

# THE VALKYRIE INVENTED BY MESTOPH

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Movement Rate
1st	+1	+2	+0	+2	Spirit weapon	30 ft.
2nd	+2	+3	+0	+3	Devotion	30 ft.
3rd	+3	+3	+1	+3	Spiritual guidance	40 ft.
4th	+4	+4	+1	+4	Spirit seal	40 ft.
5th	+5	+4	+1	+4		40 ft.
6th	+6	+5	+2	+5	Break the prison	50 ft.
7th	+7	+5	+2	+5	Spirit seal	50 ft.
8th	+8	+6	+2	+6	Spirit charge	50 ft.
9th	+9	+6	+3	+6		60 ft.
10th	+10	+7	+3	+7	Spirit seal	60 ft.

## Valkyrie

Once the gods of Lurdanon were worshipped in small tribes, back when all were as the barbarians. Back then shamans were the religious and spiritual leaders of the tribes, but as civilization rose, the role of the shaman was minimized and few still exist. The spirits, however, needed a new medium for their practice, and thus they allied themselves with some matriarchal warriors, and taught them the right of the free spirit.

It has always been a rule to the shamans and spirits, that no spirit may be bound by unholy means. Thus the spirits despise any kind of undead and their creators. Valkyries attempt to free these spirits by destroying their corporeal prison.

Normally fighters or paladins become Valkyries, with the occasional ranger among them. A rogue or bard Valkyrie is a rare combination, as are cleric Valkyries. Wizards or sorcerers almost never become Valkyries, as it would restrict their access to the necromantic spells.

**Hit Die:** d10

## Requirements

To qualify to become a Valkyrie, a character must fulfill the following criteria.

**Race:** Human or half-elf.

**Alignment:** Any good.

**Gender:** Must be female.

**Base attack bonus:** +6.

**Feats:** Dodge, Weapon Focus (long sword, any bow, any spear, or any lance).

**Special:** In case the character has ranger levels, undead must be among the favored enemies.

**Special:** Must be apprenticed by another Valkyrie.

## Class Skills

The valkyrie's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Jump (Str), Sense Motive (Wis), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All of the following are class features of the Valkyrie prestige class.

**Weapon and Armor Proficiency:** A Valkyrie is proficient in all simple and martial weapons, and is proficient in any armor, including shield. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

**Movement Rate:** The stride of the Valkyrie is that of spirits, and thus the stronger the Valkyrie the faster the stride. A Valkyrie's movement rate increases as a Valkyrie gains levels.

**Spirit Weapon:** When a character becomes a Valkyrie a type of weapons must be chosen. The character must have spent a Weapon Focus feat on the weapon, which must be the long sword, any bow, any spear, or any lance. That weapon is forthwith the Valkyrie's spirit weapon.

The valkyrie can from then on create a glowing white force in her hands that has roughly the shape of the spirit weapon and acts as a weapon of that kind. The weapon has no enhancement bonus, but has the Ghost Touch ability (see page 186 in the *Dungeon Master's Guide*) and automatically inflicts double damage on undead. In case of a bow as the Valkyrie weapon, it is the arrows that are created. These arrows grant no enhancement bonus, but do not forfeit the enhancement bonus of the bow. Any other bonus granted by the bow is forfeited, however, and only the abilities of the spirit weapon are in effect.

Such weapons ignore damage reduction and count as spells for what they can be affected by. Thus they can be dispelled. That way they cannot be created again by the Valkyrie for 2d4 rounds, but are otherwise unaffected.

The weapon's appearance depends on the alignment of the Valkyrie; Lawful Valkyries have clearly outlined weapons, neutral Valkyries have slightly misty weapons, while chaotic Valkyries' weapons are flickering.

The weapon will disperse if it leaves the Valkyrie's hands, but can be called forth again any number of times. Calling forth and fighting with a spirit weapon is a supernatural ability.

**Devotion:** At 2nd level, a Valkyrie is protected by the spirits. This grants them fear immunity and a resistance of 2 against all elements (acid, cold, electricity, fire, and sonic).

**Spiritual Guidance:** Starting at 3rd level, the Valkyrie's strikes are guided by the spirits to prove more lethal. The weapon is treated as one size larger for damage purposes only. This extraordinary ability is only in effect when fighting with the spirit weapon.

**Break the Prison:** At 6th level, the Valkyrie learns to perform a special kind of undead turning. Everything is resolved as by a turning attempt of a cleric of the Valkyrie's class level, but every undead turned is automatically destroyed, releasing the spirit. This supernatural ability can be used once per day.

**Spirit Charge:** From 8th level, a Valkyrie's charges will be strengthened by the spirits, doubling damage caused in such. This ability does not stack with the Spirit Charge feat.

**Spirit Seal:** At levels 4th, 7th, and 10th, the Valkyrie may select one of the following abilities. Each ability can only be attained once.

*Spirit Guard:* Spirits guard the lifeforce of the Valkyrie providing a bonus to all saves equal to the Valkyrie's Charisma modifier.

*Spirit Wings:* The Valkyrie is carried by spirits, gaining the spell-like ability to *Fly* up to 20 rounds per day. This number of rounds can be split over any number of times.

*Spirit Arms:* The Valkyrie gains the spell-like ability to call forth weapons that act by themselves. These weapons duplicate the *Spiritual Weapon* spell. Up to six weapons can be called forth each day.

*Spiritual Flame:* The fire resistance of the Valkyrie increases to 15.

*Spiritual Warmth:* The cold resistance of the Valkyrie increases to 15.

*Spiritual Vengeance:* The Valkyrie may Break the Prison (as the above mentioned ability) twice per day. This ability can only be chosen at level 7th or 10th.

*Spiritual Righteousness:* The valkyrie may *Lay on Hands* (see page 42 in the *Player's Handbook*). The total number of hit points is calculated by multiplying the Charisma modifier of the Valkyrie by the number of Hit Die of undead slain by the Valkyrie for that day. The number resets to 0 each dawn.

*Spiritual Will:* The Valkyrie is guarded against compelling effects, gaining immunity to such.

*Spirit Armor:* Any armor the Valkyrie wears gains the Ghost Touch ability (see page 181 in the *Dungeon Master's Guide*) for as long as it is worn by the Valkyrie.

*Spirit Touch:* Any weapon wielded by the Valkyrie gains the Ghost Touch ability (see page 186 in the *Dungeon Master's Guide*) for as long as it is wielded by the Valkyrie.

*Spirit Sidearm:* Another spirit weapon may be chosen. All restrictions still apply. This is in addition to the original weapon.

## Ex-Valkyries

A Valkyrie that uncompelled creates an undead or allies to the cause of creating undead instantly loses all Valkyrie abilities. These can only be regained by the undoing of the undead and the casting of an *Atonement* spell.