the giant creature template. They summon a pair of dire lions instead of a sleipnir.

Første Valkyrie

These first of the valkyries chose those who die protecting family and tribe, and bear such valiant souls to Aequitas.

Changes: Første valkyrie are neutral good and have the advanced creature template.

Houri

Those who die defending romantic love or perish with desires unfulfilled soon know the comforts and affections of these servants of Inanna.

Changes: Houris have a Cha 25 and have the entropic creature template. They can use *charm person*, at will. They summon a pegasus instead of a sleipnir.

Morrigan

These twisted, crow-like hags revel in death and destruction and seek out wicked mortal souls to take to the dark realm of Mictlantecuhtli.

Changes: Morrigan are neutral evil and have all the tengu racial traits, including alternate racial traits. They summon three giant crows instead of a sleipnir (use the stats for a giant eagle).

Valdraeko

Anshur values friendship as the deepest of bonds. Those who lay down their life for their friends are welcome in his domain. The valdraeko are draconic valkyrie who bear such slain to him.

Changes: Valdraeko are chaotic good and have the half-dragon template. They summon a CR 11 dragon instead of a sleipnir.

Valkami

When goodly and devout soldiers die out of loyalty to their lord, these samurai valkyrie carry their souls to Anu-Most-High.

Changes: Valkami are lawful good and have the kami subtype. They summon a zuishin kami instead of a sleipnir.

Vampyrenge

Like angelic vampires, these thralls of Nergal recruit from the finest of his fallen devotees.

Changes: Vampyrenge are lawful evil and have the vampire template. Instead of carrying souls to the afterlife, they change the dying into undead. When a vampyrenge summons a sleipnir, the creature has the skeletal champion template.

PLAYING A VALKYRIE

Being a valkyrie is both a calling and an obligation; after all, valkyries are chosen by gods, angels, and other divine entities to represent them on the field of battle. Those individuals who accept this call are still mortal, but at the same time they must come to accept the role of death and violence in this new life of service.

When creating a valkyrie character, consider the circumstances under which the character received their call. Were they the sole survivor of an epic battle? Did they live through a plague that wiped out an entire city? Likewise, consider how the character received their call in the first place. With certain deities, this calling is likely to include the blowing of trumpets and a chorus of valkyries descending from the sky. With other gods, however, the character might encounter an old hag or a young child in the midst of a scene of carnage. Sometimes, the most powerful of calling comes in the least expected of ways.

Regardless of which god a valkyrie serves, they hold several beliefs in high regard. They believe in the concepts of honor, bravery, and meaningful death. They believe that warfare and combat are integral to the mortal existence. Finally, they take seriously their role as guides to lead the fallen into the next life.

THE VALKYRIE IN THE CAMPAIGN

Before introducing the valkyrie class into a campaign, the GM should determine how they fit into the world's cosmology, and which deities would appoint an individual to serve in this capacity. As mentioned, a god of war or skill in combat is likely to have valkyries in their service. Not all gods will use such servants, especially any deity that frowns on warfare or violence. Recall

that part of the valkyrie's job is to decide which warriors live and which ones die, and which of the deceased are worthy of traveling to the honored afterlife.

As part of the valkyrie cosmology, the GM should consider different aspects of the afterlife. Clearly, with the valkyrie being drawn from Norse (and others') mythology, the concept of Valhalla is a major theme—a divine realm in which the spirits of fallen warriors gather to drink, celebrate, fight, die, and repeat the cycle for eternity. Not all gods would favor such a paradise. The GM can come up with different versions of the afterlife to suit individual deities; one god of war may reside in a grim, gray land marked by unending bloodshed, while another such deity may hold court over a paradise of peace and plenty as a reward.

From the mortal side of things, how do the common folk view someone serving as a valkyrie? Do they hold such an individual in reverence, or do they look upon them with superstitious dread and hatred? What do soldiers, mercenaries, brigands, and adventurers think about the valkyrie? From this point of view, the valkyrie represents the omnipresent nature of death on the field of battle—not all mortals care to be reminded of such.

By answering these questions, the GM not only adds depth to the campaign setting, but also uncovers how the valkyrie fits into that setting.

VALKYRIE AND THE UNDEAD

For the most part, a valkyrie holds no particular hatred towards specific creatures or monsters. Even the most horrific aberration or slaving magical beast, deserving of death though it may be, can prove a worthwhile foe to test a warrior's bravery.

When it comes to undead and foul practitioners of the necromantic arts, however, a valkyrie feels nothing but loathing and a cold determination to annihilate them from the world. The undead have no place, serve no purpose, and deserve nothing but immediate destruction. Put simply, they are abominations against the gods and nature. Their existence mocks death and strips the honor away from the fallen. Destroying the undead brings no honor and earns no glory; destroying such horrors is merely a duty any valkyrie must discharge.

The gravest affront offered by the necromantic arts occurs when they animate fallen warriors from the battlefield. These kidnapped souls cannot travel to the afterlife, but are instead trapped in rotting bones and flesh. When a valkyrie destroys a skeleton or other mindless undead, they are simply disposing of rubbish. When a valkyrie destroys a more powerful undead, such as a wraith or a vampire, they set free the trapped soul and restore the natural order of life and death. When a valkyrie encounters undead, eliminating their presence becomes one of their most pressing duties.

CHARACTER BACKGROUND ELEMENTS

To help you in creating a valkyrie character, consider rolling once on each of the three tables below. These tables offer suggestions and ideas for the valkyrie's backstory, as well as providing a few interesting elements interesting about your character.

Last Rites

Those who die in combat, enemies included, deserve a measure of respect in death. Whenever possible, you observe a brief rite over the bodies of the fallen. What rituals do you observe?

d6	Last Rites
1	Offer a brief prayer for their souls to find eternal rest.
2	Array their weapons and armor for their journey to the afterlife.
3	Anoint the fallen with sacred oil or holy water.
4	Shout to the gods to notify them of those warriors standing ready to enter the gates of Valhalla.
5	Place coins on the eyes or in the mouth for the ferryman.
6	Exchange small mementos with the fallen; you leave them a token, and in its place, you take a memento from them.

Nemesis

By nature, the valkyrie seeks out the bravest and most worthwhile warriors on the battlefield. They protect and support their comrades, and at the same time do everything in their power to escort the enemy into the afterlife. Along the way, most valkyrie encounter a nemesis—an individual of equal strength and conviction, but opposed to everything in which the valkyrie believes. Eventually, the valkyrie must confront this nemesis and prove who stands the greatest champion of the two. Only one may survive. Who is this great enemy?

d6	Nemesis
1	A despotic warlord butchering his way through a peaceful valley of farms and villages.
2	A charismatic orc shaman destined to lead the tribes to greatness.
3	The last warlock of an ancient and debased bloodline. He comes from a family rooted in the quagmire of infernal pacts.
4	An ancient necromancer, long thought turned to dust, determined to give the gift of undeath to all living creatures.

5	A spoiled but powerful godling that loves to humiliate and torment the valkyrie at every opportunity.
6	A veteran warrior who sold his soul for immortality.

Witness

The call to become a valkyrie comes to only a few mortals. Most who receive this divine call did so only after witnessing a miraculous event. For you, standing witness ushered in a dramatic change in your destiny. What event did you witness?

d6	Event Witnessed
1	The figure of a valkyrie, silhouetted in brilliant light, strode across the battlefield, untouched by the chaos and violence.
2	A hunched figure garbed in robes of night fed on the wounded and the dying.
3	An enemy warrior drenched in blood and surrounded by enemies refused to surrender or give ground.
4	A red chariot pulled across the sky by a pair of winged horses. Riding within was a bare-chested and bearded man. His maniacal laughter echoed across the battlefield.
5	Brilliant arcs of lightning lanced down from a storm cloud. Wherever the bolts touched, the bodies of the fallen transformed into wisps of shadow or spirit.
6	Dozens of gnarled, clawed hands reached up through the earth and grasped at the corpses littering the field, pulling them under the soil.

NPC VALKYRIE: BRYNNA FELL- HAND

As a youth, Brynna seemed too clumsy to have any hope of mastering the spear and shield. At the same time, she demonstrated

a ferocity and determination that startled her parents and teachers alike. Despite repeated bruises and ceaseless humiliation at the hands of more naturally talented students, she refused to quit. Over time, she overcame her flaws. She trained mind and body to achieve feats of stamina that put her peers to shame. When the time came for the Rite of Winter, she not only outlasted the other participants, she even took down a rogue bear on her own. Thereafter, her tribe looked forward to her serving as one of their bravest, most capable defenders.

Unfortunately, fate held other plans for Brynna. In the midst of the coldest winter in memory, her tribe's ancient enemies, the flesh-devouring Vryl, crossed the frozen river many hundreds strong. She stood at the vanguard of the village's defenders, leading a desperate charge to buy time for the young and the infirm to evacuate.

Had it not been for the Vryl's blood magic, the defenders would've won victory that day. However, despite epic heroism and sacrifice, they failed to stop the invaders. While some of the enemy feasted on the wounded, the other Vryl overwhelmed the helpless village. The butchery lasted through the night.

Brynna, one of her legs shattered, could not save her people. She couldn't even save herself. If not for the arrival of a valkyrie on the battlefield, Brynna, too would have become part of the grisly feast. As the Vryl moved towards her broken body, a radiant warrior clad in silvery chainmail strode onto the field. She carried a fiery spear in one hand and gripped a dragon scale shield in the other. With a booming war cry, she charged the cannibals and skewered two at a time while decapitating another with the edge of her shield. In the span of six heartbeats, the valkyrie slaughtered a dozen enemies.

That valkyrie, Calleen, carried Brynna from the battlefield and to safety. She nursed her back to strength. Only when Brynna's survival no longer remained in question did the valkyrie ask the question that would forever change Brynna's life. She offered Brynna a chance to serve the god of battle, to slay dishonorable enemies such as the Vryl, and to aid the cause of brave heroes.

Brynna accepted before Calleen finished speaking.

Ever since, Brynna Fell-Hand has wandered the mortal lands. She lends her spear and her ferocity where they are needed most. She brings quick, merciless death to those who deserve it. In particular, she has dedicated herself to eradicating the Vryl and making certain none of them sets foot in the halls of the honored dead. Along the way, she strives to uncover the source of the cannibals' dark magic and the eldritch power they worship as a god—a god she intends on sending back to the deepest part of hell.

Brynna Fell-Hand CR 5

XP 1,600

Human valkyrie 6

CG Medium humanoid

Init +4; Senses Perception +10

DEFENSE

AC 25, touch 14, flat-footed 21 (+8 armor, +3 shield, +4 Dex)

hp 42 (6d10+6)

Fort +6, Ref +6, Will +6

Immune fear

OFFENSE

Speed 30 ft.

Melee mwk shortspear +11/+6 (1d6+3)

Ranged mwk composite longbow +11/+6 (1d8+3/x3)

Special Attacks rage powers (boasting taunt, powerful blow, rolling dodge); vanquish foe 2/day

STATISTICS

Str 16, Dex 18, Con 13, Int 10, Wis 12, Cha 10

Base Atk +6; CMB +9; CMD 23

Feats Cleave, Power Attack, Shield Focus, Weapon Focus (shortspear)

Skills Acrobatics +13, Climb +9, Heal +9, Perception +10, Ride +12, Survival 9

Languages Common

SQ aid 3/day, aura of courage,

deathwatcher, improved battle training

Combat Gear *oil of magic weapon, potion of cure moderate wounds* Other Gear

masterwork half-plate armor, heavy steel shield, masterwork shortspear, masterwork composite longbow with 20 arrows, 5 gp

5E NPC: BRYNNA FELL-HAND

Brynna Fell-Hand

Female human, chaotic good

AC 18 (shield)

hp 51 (6d12 + 12)

Speed 40 feet

Condition Immunities frightened

STR	DEX	CON	INT	WIS	CHA
16	18	14	10	12	12
(+3)	(+4)	(+2)	(+0)	(+1)	(+2)

Skills Athletics +6, History +3, Perception +4, Survival +4

Challenge 5 (1,800 XP)

Languages Common, orc

Danger Sense. Brynna has advantage on Dexterity saving throws against effects she can see. To use this ability, she can't be blinded, deafened, or incapacitated.

Fearless Presence. Brynna is immune to fear, magical or otherwise. Each ally within 10 feet that can see her gains advantage on saving throws against fear effects. This

ability functions only while Brynna remains conscious.

Reckless Attack. On her first attack on her turn, Brynna can attack recklessly. This gives her advantage on melee weapon attacks using Strength for that turn, but attack rolls against her gain advantage until her next turn.

Vanquish Foe. When Brynna rages she can select one target she can see. While raging, her weapon attacks against that target gain advantage and are treated as magical. In addition, she doubles her rage bonus to weapon attack damage. After Brynna uses this ability twice, she must complete a long rest for it to recharge.

ACTIONS

Multiattack. Brynna makes two weapon melee attacks or two ranged attacks.

Spear. *Melee Weapon Attack.* +6 to hit, reach 5 ft, one target. *Hit:* 6 (1d6 + 3) piercing damage.

Thrown Spear. *Ranged Weapon Attack.* +7 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

BONUS ACTIONS

When raging, Brynna gains advantage on Strength checks and Strength saving throws. When she makes a melee weapon attack using Strength, she adds +2 to the damage roll. In addition, while raging she has resistance to bludgeoning, piercing, and slashing damage. Her rage lasts up to 1 minute, but ends before that if she is knocked unconscious or if her turn ends and she hasn't attacked a hostile creature since her last turn or taken damage since then. She can end her rage as a bonus action. After she rages four times, she must complete a long rest before she can rage again.

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