

Valkyrie

Fight for the King, and die for the King.

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DUNGEONS & DRAGONS



Valkyrie

And lo, as she spun, fire sprang from her blade, and they all died. Waves of rage stormed outwards, smiting them under the ardent fire. She was truly unstoppable.

- Upon the sight of a Valkyrie in action



Valkyries, known as angels of fire, soar through the skies of the planes, spreading the glory of the Dwarven Empire. Their might is incomparable, their power enormous. They are tightly bound to their majesty, fighting for them and unable to do so without them. All their strength comes from the leader of the Dwarven Empire.

Fighters of the King

The glorious Dwarven Empire's King, the august Dain Fireforge, created the Order of Valkyries in 17 OW, after an alliance between him and moon elf sorcerers. A Valkyrie then was a super-creature, a dwarf or elf, that pulled magical power from the King. The order was disbanded in 64 OW because of the toll their use of the King's magic was having, being reduced to minor fighters in the army's ranks. However, with the rise of the Dwarven Queens in 300 OW, the order was reinitiated. The Valkyries drew their power from the Queens. In 452 OW, with the ascension to godhood of the Queen, the Valkyries became able to be sent through time, mainly to gather lore from the past.

Born from the Past

Valkyries cannot be born normally. They are incredibly powerful, and that power cannot be handled by mere mortals. The first Valkyries were actual elves or dwarves, but that was only for the early, imperfect ones. The ability for a mortal to become a Valkyrie existed only until 22 OW. From then on, only mating between Valkyries worked. The process is a very complicated one. Valkyries, in magical bonds, mate together. Three different Valkyries suffice, but four or more are possible. After a day-long mating, they kill a female elf. They drink its blood, leaving only the empty body. They then perform a magical ritual, and the body becomes red and is left alone for a day. Then, it starts radiating in red light, becoming ever stronger, until the elf's body disappears. A new Valkyrie is born, already in adult form and with a mind consisting of a mix between that of her mothers.

This ritual led to a quick disappearing of two different Valkyrie races. A single one, quite elvish in appearance, is now the only one existing.

Valkyrie Names

Some Valkyrie names might represent their abilities as a fighter. For example, Geirdriful means "Spear-flinger". They can also have elvish, dwarvish or human names. Here are some examples.

Names: Amelia, Brynhildr, Eir, Geirdriful, Göll, Göndul, Hildr, Hrist, Kara, Liliana, Mal Darin, Mist, Ölrún, Prima, Roanna, Rota, Sigrún, Skölgul, Skuld, Volmyrdia

Creating a Valkyrie

Becoming a Valkyrie is quite a rare thing. Who are your mothers, what were their personalities? How did they carry over to you? What is your lord's intentions, what is your mission? Especially being part of an adventurer group is unusual. Why are you with them, what does it help the Dwarven Empire to be doing this? What is your relation to your lord?

Rules

Valkyrie Prerequisites

Because of their immense powers, Valkyries begin only at tenth level, and go to thirtieth. They are still slightly more powerful than other equally leveled classes, but the power is in bounds.

Valkyrie Traits

Age. You are immortal, but war rarely lets Valkyries live that long.

Size. Valkyries stand between 5 and 6 feet tall. Your size is medium.

Alignment. Valkyries value honor and combat. They are lawful good, and no deviants are known.

Speed. You have a 30 ft. walking speed and a 40 ft. flying one.

Languages. You speak all basic languages.

Class Features

Level	Prof. Bonus	Power	Features
10	4	2	Valkyrie's Sword
11	4	2	Fighting Style, Spellcasting
12	4	2	Extra Attack
13	5	3	Ability Score Improvement
14	5	3	Valkyrie's Rage
15	5	3	Fighting Style
16	5	3	Indomitable
17	6	3	Ability Score Improvement
18	6	4	Fiery Reconstitution
19	6	4	War Magic
20	6	4	Anchored Soul
21	6	4	Ability Score Improvement
22	6	5	Valkyrie's Sight
23	7	5	Fast Movement, Ability Score Improvement
24	7	5	Brutal Critical
25	7	5	Ability Score Improvement
26	7	6	Banishment
27	7	6	Trap Sense
28	7	6	Ardent Darkness
29	8	6	Brutal Critical
30	8	7	Destructive Will

Character Advancement

Experience Points	Level
410,000	21
470,000	22
540,000	23
620,000	24

710,000	25
810,000	26
950,000	27
1,200,000	28
1,500,000	29
1,800,000	30

Ability Score Increase. Your Strength, Constitution and Dexterity scores go up by 4, your Wisdom score up by 2, your Heroism and Intelligence by 1.

Warmage. Your great skill with magic has made you proficient in Wisdom, Intelligence and the Arcana skill. You are also proficient in Perception and History, as well as two additional skills of your choice.

Daughter of the Krynn. You can cast *fireball* as a fourth-level spell form as a cantrip.

Celestial Ancestry. You have advantage against being charmed and can't be put to sleep.

Trance. You can meditate, taking half as much time for resting as you normally would.

War Training. Years of combat on battlefields have made you proficient in all weapons and armor.

Inquisitor. You have proficiency in Perception, Investigation and Nature.

Born for War. You have a +5 bonus to attack rolls, and a +8 bonus to damage rolls, of fire damage. All your attacks are magical.

Charge of the Light Brigade. If you move 20 feet or more on a turn, you can use a bonus action to attack. You have advantage on the attack. If both your rolls would hit, you deal extra fire damage equal to your Valkyrie level, ignoring resistances.

Emissary of His Majesty. Whenever you mount a creature, it hovers 5 feet above the ground. It cannot move higher or lower than that. Additionally, it can't suffer from exhaustion.

Hit Points

Hit Dice: 1d12 per Valkyrie level

Hit Points: 1d10 + your Constitution modifier per Valkyrie level

Equipment

- A longsword, with which you have reach 10 ft.
- A magical longbow (normal longbow stats, but fires streaks of fire instead of arrows)

Valkyrie's Sword

You deal an extra 1d8 fire damage per Force point when you attack with this sword, but you don't add your ability modifiers to the damage.

Fighting Style

You can choose one of these options. You can't choose one twice.

Dueling

You deal an extra 10 damage when attacking with your Valkyrie's Sword.

Defence

You gain a +3 bonus to hAC.

Archery

You gain a +5 bonus to attack and damage rolls with your longbow.

Spellcasting



You gain the ability to cast spells. You can do this by drawing from the power of your lord. Your spellcasting ability is Wisdom.

Spell Save DC: 8 + Proficiency bonus+Wisdom modifier+Power

Spell attack modifier: Proficiency bonus+Wisdom modifier+Power

You have a spellcasting focus. It is a symbol of the Valkyrie Order, somewhere on your body, and is the link to your lord, without which you have no magical power - you are like a relay of their power. Whilst with the focus, you can cast all cantrips from the Valkyrie spell list.

Level	Know	1	2	3	4	5	6	7	8	9	10	11	12
11	10	4	3	3	3	2	1						
12	10	4	3	3	3	2	1						
13	11	4	3	3	3	2	1	1					
14	11	4	3	3	3	2	1	1					
15	12	4	3	3	3	2	1	1	1				
16	13	4	3	3	3	2	1	1	1				
17	13	4	3	3	3	2	1	1	1	1			
18	14	4	3	3	3	3	1	1	1	1			
19	14	4	3	3	3	3	2	1	1	1			
20	15	4	3	3	3	3	2	2	1	1			
21	15	5	4	4	4	4	2	2	1	1			
22	16	5	4	4	4	4	2	2	2	2	1		
23	16	5	4	4	4	4	2	2	2	2	1		
24	17	5	4	4	4	4	2	2	2	2	1		
25	17	5	4	4	4	4	2	2	2	2	1	1	
26	18	5	5	5	5	4	3	2	2	2	1	1	
27	18	5	5	5	5	4	3	3	3	2	1	1	
28	19	5	5	5	5	5	3	3	3	2	1	1	1
29	19	5	5	5	5	5	3	3	3	2	1	1	1
30	20	5	5	5	5	5	3	3	3	3	2	1	1

Extra Attack

Whenever you make a weapon attack, you can attack twice on your turn.

Ability Score Improvement

You can increase one of your ability scores by 3, or 3 of them by 1. You can't go higher than 26 with this.

Valkyrie's Rage

When you attack, you can decide to swipe your sword. You deal the weapon's base damage plus your Power amount of 1d6 fire damage to all creatures within range.

Indomitable

Whenever you fail a saving throw, you can roll the dice again. You can do this thrice between long rests.

Fiery Reconstitution

In a wave of fire, you regain HP equal to your Constitution modifier times your Power. A colossal flame surrounds you, dealing 2d6 fire damage to all creatures within 5 feet. However, the next round, you have disadvantage on saving throws.

War Magic

When you cast a spell using an action, you can additionally attack once.

Anchored Soul

If you die, your soul does not depart for Thom Faldur. It is instead stored in your spellcasting focus, commonly called Goldstone. A reddish glow around it becomes visible after twelve hours and slowly gets more intense until, another 12 hours later, a new body, identical to your old one, appears. You keep all your memories and abilities, although you have disadvantage in attacks for twelve hours, as well as an exhaustion level.

Valkyrie's Sight

As you get more powerful in astral matters, your sight greatly improves. You have truesight and can see a halo around living creatures, colored according to alignment and power.

Fast Movement

Your speeds increases by 20 feet.

Brutal Critical

Whenever you hit a critical hit, you deal an additional 4 damage dice. At 29th level, you deal an additional 6 damage dice. Roll these dice, do not use the maximum possible.

Trap Sense

You can sense any traps within 10 feet of you, as well as all magical items.

Ardent Darkness

As an action, you can make magical darkness appear in a 10-foot radius centered on you. Any creature completely in that radius is blinded for 3 rounds and, at the start of each of its turns, takes damage equal to your Wisdom score. Once between long rests.

Destructive Will

As a bonus action, you can choose a creature to become your target.

- You ignore difficult terrain while moving the most direct



route towards the affected creature.

- When you hit the affected creature with a melee attack on your turn, you gain temporary hit points equal to half the damage you deal to the target.
- Your attacks ignore any damage resistances the affected creature has.
- When the affected creature attacks you with a melee weapon attack while within 5 feet of you, you can use your reaction to make a melee attack against it.
- Your melee attacks are made with advantage against the target creature.