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# IN THE COMPANY OF VALKYRIES



by Kendra Leigh Speedling & Mara Lynn Butler



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# In the Company of Valkyries

*Qwilion of Questhaven,*

*The Henggaard investigation did not go as planned. While we reached the keep and were able to confirm its extraplanar nature, little material remained for collection. We were attacked and suffered several injuries, but would have fared far worse without... unexpected assistance.*

*The reconstructed maps enabled us to narrow down the site's location to a particular range of hills, but the rough terrain and overgrowth forced us to proceed on foot. We reached the ancient keep and began excavating, setting camp in the intact gatehouse. As suspected, it was once the terminus of a portal to the Outer Planes, though my divinations revealed it has been closed for more than a century. From the lack of damage and paucity of material, I theorized the keep was deliberately cleared and retired by its creators.*

*I had set one team to obtain rubbings of the runestones in the rear courtyard, and another to examine the remains of alchemical equipment in the cellar, when the gatehouse came under attack. We'd heard the local hill giant tribes avoided the ruins, but our expedition's supplies must have been too tempting to resist. With less than a third of our party present to respond, I ordered those in the gatehouse to fall back to the courtyard.*

*Our apprentice, Anneka, courageously attempted to cover our retreat with a broken spear. She bought us valuable time, before falling to an earth-shaking blow.*

*At that exact moment, the long-dead portal flickered to life, and through it charged a statuesque woman on an eight-legged horse. Her assault engaged the giants long enough for me to rally our more martial archeologists. After we had driven the giants off, I went to attend to young Anneka's body. Though I would have sworn her wounds fatal, our rescuer was already pulling her to her feet.*

*The woman introduced herself as the Valkyrie Sciora Stormcrow. She declared that Henggaard had been built by her people, and not angels, as we previously suspected. Our work at the keep had attracted the notice of her war-band's seer, and she had come to see we meant no harm. Apparently impressed by Anneka's courage... or due to some machinations of fate (she was somewhat vague), she chose to initiate our former apprentice into her sisterhood.*

*Sciora graciously agreed to answer my questions, in exchange for us departing, and what follows is my transcription of her words. I hope the unforeseen insights compensate for any potential disappointment at the lack of findings from the keep itself.*

*Yours,  
Diviner-Captain Ti-Thet Ahanat*

*P.S.*

*I do apologize for the state of these notes; at the senior valkyrie's insistence, the interview took place over two days at the nearest tavern. I suspect this was for the sake of her new initiate.*

*I expect if I was reborn a foot taller with power over life and death, I would need a drink too.*



## Introduction

Hail and well met, scholar!

I am honored to tell you of my sisterhood, and perhaps reveal the roots of truth that have grown into legends. Many of us were mortal once, and by showing valor in the face of death we impressed the Fates, joining the ranks of the valkyrie. You may have heard us called ‘the choosers of the slain,’ that we decide which warriors live and die in battle. Say rather that we bear witness and pick a path for the brave. We choose some to fight on in the mortal realm, others to serve the gods, and a few to serve alongside us.

### Origins

Valkyries are chosen, rather than born. When questing, we sometimes encounter a brave woman dying—or nearly dying—from honorable combat. If the Fates are kind, we can sometimes call her soul and guide it to becoming a valkyrie. The exact process is uncertain, even to our wisest mystics. I am no seer or priestess, and only they are privy to the whims of destiny. Though I warn, the cost of their knowledge is always steep, even when freely given. Destiny can become a binding chain.

I can say I recall with stark clarity the final moments of my mortality. As I fell to my knees with arrows in my chest, a woman in battered armor and wolf-skins appeared in my fading vision. She asked if I would like to try again, and I answered in the affirmative.

She recommended I block better next time.

### Initiation

My “Initiation,” as we call it, followed in the moments between dying and waking. It is a testing vision, and none claim to know the fate of those who fail. Perhaps they are reborn a mortal to try again, or the soul simply continues its journey. Thankfully, disappointment happens rarely, for we choose well.

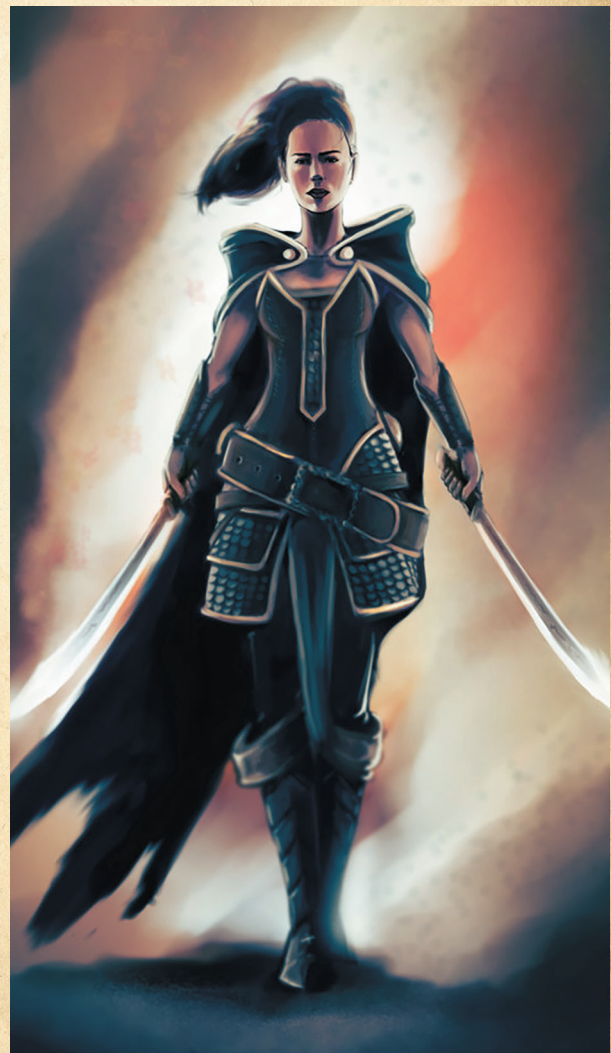
The specifics of the experience vary. For some, weeks or years might pass in moments. We see many things in this time, and every choice appears to determine the path of our destiny. I know of many mystics whose sole mission is to collect and unravel the mysteries within each initiation.

I recall walking down a crowded hall with a full chalice, knowing I must not spill a drop. I stared into a depthless well, confronting all my doubts, while weakness bled out of me. All the while, I relieved my final mortal fight again and again, dying a hundred times. I cannot say for certain if I experienced this in the Outer Planes, or only in my transforming mind. I cannot know if every decision I made was right.

I do know I was forever changed.

### Sisters and Mothers

We consider the bond between initiate and mentor our most sacred. A valkyrie who takes an initiate becomes like a mother to her. The initiate accompanies the senior valkyrie for several years, learning the traditional arms, armor, and styles of combat, but most vital of all, when—and why—to claim a soul. While many remain with their mentor for decades, an unfortunate few become mentorless when the senior valkyrie falls in battle. These “orphans” must usually fend for themselves, unless their mentor’s friends or older initiates seek them out. A valkyrie graduates when her mentor feels her training is complete, and is ready to take on another initiate. She may set the young valkyrie on a quest to aid a notable







hero, protect a seer or bard, or retrieve an artifact. Most valkyries mortals encounter on the Material Plane are journey-women on such errands.

Once she has learned all she can in the mortal realm, a valkyrie usually joins one of the *hildenbunds*, or “armored bands,” of ten to fifty valkyries who ride errant on the Outer Planes in search of evil. If one’s mentor is like a mother, the warriors of the *hildenbund* become one’s sisters. They drink, fight, and train together, hoping to come to the attention of higher powers, and be blessed with visions of worthy mortals to bring to their patron gods.

## Society

This process of dying, becoming immortal, and attaining a connection with the Outer Planes tends to distance valkyries from the societies of our birth. Elves and other long-lived races may have a longer perspective, but ours becomes longer still.

Mortals too often demand to know why we choose some and not others, where the chosen go and why, and other questions we are reluctant to answer. A valkyrie must carefully and quickly weigh both past actions and future consequences whenever choosing to save or slay, and we consider it disrespectful to question a sister’s decisions. Even if they may seem foolish in hindsight.

In either the Outer Planes or the mortal one, valkyries congregate in well-hidden, well-defended keeps. Each is ruled by a Warlady and contains a training area, armory, hospital, library, and a Great Hall where resident valkyries feast visitors. All valkyries (and at times of need their mortal comrades) are welcome in these keeps. Should you be permitted entry, you would first be led to the Hall and offered the *cup of welcome*. This ritual is very important—by offering the *cup*, the Warlady extends the sacred hospitality of her keep, and law and custom prevent her from harming any who accept while they remain within its bounds. In turn, those who drink swear they shall harm no one, take nothing not given, and speak not of any secrets revealed to them. Legends say that each keep’s *cup of welcome* curses any who breach this hospitality.

In truth, I say that the keep’s resident valkyries hunt them down, curse or no curse.

Valkyries visit these keeps to rest between quests. Those who stay longer are expected to join in the keep’s work, which includes cross-training in different weapons or styles, contributing to its libraries and stocks of lore, and adding more to the cellars than they drink.

Drinking is central to our culture, and for more than the obvious purpose of getting drunk. That alone is more than it seems: a common saying of ours is that all great questions are to be debated twice, once drunk

and once sober, and between the two any good solution lies. Altering one’s state of consciousness alters one’s perception, and most find good ale more pleasant than sitting under a waterfall or meditating for hours. In addition, many of our brewers imbue their concoctions with alchemical or even magical properties. A valkyrie offering a mortal a drink is a sign of great favor, and flasks or casks containing various remedies are common parting gifts or rewards. On a more mundane level, drinking together is a way to establish and maintain social bonds. Inviting outsiders to join a drinking party is also a way of subtly testing mortals, for compatibility with the band... and intestinal fortitude.

Our other main pastime, it may surprise you to learn, is poetry. Skalds’ songs teach us of our race’s history, and offer instruction on what constitutes worthy behavior. Each of us fights at least in part so that she may be honored in song like the greatest of our forerunners. While we can sometimes fall in battle, songs and poems offer another sort of immortality.

A common way to settle disputes among our often-contentious sisterhood is a poetry or singing contest, judged by the senior-most valkyrie present. Each boasts of her great deeds while subtly denigrating the other by comparison. Any competitor who strikes out in response to insult immediately loses. In this way, fractious young valkyries learn it is not only force of arms that decide a contest, but wits and character.

## Relations

Our sisterhood recruits from all races, so most of us have any prior prejudices beaten out of us quite early on. Though it could be said that we bear a unique hatred for demons, devils, and all others who corrupt the brave souls we safeguard. I am sorry to say we are not quite so cosmopolitan about professions.

Almost all of us were bold warriors before our initiation, even if only in our hearts. We tend to prefer like company. People who fight with stealth, dishonorable trickery, and misdirection are often disparaged. Traveling the Outer Planes as we do, many also acquire some divine patrons, and this complicates our treatment of mortal priests and other godly servants. In short, while we sometimes serve the same masters, some sisters know they have greater insight into the divine than an arrogant fool who has never left their home plane.

We honor all artists, but especially singers and poets. They might compose the sagas by which our glory is remembered. Academics are not quite as valued... and I mean no disrespect. We simply tend to strongly feel no book can teach as well as the briefest battle, and have little use for impractical lore. Any who use their





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knowledge to aid us in combat quickly earn our respect. However, magical scholars who only cast spells from behind our shield wall are seen as unnecessary burdens, who shouldn't be in combat in the first place. Our seers and mystics are a notable exception to this point. Seers are those among us blessed with a natural ability to sense destiny's patterns, while the mystics train themselves to master our inborn gifts. Naturally, there is a great deal of overlap between the two, and both often have a greater... patience with spellcasters and their ilk.

The wise who can guide our quests and those who forge magic arms and armor, we value highly and guard closely. This can sometimes lead us to a sort of misplaced and frustrating chivalry. We can become overly protective of valuable allies who might be accustomed to engaging the enemy on their own terms.

### Physical Description

When we are first called back from death, we are transformed by the journey. It strengthens our bodies for the battles to come, and this is readily apparent to those who knew us before. Warriors in their first lives may merely find themselves a bit taller and their burdens lighter. Others see more drastic transformations. Many valkyries retain aspects of the race from which they came—my mentor Ulfrida still had the gray skin and fangs of a half-orc, but most who see me now never suspect I was once a frail elf. The seers say the transformation makes physical our inner vision of ourselves, so our form better reflects the warrior spirit that always dwelled within.

### Alignment and Religion

Valkyries only arise from those willing to serve just causes. We choosers of the slain retain the freedom to forge our own paths, and most reject all but the most general of codes or laws. As we gain power, we often come into the service of powerful forces from the Outer Planes, usually gods of war, death, or fate. Most often these forces are based in Valhalla, the plane of heroes. However, many can be found in Elysium, Heaven, or any other good-aligned realm.

To us, one's approach to fate and destiny matters more than any specific doctrine. Not all fates are set in stone; the mortals' greatest blessing is their ability to change themselves, and alter the path they walk. As agents of higher powers, we face similar choices: how does one decide who lives, who dies, and who ascends? A patron might demand the death of someone a valkyrie values, or ask a valkyrie to bring them a soul that has unfinished business. Situations like these are tests of character. I have heard many tales of valkyries suffering for heeding their hearts rather than their orders.

Some events and deaths are the result of choices an individual made in the past. Making one's own fate does not always end happily. Other times cosmic patterns create events, and the only choice mortals have is how to respond. Most valkyries believe that divinations and foresight enable one to prepare and face such fates bravely. Fleeing from destiny is not only futile, but cowardly.

Rarely, valkyries who have fought evil too long become cruel and jaded. We are slow to see corruption amongst our own... for we are sometimes distant, and always assume in a sister's favor. Likewise, we are relatively lax in our judgment of sin, and might commit many evil acts in service to a greater good. In general, the only true betrayal of our kind is the selfish use of innocent souls.

Once known, there is no deeper disgrace of the sisterhood and its sacred mission. It becomes the mentor's responsibility to hunt down and kill a fallen valkyrie, should redemption be refused. Should the mentor fail or be incapable, responsibility passes to the mentor's other initiates or volunteers from the hildenbund.

### Adventurers

Nearly all of us adventure at some point in our second lives, especially for long stretches between training new sisters. It is our reason for being—the worthy quest. We also seek out histories and sagas of famous battles, magical arms and armor, and new fighting styles. Some take up residence at our keeps, serving as trainers or lore-mistresses. Mortals who aid our quests or travel with us long enough to become honorary sisters are welcome at the keeps, and this is where mortal shield-maidens are taught our arts of war.

Our seers and mystics often watch ancient battlefields or sacred wells, where old ghosts or ambient magic can aid their divinations. Naturally, they are guarded by more martial valkyries.

### Names

An initiate often takes the name of another valkyrie, sometimes even their own mentor's, should she die. This honors the fallen and keeps their legend alive. This sometimes befuddles the bards as to whom has done which great deed, but it confuses our enemies also. Many a bold initiate has bluffed a foe into thinking she was a far older and more powerful bearer of her name. Some of the eldest and most famed names are Brynhildr, meaning "Armored Warrior," Sigrun, "Rune of Victory," Rota, "Storm," and Hild, "Battle." Some of the old names have more ironic meanings—Skuld, the "Future" that is paradise for our chosen and death for our foes, or Eir, the "Mercy" that none receive from us. This practice is oddly





common in initiates whose birth societies did not accept female warriors. I imagine it is heartening to reject a name given by a culture that rejected you.

Those that keep their mortal names often earn epithets. Hanta Rose Eyes' title came from the red eyes she gains with her battle-madness, Tilde Wolfmother's from the fine mounts she trained for our smaller sisters. My teacher called me "Stormcrow" for my ability to arrive just before trouble broke out. These names are bestowed, not chosen, and some aren't always so flattering. Arethusa the Lost and Zenovy the Late missed a rendezvous once a century and a half ago, and they still haven't lived it down.

## Valkyrie Racial Traits

**+2 Strength, -2 Dexterity, +2 Charisma:** Valkyries are gifted and capable warriors whose conviction is more than a match for their physical prowess, but they focus more on power than flexibility.

**Native Outsiders:** Valkyries are outsiders with the native subtype.

**Medium:** Valkyries are Medium creatures and have no bonuses or penalties due to their size.

**Base Speed:** Valkyries have a base speed of 30 feet.

**Darkvision:** Valkyries can see in the dark up to 60 feet.

**Resistance:** Valkyries have acid resistance 5 and cold resistance 5.

**Battle-Trained (Ex):** Armor a valkyrie is proficient in never impacts her speed, and does not add its armor check penalty to her Ride checks.

**Choose the Slain (Su):** Once per day as a standard action, a valkyrie can draw the soul from a recently deceased body and safeguard it indefinitely. This functions as the *soul bind* spell, but can only be used on one deceased creature willing to have its soul carried by the valkyrie, and can only be used within a number of rounds after the creature is slain equal to the valkyrie's character level. If the soul is reluctant to trust the valkyrie, she can attempt to convince it to trust her with a Diplomacy check equivalent to increasing its starting attitude (per the Diplomacy skill) as part of the standard action used to bind the soul. The valkyrie must have a character level equal to or greater than the deceased creature's Hit Dice. If the creature is unwilling, the ability has no effect, but this does not expend the ability's use for the day. No gem is necessary for storage of the soul. A valkyrie can carry one soul at a time. She can release a soul she carries as a full-round action.

**Fated Sight (Su):** Valkyries can use *deathwatch* once per day as a spell-like ability with a caster level equal to the valkyrie's character level, except the valkyrie can only sense creatures who possess a soul (per the choose the slain ability) with the spell.





## Souls

The definition of a soul is a sometimes nebulous concept. For the purposes of the valkyrie's choose the slain ability, the following creature types can possess a "soul:" dragons, fey, humanoids, magical beasts, monstrous humanoids, and undead. Additionally, the creature must have a natural Intelligence ability score of 3 or higher. Some individual creatures might not possess souls or may have souls that are beyond the reach of the valkyrie, subject to the GM's discretion. For example, a lich's soul is contained within its phylactery. Likewise, some rare creatures outside of these types (such as aberrations or constructs) may have souls, but this possibility should always be determined by the GM on a case-by-case basis. Outsiders (without the native subtype), by definition, do not have a dual nature of body and soul, and so never possess a soul for this purpose.

**Valiant Steed (Ex):** A valkyrie gains the services of a loyal mount. This mount functions as a druid's animal companion, but the mount's base statistics do not normally improve as the valkyrie advances in level. She must select a horse as her mount. Her mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. A valkyrie's mount does not gain the share spells special ability.

Should a valkyrie's mount die, she may find another mount to serve her after 1 week of mourning. Until she is able to obtain a new mount, the valkyrie is considered to be shaken. This new mount does not gain the link special ability until the next time the valkyrie gains a level.

If a valkyrie has levels in a class that grants her an animal companion or mount, she must choose her valiant steed as her mount or companion for this purpose. Her effective class level is considered to be one higher for the purposes of class features related to her mount. A valkyrie cannot ever have more than one mount or animal companion.

**Languages:** Valkyries begin play speaking Celestial and Common. Valkyries with high Intelligence scores can choose from the following languages: Auran, Cyclopian, Draconic, Dwarven, Elven, Giant, or Sylvan.

## Age, Height, and Weight

A valkyrie is always female-identifying, and typically appears as a physically fit humanoid woman. Valkyries use the starting age, height, and weight of the race they had in their first life, but typically add an additional 1d6 modifier to height and weight. The valkyrie's appearance

is often similar to her form before her ascension, but some valkyries take on entirely new appearances when reborn into the sisterhood. For example, Small-sized races typically become Medium-sized creatures during their transformation into a valkyrie. The following random age, height, and weight tables are provided for valkyries of the latter type.

**TABLE: RANDOM HEIGHT AND WEIGHT**

| Race     | Base Height | Base Weight | Modifier | Weight Modifier |
|----------|-------------|-------------|----------|-----------------|
| Valkyrie | 5 ft. 4 in. | 110 lbs.    | 2d8      | x5 lbs.         |

Valkyries do not age, and do not gain any bonuses or take penalties from aging. They cannot die of old age.

## Becoming a Valkyrie

Any female-identifying humanoid PC can become a valkyrie as the capstone of the shield-maiden prestige class. At GM discretion, other events can also lead to a PC's ascension as a valkyrie, especially if the PC is slain during a fight against a powerful enemy (one with a CR of at least APL+3), or completes a difficult quest to aid the valkyries, and claims ascension as her reward. If a player character becomes a valkyrie, take the following steps.

- The PC's ability scores should not be altered (the PC does not gain the valkyrie's ability score adjustment).
- Any racial traits the PC possesses are removed. The PC does not lose their racial ability score adjustment.
- The PC gains all valkyrie racial traits.

## Alternate Racial Traits

The following racial traits may be selected instead of the standard valkyrie racial traits. Consult your GM before selecting any of these options.

**Deathless Defiance:** Valkyries are ageless, but not immortal, and can be killed as any other living creature. Some, however, are said to frighten death itself. A valkyrie with this racial trait gains resistance 5 against negative energy damage and a +2 racial bonus on saving throws against death effects, energy drain, and negative energy. Once per day as an immediate action, the valkyrie can choose to add her Charisma modifier (minimum +1) as an additional morale bonus to a saving throw against any of these effects, but she then loses all benefits of deathless defiance for 24 hours. She can choose to use this ability after the saving throw is made, but must choose to use this ability before the GM reveals the results. This racial trait replaces the darkvision racial trait and the valkyrie's resistances.





**Focused Resistance:** Valkyries who often fight against particular foes or certain planes sometimes adapt specific defenses. A valkyrie with this trait gains any one of the following: acid resistance 10, cold resistance 10, electricity resistance 10, or fire resistance 10. Once made, this choice cannot be altered. This racial trait replaces the valkyrie's resistances.

**Holy Zeal:** A few valkyries choose to forgo traditional armor, whether due to a focus on spell-casting or a desire to be more maneuverable in combat. Instead, their fervor and innate power manifests as a physical force protecting them. A valkyrie with this trait adds her Charisma modifier as an armor bonus to her Armor Class (minimum +1). This otherwise functions as the *mage armor* spell. She loses this bonus if she wears armor of any type. This racial trait replaces the battle-trained and resistance racial traits.

**Mystic:** A few valkyries learn to manipulate fate and magic instead of traditional weapons. Known as the mystics, these valkyries function as scholars or spellcasters. The valkyrie casts spells of the divination school at +2 caster level. After casting a spell of the divination school, she gains a +2 insight bonus to her initiative for a number of minutes equal to the spell's level, starting at the completion of the spell's casting time. The duration and bonus from casting multiple divination spells does not stack. This racial trait replaces the battle-trained and resistance racial traits.

**Planar Sense:** Due to their travels amongst the planes, many valkyrie develop a keen sense of direction when it comes to strange realms. A valkyrie with this trait always considers Knowledge (planes) to be a class skill. She always knows what plane she is on, and knows the direction to the nearest *gate*, planar rift, or path to another plane. If she can sense a *gate*, planar rift, or path to another plane, she can automatically discern the plane it leads to. This racial trait replaces the fated sight racial trait.

**Small:** Most valkyries who begin life as Small-sized creatures (such as gnomes or halflings) become Medium-sized upon their ascension. On occasion, a valkyrie whose mortal form was a Small-sized race desires to keep her original size after her ascension. A valkyrie with this trait is Small-sized rather than Medium-sized, with all the applicable bonuses and penalties. A Small-sized valkyrie with the valiant steed racial trait can select a pony or wolf as her mount. This racial trait alters the valkyrie's size category.

**Spear-Wielder:** Some valkyries form a connection with a mystical weapon rather than a mount. A valkyrie with this trait gains the ability to summon a masterwork spear (longspear, shortspear, or spear). She is always considered proficient

with this spear. Summoning this spear is a standard action, and the valkyrie can banish it as a swift action. The valkyrie can enchant her spear as if she had the Master Craftsman and Craft Magic Arms and Armor feats, but cannot enchant any other armor or weapon with this ability. Once a valkyrie enchants her spear, it retains those properties each time she summons it. If a valkyrie's spear is destroyed, she cannot summon it for 24 hours. However, the spear cannot be permanently destroyed unless she chooses to destroy it. This racial trait replaces the valiant steed racial trait.

**Seer:** Though they are most known for their skill in battle, many valkyries develop natural prophetic abilities. A valkyrie with this trait gains the ability to cast *augury* once per day as a spell-like ability, treating her character level as her caster level. The base chance for receiving a meaningful reply is 70% + 1% per caster level + 1% per Wisdom modifier, to a maximum of 100%. This racial trait replaces the valiant steed racial trait.

**Wings:** A valkyrie with this trait grows a pair of wings which may take any form suiting the individual (such as dragon's wings or wings of steel feathers). At first, she can only use these wings to glide. The valkyrie gains the Fly skill as a class skill and takes no damage from falling unless she is helpless, pinned, or otherwise unable to use her wings. While in midair, the valkyrie can move up to 5 feet in any horizontal direction for every 1 foot fallen, at a speed of 60 feet per round. She cannot gain height with these wings, and can only move in horizontal directions as she falls. If the valkyrie possesses the battle-trained racial trait, her armor check penalty in armor she is proficient in does not affect her Fly skill checks. This racial trait replaces the valiant steed racial trait and alters the battle-trained racial trait.

## RACIAL FEATS

Valkyrie PCs may wish to take an alternate racial trait while retaining the trait it replaces or to serve as a feat prerequisite. The following valkyrie alternate racial traits can be selected as a feat with these prerequisites.

**Deathless Defiance:** Charisma 13, valkyrie.

**Mystic:** Wisdom 13, caster level 3<sup>rd</sup>, valkyrie.

**Seer:** Perception 3 ranks, Spellcraft 3 ranks, valkyrie.

**Spear-Wielder:** Weapon Focus (longspear, shortspear, or spear), valkyrie.

**Wings:** Dexterity 13, Fly 1 rank, valkyrie.





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### Favored Class Options

The following options are available to all valkyries who have the listed favored class, and unless otherwise stated, the bonus applies every time you select the favored class reward.

**Arcanist:** Increase the total number of points in the arcanist's reservoir by 1/4.

**Bard:** Increase the bard's total number of bardic performance rounds per day by 1.

**Bloodrager:** Increase the bloodrager's total number of bloodrage rounds per day by 1.

**Cavalier:** Add +1/4 to the cavalier's charge bonus.

**Magus:** Add +1/2 bonus on concentration checks made to cast defensively.

**Medium:** Add +1/4 bonus to spirit surge rolls.

**Oracle:** Add one spell known from the oracle spell list. This spell must be at least one level lower than the highest spell level the oracle can cast.

**Skald:** Gain 1/6 of a new rage power.

**Sorcerer:** Add one spell known from the sorcerer spell list. This spell must be at least one level lower than the highest spell level the sorcerer can cast.

**Valkyrie Paragon:** Gain 1/6 of a new insight.

**Warpriest:** Add +1/2 uses of the warpriest's fervor per day.

**Witch:** Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level lower than the highest spell level the witch can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

**Wizard:** Add +1/4 to the wizard's caster level when casting spells of the divination school.

### Racial Archetypes

The following racial archetypes are available to valkyries.

#### FORTUNE WEAVER (WITCH)

A fortune weaver uses arcane power to bend destiny itself to her will, pulling on the strands of fate to benefit herself and her companions.

**Patron:** Though a fortune weaver can have any patron, some common choices are Ancestors, Death, Portents, and Wisdom.

**Familiar:** A fortune weaver's familiar is always a raven or an eagle (for eagle, use the statistics and familiar bonus of a hawk). Whichever is chosen, the familiar is able to speak and understand all languages known by the witch as a supernatural ability. This ability alters the witch familiar class feature.

**Speak Fate (Su):** At 5<sup>th</sup> level, a fortune weaver is able to announce a target's fate, cursing those who refuse to heed her words. Once per day as a standard action, she can affect a single opponent within 30 feet with a *suggestion* (as the spell) using her class level as her caster level. The fortune weaver and the target must be able to see and hear one another. The target can attempt a Will save (DC 10 + 1/2 the witch's level + her Intelligence modifier) to negate the effect. On a failed save, the target can choose to either obey the *suggestion* or be affected by a *bestow curse* spell effect (no save). The subject is likewise cursed





if they fail to obey the *suggestion* or meet the specified conditions before the spell expires. The details of the curse are determined by the fortune weaver when the subject refuses or fails to obey the *suggestion*. On a successful saving throw, the target is shaken for 1 round. Whether or not the save is successful, a creature cannot be the target of this ability again for 1 day. This is a mind-affecting, language-dependent curse effect. She can use this ability more than once per day by sacrificing any prepared witch spell of 3<sup>rd</sup> level or higher per additional use of the ability. The fortune weaver gains one fewer 3<sup>rd</sup> level spell per day than normal for a witch of her level.

**Fateweaver (Su):** At 9<sup>th</sup> level, a fortune weaver can twist the threads of her companions' fates. Once per day as an immediate action, when an ally fails a saving throw against a curse effect, death effect, fear effect, energy drain, or negative energy damage, she can allow them to reroll the saving throw, with a bonus on the reroll equal to the fortune weaver's Intelligence modifier. She can use this ability more than once per day by sacrificing any prepared witch spell of 5<sup>th</sup> level or higher per additional use of the ability. The fortune weaver gains one fewer 5<sup>th</sup> level spell per day than normal for a witch of her level.

**Unravel Destiny (Su):** At 11<sup>th</sup> level, a fortune weaver gains the ability to remove or redirect manipulations of a creature's destiny. Once per day as a standard action, she can attempt to dispel any ongoing charm, curse, compulsion, or mind-affecting effect affecting a creature within 60 feet. This otherwise functions as the *greater dispel magic* spell, with a caster level equal to her class level. If she successfully dispels the spell, she can choose to target another applicable creature within 60 feet. The new target can make a saving throw to resist (if the effect allows a save) with a DC equal to the original spell or effect's saving throw DC. A creature can only be affected by this ability (either as the target of the *dispel* or redirected effect) once per day. She can use this ability more than once per day by sacrificing any prepared witch spell of 6<sup>th</sup> level or higher per additional use of the ability. The fortune weaver gains one fewer 6<sup>th</sup> level spell per day than normal for a witch of her level.

**Major Hex:** A fortune weaver witch can select the following major hexes.

**Fate's Favor (Su):** The witch is able to manipulate fate to gift good fortune to those around her. As a standard action, the witch can grant herself and all allies within 30 feet of her a +1 luck bonus on all attack rolls, weapon damage, and saving throws for 1 round. At 8<sup>th</sup> level and at 16<sup>th</sup> level, the duration of this hex is extended by 1 round and the bonus increases by +1 (to a maximum of +3). Once a creature has benefited from fate's favor, it cannot benefit from it again for 24 hours. A witch must have the fortune hex to select this hex.

**Destiny's Mark (Su):** The witch marks those who act outside their foretold fate. The witch can mark a touched creature with a runic tattoo, scar, or brand declaring its destiny, and prohibiting it from engaging in a certain behavior or action. This functions as *mark of justice*, but with a casting time of 1 full round instead of 10 minutes. The target can attempt a Will save to negate this effect. The witch can have a number of marks active at any one time equal to half her witch level. A creature can only be affected by one mark at a time. As a standard action, the witch can dismiss an active destiny's mark, but she must be able to see a creature's mark to dismiss it. An affected creature attempting to dispel or *erase* a destiny's mark always causes it to activate immediately.

**Grand Hex:** A fortune weaver witch can select the following grand hexes.

**Destined Soul (Su):** The witch's grasp of her own fate is so strong that she resists all attempts to alter it. The witch gains immunity to mind-affecting effects and curses. As a swift action, she may grant this immunity to a touched willing creature for a number of minutes equal to her caster level. If she does so, the witch loses her own immunity for this duration. Once a touched creature has benefited from destined soul, it cannot benefit from it again for 24 hours.

**Oathkeeper (Su):** The witch gains the ability to oversee oaths and ensure they are kept. She may carry out a ritual between two or more participants (which can include the witch) to oversee a formal agreement or contract. This takes 10 minutes, and all participants involved in the ritual must be entering into the agreement of their own free will, without magical compulsion or other coercion. Once the ritual is complete, all participants in the ritual are bound to the agreement made and receive a mark (as the destiny's mark hex). Breaking the oath activates the mark's *bestow curse* effect (no save). Additionally, the witch can choose to immediately teleport (even across planar boundaries) to the oathbreaker's side or summon a valkyrie (see *Pathfinder Roleplaying Game: Bestiary* 3) to their location. The summoned valkyrie is tasked with capturing the oathbreaker and bringing them to the witch for judgment (by any available means). The witch can have a number of oaths active at any one time equal to half her witch level. A creature can only be affected by one oath or one destiny's mark at a time. An affected creature attempting to dispel or *erase* an oath always causes it to activate immediately. A witch must have the destiny's mark major hex to select this grand hex.



**Hexes:** The following hexes complement the fortune weaver archetype: *beast of ill-omen*<sup>UM</sup>, *evil eye*<sup>APG</sup>, *fortune*<sup>APG</sup>, and *misfortune*<sup>APG</sup>.

**Major Hexes:** The following major hexes complement the fortune weaver archetype: *retribution*<sup>APG</sup> and *vision*<sup>APG</sup>.

**Grand Hexes:** The following grand hexes complement the fortune weaver archetype: *death curse*<sup>APG</sup>, *dire prophecy*<sup>UM</sup>, *forced reincarnation*<sup>APG</sup>, and *life giver*<sup>APG</sup>.



### KEEPER OF SOULS (WARPRIEST)

Some souls cannot simply be delivered to a final destination. They might be too dangerous to send to the lower planes, or have unfinished destinies the fates demand fulfilled. Valkyries truly dedicated to safeguarding or imprisoning these special souls join the keeper's order.

**Improved Repose (Su):** A keeper of souls must choose *Repose* as her blessing, and can do so even if it is a domain not normally granted by her deity. She does not receive a second blessing, but modifies the *Repose* blessing abilities in the following manner.

*Gentle Rest (minor):* At 1<sup>st</sup> level, she can use her gentle rest blessing as either a melee touch attack or ranged touch attack with a range of 30 feet.

*Back to the Grave (major):* At 10<sup>th</sup> level, when using the back to the grave blessing to both heal living creatures and harm undead, undead do not receive a saving throw to halve the damage.

This ability alters blessing.

**Soul Shepherd (Su):** At 3<sup>rd</sup> level, a keeper of souls can carry more than a single soul with her choose the slain ability (she can still only use choose the slain once per day). She can carry a number of souls equal to 1 plus half her class level. This ability replaces the bonus feat gained at 3<sup>rd</sup> level.

**Summon Hero (Su):** At 6<sup>th</sup> level, a keeper of souls' training allows her to begin acting as a conduit for long-deceased warriors to temporarily live again. This functions as the *lesser planar ally* spell using her class level as her caster level, but has a duration equal to 1 minute per class level, and only requires material components or offerings equal to 100 gp per HD of the creature being summoned. A keeper of souls can use this ability once per day, and can only call the services of one creature at a time.

At 12<sup>th</sup> level, a keeper of souls can use this ability 2/day, and it instead functions as *planar ally*. She can still only call on the services of a single creature at any one time.

At 15<sup>th</sup> level, a keeper of souls can use this ability 3/day, and it instead functions as *greater planar ally*. She can still only call on the services of a single creature at any one time. The keeper cannot summon a creature with more Hit Dice than her class level.

This ability replaces the bonus feats gained at 6<sup>th</sup>, 12<sup>th</sup>, and 15<sup>th</sup> level.

**Resurrection (Su):** At 7<sup>th</sup> level, a keeper of souls is able to temporarily resurrect souls that she carries. As a full-round action, she may return to life any one soul that she currently carries using the choose the slain ability. This functions as the *true resurrection* spell cast as a spell-like ability using her class level as her caster level,



but the creature only returns to life for one round per class level. The keeper can only resurrect a number of Hit Dice of creatures per day equal to her class level. During this time, the soul is under no compulsion to obey the keeper's orders or aid her. Once this period of time has elapsed, the soul automatically returns to the keeper of souls' possession per the choose the slain ability.

A keeper of souls can bargain with a carried soul for services to be granted when the keeper next resurrects the soul. This bargaining can occur at any time, even if the soul is currently carried. This payment can take a variety of forms, from donating gold to the soul's living family or some other action on the keeper's part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. A typical financial sacrifice is equal to 50 gp per HD of the creature being resurrected.

At 10<sup>th</sup> level, a creature resurrected by a keeper of souls remains alive for 1 minute per class level. Tasks requiring the creature's services for this full duration typically require a payment of 100 gp per HD of the creature called.

At 13<sup>th</sup> level, a keeper of souls can compel an unwilling soul to temporarily obey her commands when resurrected. The soul must have failed its Will save against the keeper's shepherd the unwilling ability. When resurrected, the keeper can give the creature one command. This functions as the *suggestion* spell with a caster level equal to the keeper's class level, except the creature does not receive a saving throw to negate. At the end of the duration of the resurrection, the creature receives a new saving throw to resist returning to the keeper of souls' possession.

At 16<sup>th</sup> level, a creature resurrected by the keeper of souls remains alive for 1 hour per class level. Tasks requiring the creature's services for this full duration typically require a payment of 500 gp per HD of the creature called.

At 19<sup>th</sup> level, an unwilling soul with Hit Dice less than or equal to half the keeper's class level becomes completely subservient to the keeper when resurrected. This functions as the *dominate monster* spell (no save). At the end of the duration of the resurrection, the creature receives a new saving throw to resist returning to the keeper of soul's possession.

This ability replaces sacred armor.

**Shepherd the Unwilling (Su):** At 9<sup>th</sup> level, a keeper of souls can use the choose the slain racial ability on unwilling creatures. If the soul is unwilling, it can attempt a Will save (DC 10+ 1/2 the warpriest's level+ her Wisdom modifier) to negate the ability. This ability replaces the bonus feat gained at 9<sup>th</sup> level.

**Hallowed Resurrection (Sp):** At 18<sup>th</sup> level, a keeper of souls gains the ability to permanently bring a recently slain creature back to life as the *true resurrection* spell cast as a spell-like ability using her class level as her caster level. She must be carrying the creature's soul using the choose the slain racial ability to use this ability and the creature must be willing. When the creature is resurrected, it gains the benefits of the *good hope* spell for 1 week after it returns to life. After using this ability, the keeper of souls cannot use the resurrection ability for 1 day. She can use this ability once per week. This ability replaces the bonus feat gained at 18<sup>th</sup> level.

## RAVEN FEEDER (BLOODRAGER)

A raven feeder furiously launches herself into battle, using her skill at war to determine who dies and who receives a temporary reprieve. A raven feeder learns to draw upon the life and blood contained in others, as well as her own.

**Bloodrage (Ex):** A raven feeder's strikes are especially brutal to her foes. At 1<sup>st</sup> level, when she deals damage to an opponent in melee while bloodraging, she deals an additional 1 bleed damage. The bleed damage from multiple attacks does not stack. This bleed damage can be ended with a DC 15 Heal check or any amount of magical healing. At 4<sup>th</sup> level, when she deals bleed damage in this manner, she can expend a spell slot as an immediate action to instead deal bleed damage equal to 1 + twice the spell level of the slot expended.

While in bloodrage, the raven feeder only gains a +2 morale bonus to Strength. Greater bloodrage increases this bonus to +4, and mighty bloodrage increases this bonus to +6.

This ability alters bloodrage.

**Raven Familiar (Su):** At 1<sup>st</sup> level, a raven feeder gains a raven familiar. This functions as the wizard's arcane bond class feature using the raven feeder's class level as her caster level. The bloodrager's familiar must always be a raven (though it may be a raven with a template), even if she selects the Improved Familiar feat. This ability replaces fast movement.

**Alu (Su):** A raven feeder gains power through bloodshed and sacrifice. Whenever the raven feeder would gain a bloodline power at the indicated levels, she can select one of the following abilities. Alternately, she can select a lower level bloodline power or alu ability she did not choose in place of one of these higher-level powers.

**Lost Edge (Su):** At 4<sup>th</sup> level, a raven feeder's enhanced magical skill gives her the ability to blunt her bleeding enemies' weapons in battle. While the raven feeder is in bloodrage, whenever a foe suffering from bleed damage attacks her with a manufactured slashing or piercing weapon, the attack deals nonlethal damage. This is a curse effect.





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**Lost Eyes (Su):** At 8<sup>th</sup> level, a raven feeder's fury can temporarily strike bleeding foes blind. As a swift action once per bloodrage, she can render all enemies suffering from bleed damage within 10 feet of her blind. Creatures affected by this ability can attempt a Will save (DC 10 + 1/2 the bloodrager's level + her Charisma modifier) to negate the effect, or else the blindness ends when the bleed damage ends. This is a curse effect.

**Lost Hope (Su):** At 12<sup>th</sup> level, as a swift action once per bloodrage, she can cause all enemies suffering from bleed damage within 10 feet of her to become frightened. Creatures affected by this ability can attempt a Will save (DC 10 + 1/2 the bloodrager's level + her Charisma modifier) to negate the effect, or else the frightened condition ends when the bleed damage ends or after a number of rounds equal to her bloodrager level (whichever comes first). On a successful save, the creature is instead shaken for 1 round. This is a mind-affecting fear effect.

This ability alters bloodline powers.

**Ravengift Magic (Su):** At 7<sup>th</sup> level, a raven-feeder gains *bloodbath*<sup>HA</sup> as a bloodline spell. At 10<sup>th</sup> level, she gains *blood armor*<sup>ACG</sup> as a bloodline spell. At 13<sup>th</sup> level, she gains *waves of blood*<sup>HA</sup> as a bloodline spell. At 16<sup>th</sup> level, she gains *phantasmal killer* as a bloodline spell.

This replaces all bloodline spells granted by the bloodrager's bloodline.

### RUNECASTER (MAGUS)

A runecaster focuses on enhancing her own prowess and the power of her weapons through knowledge of ancient symbols.

**Spellcasting:** A runecaster treats all spells with "symbol," "glyph," or "rune" in the name as if they were on the magus spell list with a magus spell level equal to their lowest applicable spellcasting class level. She must still learn these spells as normal if she chooses to add them to her spellbook, and the spell must be of a spell level that she is otherwise able to cast. This alters spellcasting.

**Runic Pool (Su):** At 1<sup>st</sup> level, a runecaster can expend 1 point from her arcane pool to inscribe a magical rune on a weapon to augment its power, choosing from the runes listed below. Inscribing a rune takes 10 minutes. The runecaster can maintain only a single inscribed rune on a weapon at any one time; if she inscribes a new rune on a weapon, the previously inscribed rune fades. Once a rune has been inscribed, any creature wielding it receives its listed benefit until the runecaster chooses to inscribe a different rune. In addition, as a swift action the runecaster can expend 1 point from her arcane pool to activate the inscribed rune for 1 minute per class level. If the inscribed

weapon is wielded by another creature, the runecaster must be able to see the weapon to activate the rune. While the inscribed rune is active, the weapon is considered to be magical for the purposes of overcoming damage reduction and deals additional energy damage based on the rune's type. These properties are added to any other magical properties the weapon already has, but energy damage of the same type from any source does not stack.

- **Ansuz:** The weapon's wielder gains electricity resistance 5 or adds 5 to any electricity resistance. When activated, the weapon deals an additional 1d6 electricity damage.
- **Isaz:** The weapon's wielder gains cold resistance 5 or adds 5 to any cold resistance. When activated, the weapon deals an additional 1d6 cold damage.
- **Kaun:** The weapon's wielder gains acid resistance 5 or adds 5 to any acid resistance. When activated, the weapon deals an additional 1d6 acid damage.
- **Sowilo:** The weapon's wielder gains fire resistance 5 or adds 5 to any fire resistance. When activated, the weapon deals an additional 1d6 fire damage.
- **Thurisaz:** The weapon's wielder gains sonic resistance 5 or adds 5 to any sonic resistance. When activated, the weapon deals an additional 1d6 sonic damage.

At 5<sup>th</sup> level, and every four levels thereafter (9<sup>th</sup>, 13<sup>th</sup>, and 17<sup>th</sup> level), the runecaster can have one additional inscribed rune active at any one time (to a maximum of four runes at 17<sup>th</sup> level). She does not need to place her inscribed runes on the same weapon, but if multiple runes are placed on a single weapon, the wielder gains each rune's energy resistance, and the runecaster can activate any number of the weapon's runes simultaneously by expending 1 point from her arcane pool per rune activated. Additionally, combinations of active runes provide the following specialized effects when both runes are active at the same time.

- **Ansuz-Thurisaz:** Whenever the weapon confirms a critical hit against a foe, the wielder can call down a bolt of lightning to strike that foe as a free action. This functions as the *call lightning* spell with a caster level equal to the runecaster's class level, except the wielder can only call one bolt and the target does not receive a Reflex save to take half damage.
- **Ansuz-Sowilo:** The inscribed weapon glows with a radiant light equivalent to a torch. Creatures that take penalties in bright light take these penalties for 1 round after being struck by the weapon. Undead and creatures who are harmed by sunlight take an additional 1d6 points of damage from the weapon. This damage is radiant energy and not subject to damage resistance.





- *Isaz-Sowilo*: The weapon's cold and fire energy damage ignores any resistance or immunity to cold or fire.
- *Isaz-Thurisaz*: When the weapon confirms a critical hit against a foe, the wielder can target the foe, a foe's armor or shield, or an adjacent 5-ft.-radius spread with a *shatter* spell (caster level equal to the runecaster's class level). The weapon's wielder is immune to the effect. If a non-crystalline foe is targeted, on a failed save they are permanently deafened. The save DC is equal to 10 + ½ the runecaster's class level + runecaster's Intelligence modifier.
- *Kaun-Thurisaz*: The inscribed weapon is considered to be adamantine for the purposes of bypassing hardness and damage reduction.
- *Kaun-Isaz*: The wielder of the inscribed weapon gains the benefits of the Greater Sunder feat when using the weapon to make sunder attempts.
- *Sowilo-Kaun*: Creatures struck by the weapon must succeed on a Reflex save (DC 10 + ½ the runecaster's class level + runecaster's Intelligence modifier) or continue to take the weapon's acid and fire damage (1d6 each) each round for 1d4 rounds as the burn universal monster ability (see *Pathfinder Roleplaying Game: Bestiary* for details).

- *Sowilo-Thurisaz*: The weapon can penetrate damage reduction as if it was a chaotic, evil, good, or lawful weapon. The type of damage reduction it can penetrate must be selected when the weapon is activated.

A runecaster cannot use her arcane pool to grant a held weapon an enhancement bonus or weapon special abilities. This ability alters the magus's arcane pool.

**Rune Tattoo (Su):** At 4<sup>th</sup> level, a runecaster can magically inscribe a rune tattoo on herself once per day. Inscribing a rune tattoo takes 10 minutes. She may choose any spell she knows with a range of personal or touch when inscribing this tattoo, and expend a number of points from her arcane pool equal to the spell's level (minimum 1). This does not take up one of her spell slots for the day and lasts until the runecaster chooses to activate it. As a swift action, she can activate this tattoo to cast the spell (targeting the runecaster only). A runecaster can only have one rune tattoo inscribed at a time; if she inscribes a new rune tattoo, the previously inscribed tattoo fades. A rune tattoo cannot be dispelled until it is activated, but can be targeted with the *erase* spell. This ability replaces spell recall.

**Runic Armor (Su):** At 7<sup>th</sup> level, a runecaster gains the ability to enhance her armor with magical runes. As a swift action, she may expend 1 point from her arcane pool to give her





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armor any of the following special abilities: *deathless*<sup>UE</sup>, *defiant*<sup>UE</sup>, *fortification (light)*<sup>UE</sup>, *grinding*<sup>UE</sup>, *impervious*<sup>UE</sup>, *mirrored*<sup>UE</sup>, or *stanching*<sup>UE</sup>. This lasts for 1 minute.

This ability replaces the magus's medium armor proficiency at 7<sup>th</sup> level. The runecaster instead gains medium armor proficiency at 13<sup>th</sup> level. She does not gain heavy armor proficiency.

**Permanent Rune (Sp):** At 11<sup>th</sup> level, a runecaster gains the ability to create permanent magical runes or tattoos. This functions as the *permanency* spell cast as a spell-like ability using the runecaster's class level as her caster level, except the runecaster must still pay the normal material component costs associated with the *permanency* spell. The runecaster can use this ability at will, but must expend points of arcane power equal to the level of the spell to be made permanent. Spells made permanent in this manner cannot be dispelled, but are subject to the *erase* spell. This ability replaces improved spell recall.

### SAGA SINGER (SKALD)

The knowledge of the saga singers is prized among the valkyries, and their talents at aiding their allies' strength are welcome on the battlefield. A saga singer may call on the wisdom of ancient heroes and inspire her companions to remarkable feats.

**Tale Spinner (Su):** Once per day, a saga singer can cast any one spell known as though it required only verbal components, as long as its material components (if any) do not have a listed gp cost. The spell cannot have the Silent Spell metamagic feat applied to it. Additionally, the saga singer can cast the spell with the effects of any one of the following metamagic feats: Dazing Spell<sup>APG</sup>, Disruptive Spell<sup>APG</sup>, Empower Spell, Enlarge Spell, Extend Spell, Furious Spell<sup>OA</sup>, Heighten Spell, Maximize Spell, Piercing Spell<sup>UM</sup>, or Widen Spell. She must expend a spell slot of the appropriate level for the feat to do so. If the saga singer possesses the metamagic feat applied to the spell, she can instead cast apply the feat's effects without increasing the spell's level. At 5<sup>th</sup> level, 11<sup>th</sup> level, and 17<sup>th</sup> level, the saga singer can use this ability one additional time per day (to a maximum of 4/day at 17<sup>th</sup> level).

This ability replaces scribe scroll and spell kenning.

**Raging Song (Su):** A saga singer gains the following raging song.

**Resolute Song (Su):** At 3<sup>rd</sup> level, a saga singer can use her raging song to motivate her allies to fight on, even through grievous wounds. All allies within 60 feet of the saga singer are treated as though they had the Diehard feat as long as the saga singer continues her performance. If an ally already has the Diehard feat, they are treated as sickened rather than staggered when below 0 hit points. This song replaces the song of marching.

**Heroic Saga (Su):** At 2<sup>nd</sup> level, a saga singer can call upon the spirits of heroes by telling a related saga. Once per day, she can invite her allies to listen to her tales to gain insight and strength. Telling this saga takes 1 hour and willing creatures must be present and listening for the entirety. Only creatures with an Intelligence of at least 3 who can understand the saga singer can benefit from a heroic saga. Listening creatures, as well as the saga singer herself, gain the benefit of the chosen spirit for 1 day or until the saga singer grants a different benefit, whichever comes first. A saga singer chooses the type of heroic saga to tell when she begins the tale.

**Tale of Cunning:** This tale grants a +1 competence bonus to all Bluff, Diplomacy, and Sense Motive skill checks, and a +1 insight bonus to initiative and weapon damage during surprise rounds. Once per day, a character influenced by the tale of cunning may roll a sneak attack (or other precision damage) or a critical hit's damage dice twice and take the better result.

**Tale of Luck:** This tale grants a +1 competence bonus to all Acrobatics, Disable Device, and Escape Artist skill checks, and a +1 insight bonus to CMD. Once per day, a creature influenced by the tale of luck may choose to reroll a natural 1.

**Tale of Might:** This tale grants a +1 competence bonus to all Climb and Swim skill checks and Strength ability checks, and a +1 insight bonus to CMB. Once per day, a creature influenced by the tale of might can reroll a failed Strength check made to break or burst an item.

**Tale of Seidr:** This tale grants a +1 competence bonus to all Knowledge (arcana), Spellcraft, and Use Magic Device checks, and a +1 insight bonus to Will saving throws. Once per day, a creature influenced by the tale of seidr can reroll a failed caster level check made to dispel or penetrate spell resistance.

**Tale of Urd:** This tale grants a +1 competence bonus to all Knowledge (history), Knowledge (planes), and Knowledge (religion) skill checks, and a +1 insight bonus to their Reflex saving throws. Once per day, when attempting a Reflex save, a creature influenced by the tale of urd can choose to be treated as if it had evasion for the purposes of that save. If the creature already has evasion, it is instead treated as if it had improved evasion. Creatures may decide to do this after the Reflex save is rolled, but must do so before the results are revealed.

The saga singer can use this ability an additional time per day at 7<sup>th</sup> level and every five levels thereafter (12<sup>th</sup> and 17<sup>th</sup> level). If the same type of tale is told, any targets that have used the once per day ability of the tale can use the ability an additional time that day. The benefits of any previous heroic saga end whenever the benefits of a new heroic saga are gained.

At 7<sup>th</sup> level, the saga singer can tell a tale in 10 minutes instead of 1 hour.

At 13<sup>th</sup> level, the competence and insight bonuses granted by the heroic sagas increase to +2.





At 19<sup>th</sup> level, the saga singer can combine two tales to impart partial lessons and power from both. The saga singer selects any two tales. Targets gain all associated competence and insight bonuses, but the bonus is reduced from +2 to +1. Affected creatures can select which tale's once per day benefit they gain at the end of the tale.

This ability replaces versatile performance, well-versed, and lore master.

## Sagas of the Valkyries

Sagas are a vital part of valkyrie society, whether as entertainment, history, or a way to pass down arcane lore. Valkyries who focus on the performance arts often learn particular sagas to aid themselves and their allies in battle. Valkyrie sagas can be selected and used by either bards or skalds as detailed below.

### BRYNHILDR'S LAMENT

*This saga expresses the sorrow and fury of the ancient valkyrie Brynhildr upon realizing she has been tricked into marriage with one unworthy of her.*

**Prerequisite:** Perform (sing), Perform (string), or Perform (wind) 7 ranks.

**Cost:** Feat, or 3<sup>rd</sup> level bard or skald spell known.

**Effect:** This sorrowful piece carries an undercurrent of rage, stirring those who hear it to anger. All allies or enemies (your choice) within 30 feet of you when you begin this performance gain the effect of a *rage* spell (save DC equals 10 + ½ your character level + your Charisma modifier) while you maintain this performance. Allies affected by this performance gain a +2 bonus to confirm critical hits, and affected enemies are fatigued when the performance ends.

**Use:** 1 round of bardic performance or raging song per round.

**Action:** 1 standard action.

### DELIBERATION OF THE NORNS

*This elegant piece describes the fate-weaving Norns debating the destiny of a hero.*

**Prerequisite:** Perform (oratory) or Perform (sing) 5 ranks.

**Cost:** Feat, or 2<sup>nd</sup> level bard or skald spell known.

**Effect:** This saga tells a tale of the Norns discussing whether a mortal warrior should be slain in a coming battle, or survive to fight another. While you maintain this performance, all allies within 30 feet of you may reroll one saving throw. Once a given ally uses this ability, the effect ends for that individual ally for the duration of the performance.

**Use:** 2 rounds of bardic performance or raging song per round.

**Action:** 1 standard action.





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### KENNING

*This saga explains the basics of the complicated metaphorical technique of kenning, providing principles and examples for a beginning storyteller.*

**Prerequisite:** Perform (act), Perform (oratory), or Perform (sing) 4 ranks.

**Cost:** Feat, or 2<sup>nd</sup> level bard or skald spell known.

**Effect:** The linguistic tricks and metaphor of this performance make it difficult for those unfamiliar with the tradition to follow your words. While you maintain this performance, enemies within 60 feet of you cannot communicate or share tactics with one another, even through non-verbal means such as telepathy. This prevents them from understanding each other, using the aid another action, or gaining benefits from flanking with affected creatures. It does not prevent them from casting spells with verbal components, but they must succeed at a concentration check (DC 10 + spell level) to do so. Creatures affected by this ability can still understand foes for the purposes of language-dependent effects.

**Use:** 1 round of bardic performance or raging song per round.

**Action:** 1 standard action.

### RAGNAROK REQUIEM

*This tale tells of the unavoidable disaster of Ragnarok, and the earth's subsequent renewal.*

**Prerequisite:** Perform (oratory) or Perform (sing) 17 ranks.

**Cost:** Feat, or 6<sup>th</sup> level bard or skald spell known.

**Effect:** This saga evokes an echo of the destruction fated to occur when Ragnarok inevitably comes. All enemies within 30 feet of you when you complete this performance are targeted as if by *meteor swarm*, with one sphere targeting each enemy. You and your allies are not targeted, but may still be affected by the fire damage if they are in its area of effect. Creatures affected can attempt a Reflex save (DC 10+ 1/2 your character level + your Charisma modifier) for half damage. Immediately following the *meteor swarm* effect, you and all allies within 30 feet of you are affected by a *mass cure serious wounds* spell (caster level equals your character level).

**Use:** 6 bardic performance or raging song rounds.

**Action:** 3 full rounds.

### SAGA OF UNBREAKABLE FATE

*The fates of all are predetermined, and cannot be altered, even by the divine. This piece advises listeners to accept the destiny laid out before them.*

**Prerequisite:** Perform (oratory) or Perform (sing) 10 ranks.

**Cost:** Feat, or 4<sup>th</sup> level bard or skald spell known.

**Effect:** This saga strengthens your companions' faith in their fate. As long as you maintain this performance, all allies within 30 feet of you gain immunity to death effects, mind-affecting effects, and curse effects.

**Use:** 2 bardic performance or raging song rounds per round of duration.

**Action:** 1 full round.

## Valkyrie Feats

Valkyries have access to the following feats.

### CRAFT ENCHANTED MEAD

You are able to brew alcoholic potions that aid and intoxicate those who drink them.

**Prerequisites:** Brew Potion, caster level 5<sup>th</sup>, 4 or more ranks in Craft (alchemy) or Profession (brewer), valkyrie.

**Benefit:** You can create an enchanted mead (see Relics of the Valkyries). Brewing one dose of mead takes 2 hours if its base price is 250 gp or less; otherwise brewing a mead takes 1 day for each 1,000 gp in its base price. You must have a caster level at least equal to that of the enchanted mead you are crafting, and you cannot increase the caster level of an enchanted mead. Brewing an enchanted mead requires materials costing one half its base price.

When you craft an enchanted mead, you make any choices required at the time of creation. The enchanted mead provides its benefits to the drinker at the time it is consumed, unless otherwise specified.

**Special:** A valkyrie paragon with the meadhall gift insight can use her class level as her caster level when crafting enchanted meads and does not need to have the Brew Potion feat to meet this feat's prerequisites. She can use her Craft (alchemy) or Profession (brewer) skill in place of Spellcraft when creating enchanted meads.

### DEATH'S FEAR

Your connection to life and confidence is so great, you frighten death itself.

**Prerequisites:** Intimidate 7 ranks, deathless defiance alternate racial trait, valkyrie.

**Benefit:** You gain the ability to cast *death ward* once per day as a spell-like ability, using your character level as your caster level. While under the effects of your *death ward* spell-like ability, if you are reduced to negative hit points by an attack or effect that deals hit point damage you can attempt an Intimidate check as an immediate action. The DC of the check is equal to 5 + the damage dealt. On a successful check, you can choose to dismiss the *death ward* to be at 1 hit point, regardless of the amount of damage dealt by the attack or effect.





## EXTRA INSIGHT

Your focus and dedication have granted you an additional insight into the ways of battle.

**Prerequisites:** Insight class feature, valkyrie.

**Benefit:** You gain one additional insight. You must meet all of the prerequisites for this insight.

**Special:** You can gain Extra Insight multiple times.

## GREATER SKY PARAGON

With continued aerial practice, you've gained in speed and grace.

**Prerequisites:** Dexterity 15, Sky Paragon, Fly 9 ranks, valkyrie.

**Benefit:** Your fly speed improves to twice your land speed, and your maneuverability improves to good.

## MYSTIC'S SKILL

You have an uncanny sense of the future and the fates of others.

**Prerequisites:** Spellcraft 3 ranks, mystic alternate racial trait, valkyrie.

**Benefit:** If a divination spell requires more than 1 round to cast, the casting time is reduced by half. When casting a spell of the divination school, you gain a +4 insight bonus to your initiative for a number of hours equal to the spell's level, starting at the completion of the spell's casting time. If you are surprised, you can choose to dismiss the insight bonus to initiative to not be flat-footed and act in the surprise round (this does not require an action). However, you must choose to do so before initiative is determined.

## POWERFUL BREW

Your remarkable skill at crafting enchanted meads creates more powerful concoctions than normal.

**Prerequisites:** Caster level 8<sup>th</sup>, Craft Enchanted Mead, 6 or more ranks in Craft (alchemy) or Profession (brewer), valkyrie.

**Benefit:** Whenever you craft an enchanted mead, it always functions at your caster level for the purposes of the spell effects, even if the cost is calculated based on the minimum caster level.

## PROPHET

Your inner eye perceives both the individual threads of destiny, and the overall patterns in the weave.

**Prerequisites:** Wisdom 15, Seer's Eye, Perception 7 ranks, seer racial trait, valkyrie.

**Benefit:** You gain the ability to cast *divination* once per day as a spell-like ability, treating your character level as your caster level. The base chance for receiving a meaningful reply is 70% + 1% per caster level + 1% per Wisdom modifier, to a maximum of 100%. You can ask questions concerning a specific goal, event, or activity occurring more than 1 week in the future, but each week beyond the first reduces the base chance for a meaningful reply by 5%. You may attempt a new check on the same topic each week.

## RAZORWINGS

The feathers of your wings are sharper than knives, and can leave deep wounds.

**Prerequisites:** Dexterity 15, Sky Paragon, Steelwings, Fly 11 ranks, wings racial trait, valkyrie.

**Benefit:** The damage you deal with your wing natural attack is both bludgeoning and slashing. You deal additional bleed damage with your wing attacks equal to your wing's base damage (usually 1d4 for Medium-sized valkyries or 1d3 for Small-sized valkyries). This bleed damage can be ended with a DC 15 Heal check or any amount of magical healing. The effects of this feat stack.

## STEELWINGS

Your wings become as hard as steel, and could even appear metallic.

**Prerequisites:** Dexterity 13, Sky Paragon, Fly 7 ranks, wings racial trait, valkyrie.

**Benefit:** You gain a wing primary natural attack that deals appropriate damage for a creature of your size (1d4 for Medium-sized valkyries or 1d3 for Small-sized). You can use your wings as a heavy steel shield that does not require a free hand to use. Your wings do not have an armor check penalty or spell failure chance. Attacking with the wings negates their shield bonus to AC (similar to making a shield bash). Your wings cannot be enchanted with magical enhancements.

## SEER'S EYE

You have an instinctual sense of fate and can use that knowledge to escape from danger.

**Prerequisites:** Perception 3 ranks, seer racial trait, valkyrie.

**Benefit:** Once per day, when you fail a saving throw, you may reroll that saving throw, using all the modifiers or bonuses applied to the initial roll. This does not stack with other effects that allow you to reroll a saving throw. You must take the result of the reroll. If the reroll results in a roll of a natural 20, you can use this feat one additional time that day. If the reroll results in a roll of a natural 1, you may reroll the save again, and continue rerolling until a result other than a 1 is rolled.

## SKY PARAGON

Through training and exercise, you've learned to use your wings to truly fly.

**Prerequisites:** Dexterity 13, Fly 5 ranks, wings racial trait, valkyrie.

**Benefit:** You gain a fly speed equal to your land speed with average maneuverability.







## SOUL SIGHT

You can sense not only the health of those around you, but the state of their souls as well.

**Prerequisites:** Heal 5 ranks, fated sight racial trait, valkyrie.

**Benefit:** You can gain the benefits of the *aura sight*<sup>ACG</sup> spell for a number of minutes per day equal to your character level. Activating this ability is a free action. The duration does not need to be consecutive, but it must be spent in 1-minute increments.

## SOUL SNARE

Your command of souls is strong enough to claim those who still draw breath.

**Prerequisites:** Wisdom 18, Knowledge (religion) 15 ranks, choose the slain racial trait, valkyrie.

**Benefit:** You gain the ability to claim the soul (and material body) of a living creature once per day, using your class level as your caster level. Using this ability functions as your use of the choose the slain racial ability for the day, and you can normally only possess one soul at a time. This is a supernatural ability that functions as the *trap the soul* spell, except you can only target living creatures with Hit Dice equal to or less than your character level, can only use the triggered by the spell completion method, and do not require a gem to contain a soul. The save DC to resist this effect is equal to 10 + ½ your character level + your Charisma modifier. You can release the soul (and material body) as a full-round action.

## SWIFT SPEAR

You can call up your bonded spear at a moment's notice.

**Prerequisites:** Craft (weapons) 3 ranks, spear-wielder alternate racial trait, valkyrie.

**Benefit:** You can summon or banish your bonded spear as a free action. If the spear can be used as a thrown weapon, you can make attacks with the spear at your full normal rate of attacks.

## VALIANT COMPANION

Your connection to your valiant steed strengthens, allowing them to grow in power and fight beside you.

**Prerequisites:** Ride 5 ranks, valiant steed racial trait, valkyrie.

**Benefit:** Your mount gained from the valiant steed racial ability advances in power as a druid animal companion. Your effective druid level is equal to your character level –3 for this purpose. This feat grants no benefit if you have levels in a class that grants an animal companion.

## VALKYRIE FURY (COMBAT)

You are a master at wielding your weapon and shield in tandem.

**Prerequisites:** Strength 17, Valkyrie Strike, Valkyrie Style, base attack bonus +13.

**Benefit:** While using this style and making a full attack, you may also make a free shield bash with your shield. This does not cause you to lose the shield's AC bonus to AC. If the shield bash hits, you may also make a free trip attempt that does not provoke an attack of opportunity.

## VALKYRIE STRIKE (COMBAT)

Your training has enabled you to strike quickly and forcefully.

**Prerequisites:** Strength 15, Valkyrie Style, base attack bonus +7.

**Benefit:** While using this style with your chosen weapon and a light shield or buckler, you add 1-1/2 times your Strength bonus to damage rolls as though you were wielding the weapon two-handed. You deal an additional 1d6 precision damage with the chosen weapon. This extra precision damage bypasses any damage reduction the target may possess.

## VALKYRIE STYLE (COMBAT, STYLE)

You are adept at using a spear or polearm along with a shield.

**Prerequisites:** Strength 13, Shield Focus, Weapon Focus with the chosen weapon.

**Benefit:** Choose one two-handed weapon from the polearm or spear weapon groups. When using this style, you may wield this weapon as a one-handed weapon while using a light shield or buckler without penalty. When doing so, you do not add the 1-1/2 times Strength bonus to damage rolls that you would gain from wielding the weapon two-handed.

**Special:** A valkyrie does not need to meet the listed prerequisites to take this feat.

## VALKYRIE STYLE FEATS

While most of the feats in this section are for valkyries only, the Valkyrie Style feats are an exception. While no mechanical requirement dictates what type of character may have the feat, valkyrie fighting skills are not widely taught among mortals. It is recommended that players discuss with their GMs the reasoning for a character having Valkyrie Style and its related feats before they are taken. Unlike the shield maiden prestige class, male-identifying PCs may take these feats, but are encouraged to come up with an explanation as to how and why they learned fighting techniques from the valkyries.



## Racial Paragon Class

In most campaigns, the ideas of class and race are separate concepts. But with racial paragon classes, the line between the two becomes blurred. Racial paragons are, as the name suggests, nearly ideal examples of the strengths and abilities of the character's race. Unlike members of other classes, however, racial paragons are more than merely powerful individuals. They are strong in all the ways that their race is strong, while still vulnerable in the ways that their race is vulnerable. Beyond that, they possess powers and capabilities that supersede those of normal members of their race. Racial paragons rarely undergo the rigorous training or study that members of other classes commonly undertake between levels. Their experience, wisdom, and heroic abilities simply manifest in the form of superior innate racial abilities. Despite this strong association with race, racial paragons need not have specific views or special dedication to their race's beliefs or typical attitudes (although many do). Obviously, a character can only take levels in the racial paragon class associated with their race. Like the fighter,

wizard, and other standard character classes, racial paragon classes have no prerequisites (other than being a member of the appropriate race). A valkyrie paragon can multiclass freely between standard character classes, prestige classes for which she qualifies, and the paragon class unless the other class has restrictions that prevent multiclassing. Levels in racial paragon classes are always considered to be advancing in a favored class.

## Valkyrie Paragon

*A select few among the valkyries achieve powers their sisters can only dream of, their natural strength and magical talent making them exemplars of their kind.*

**Role:** The valkyrie paragon is a strong melee combatant with a bonded mount. With her magical powers, she can manipulate life and death, guide travelers across the planes, and keep a close eye on the brave. Depending on her choices, the paragon might be a bold field commander, a powerful healer, or a mystical seer.

**Alignment:** Any.

**Hit Die:** d8.

**TABLE: VALKYRIE PARAGON**

| Level            | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special                                  |
|------------------|-------------------|-----------|----------|-----------|--|
| 1 <sup>st</sup>  | +1                | +2        | +0       | +2        | Divine mount, fate's eyes                |
| 2 <sup>nd</sup>  | +2                | +3        | +0       | +3        | Insight                                  |
| 3 <sup>rd</sup>  | +3                | +3        | +1       | +3        | Ascended steed, soul tithe               |
| 4 <sup>th</sup>  | +4                | +4        | +1       | +4        | Insight                                  |
| 5 <sup>th</sup>  | +5                | +4        | +1       | +4        | Discerning threads                       |
| 6 <sup>th</sup>  | +6/+1             | +5        | +2       | +5        | Ascended steed, branchshift, insight     |
| 7 <sup>th</sup>  | +7/+2             | +5        | +2       | +5        | Subtle weave                             |
| 8 <sup>th</sup>  | +8/+3             | +6        | +2       | +6        | Insight                                  |
| 9 <sup>th</sup>  | +9/+4             | +6        | +3       | +6        | Ascended steed                           |
| 10 <sup>th</sup> | +10/+5            | +7        | +3       | +7        | Insight                                  |
| 11 <sup>th</sup> | +11/+6/+1         | +7        | +3       | +7        | Unwilling soul                           |
| 12 <sup>th</sup> | +12/+7/+2         | +8        | +4       | +8        | Ascended steed, insight                  |
| 13 <sup>th</sup> | +13/+8/+3         | +8        | +4       | +8        | Constant vigilance, improved branchshift |
| 14 <sup>th</sup> | +14/+9/+4         | +9        | +4       | +9        | Insight                                  |
| 15 <sup>th</sup> | +15/+10/+5        | +9        | +5       | +9        | Ascended steed                           |
| 16 <sup>th</sup> | +16/+11/+6/+1     | +10       | +5       | +10       | Insight                                  |
| 17 <sup>th</sup> | +17/+12/+7/+2     | +10       | +5       | +10       | Final judgment                           |
| 18 <sup>th</sup> | +18/+13/+8/+3     | +11       | +6       | +11       | Ascended steed, insight                  |
| 19 <sup>th</sup> | +19/+14/+9/+4     | +11       | +6       | +11       | Greater branchshift                      |
| 20 <sup>th</sup> | +20/+15/+10/+5    | +12       | +6       | +12       | Insight, urd                             |



## CLASS SKILLS

The valkyrie paragon's class skills (and the key ability for each skill) are: Climb (Str), Craft (Int), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

**Skill Ranks per level:** 4+ Int modifier.

## CLASS FEATURES

All the following are class features of the valkyrie paragon.

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

**Divine Mount (Su):** At 1<sup>st</sup> level, a valkyrie's bond with her mount is strengthened even beyond that of most. If the valkyrie does not have the valiant steed racial trait, she automatically gains a mount when she becomes a 1<sup>st</sup> level valkyrie paragon. This mount must be a horse, as per the valiant steed trait. Her mount functions as a druid's animal companion, using her class level as her effective druid level. If she possesses the valiant steed racial trait, her effective druid level is instead her class level +1. However, the mount does not gain the share spells, evasion, or devotion abilities.

Once per day, as a full-round action, a valkyrie paragon may call her divine mount to her side. The mount immediately appears adjacent to the valkyrie paragon. She can use this ability once per day at 1<sup>st</sup> level, and one additional time per day for every 4 levels thereafter, for a total of four times per day at 17<sup>th</sup> level.

**Fate's Eyes (Sp):** At 1<sup>st</sup> level, a valkyrie paragon's fated sight improves beyond that of her sistren. She can cast the *deathwatch* spell as a spell-like ability using her class level as her caster level a number of times per day equal to 3+ her Charisma modifier. A valkyrie paragon's *deathwatch* can detect creatures she cannot see (such as invisible creatures or creatures with total cover), but does not pinpoint the location of such creatures.

**Insight:** As a valkyrie paragon gains levels, she obtains new insights to aid her combat, tactical, and magical abilities. Starting at 2<sup>nd</sup> level, a valkyrie paragon gains an insight. She gains an additional insight for every two levels of valkyrie paragon after 2<sup>nd</sup> level. Unless otherwise noted, a valkyrie paragon cannot select an individual insight more than once.

**Adaptive Traveler (Su):** The valkyrie paragon's travels to other planes have trained her how to adapt to their conditions. When she travels to a plane, she automatically adapts to that plane's environment, as the *planar adaptation* spell. A valkyrie paragon must be at least 10<sup>th</sup> level to select this insight.





**Augur's Strike (Sp):** The valkyrie paragon's flashes of insight into the future can aid her in battle. She can cast *true strike* as a spell-like ability a number of times per day equal to 3 + her Charisma modifier. She must select a single foe she can sense when she casts the spell, and only gains the insight bonus to attack against that specific foe. The insight bonus to attack lasts for five rounds, starting at a +20 insight bonus and halving each round thereafter (+10 on the second round, then +5, +2, and then +1) as the future diverges from the valkyrie paragon's vision. A valkyrie paragon must be at least 4<sup>th</sup> level to select this insight.

**Battle Tactician (Ex):** The valkyrie paragon studies centuries of her people's accumulated tactics and strategy to better aid her allies in battle. As a swift action, she can begin giving out orders, encouragement, and aid to inspire her allies. Once begun, continuing this ability is a free action. To be affected, her allies must be within 60 feet and able to see and hear her. An affected ally receives a +1 insight bonus on attack and weapon damage rolls, a +1 insight bonus to AC, and a +1 insight bonus on spell damage rolls. This only affects

spells that do hit point damage, not ability damage or other types of effects. The valkyrie paragon can use this ability a number of rounds per day equal to her level, but these rounds do not need to be consecutive.

**Blessing of the Aesir (Sp):** The valkyrie paragon is particularly favored by the gods and can share this favor with others. She can cast *bless* as a spell-like ability a number of times per day equal to 3 + her Charisma modifier. One ally within 50 feet when the spell is cast gain a number of temporary hit points equal to the valkyrie paragon's level. The valkyrie cannot target herself.

**Bonus Feat (Ex):** The valkyrie paragon can select any valkyrie racial feat (or alternate racial trait that can be taken as a feat) or combat feat as a bonus feat. She must meet the prerequisites for this feat, but is treated as though she had a number of fighter levels equal to half her valkyrie paragon level for the purposes of the feat's prerequisites. If the valkyrie paragon also has levels in fighter, she adds half her class level to her fighter levels for the purpose of the feat's prerequisites. The valkyrie paragon can take this insight multiple times, each time gaining a different bonus feat.

**Charge of Valhalla (Ex):** The valkyrie paragon is a juggernaut, whether mounted or unmounted. When she is making a charge on foot, she may make a full attack at the end of the charge as part of the charge action, as long as she charges a distance equal to her speed or less. A valkyrie paragon must be at least 14<sup>th</sup> level and have the defensive charge, furious charge, and glorious charge insights to select this insight.

**Darksight (Su):** The valkyrie paragon is adept at battling in darkness. She gains the see in darkness universal monster ability, but only when battling an enemy that cannot see in the dark while in an area of darkness. A valkyrie paragon must be at least 10<sup>th</sup> level and possess darkvision to select this insight.

**Deceit Sense (Su):** The valkyrie paragon has an innate ability to discern truth from lies. As a standard action, she can focus on a number of creatures equal to half her valkyrie paragon level, no two of which can be more than 30 feet apart. This functions as the *discern lies* spell, except she can also sense if any of the creatures affected make a statement that is intentionally misleading, even if not strictly untrue. The valkyrie can tell the difference between an intentionally misleading statement and a direct lie. This only applies to actual statements made, and does not necessarily reveal lies of omission. The valkyrie paragon must be able to understand the creatures for this ability to function. The save DC is equal to 10 + ½ the valkyrie paragon's class level + valkyrie's Charisma modifier. The valkyrie



paragon can use this ability a number of times per day equal to 3 + her Charisma modifier. A valkyrie paragon must be at least 10<sup>th</sup> level and have the truespeaker insight to select this insight.

*Defensive Charge (Ex):* The valkyrie paragon is skilled at maintaining her defenses even while charging. When making a charge, she takes no penalty to AC. A valkyrie paragon must be at least 8<sup>th</sup> level and have the glorious charge insight to select this insight.

*Fate's Hands (Su):* The valkyrie paragon gains the ability to heal the wounds of herself and others. Each day she can use this ability a number of times equal to 3 + her Charisma modifier. With one use of this ability, a valkyrie paragon can heal 1d6 points of damage for every two class levels she possesses. Using this ability is a standard action, unless the valkyrie paragon targets herself, in which case it is a swift action. She only needs one hand free to use this ability.

*Fated Domain (Su):* The valkyrie paragon has a strong spark of divine influence within her. The valkyrie paragon may choose one of the following cleric domains: Death, Destruction, Glory, Healing, Knowledge, Magic, Repose, Rune, Strength, or War. She may optionally choose a subdomain associated with one of these domains. The valkyrie paragon gains the 1<sup>st</sup> level domain power of her chosen cleric domain, using her valkyrie paragon level as her cleric level. She does not gain domain spells or any other cleric abilities. Beginning at 8<sup>th</sup> level, a valkyrie paragon may select this insight a second time. This grants her the second domain power of her chosen cleric domain. The valkyrie paragon cannot select this insight for more than one domain.

*Fated Slayer (Su):* Those valkyrie paragon can ensure the slain remain dead. Anyone attempting to resurrect a creature killed by the valkyrie paragon must succeed at a caster level check (DC 10+1/2 the valkyrie paragon's level + the valkyrie's Charisma modifier). The spell fails on a failed check, and any material components are lost. Even if a creature slain by the valkyrie paragon is successfully resurrected, it gains an additional negative level when it is brought back to life. Finally, a valkyrie paragon is immediately aware if a creature she has slain has been resurrected, though she does not learn the location of the creature or cause of its resurrection. A valkyrie paragon must be at least 8<sup>th</sup> level and have the soul adept insight to select this insight.

*Feast (Sp):* The valkyrie paragon can summon the necessary ingredients for a fine banquet for her companions. Once per day, she can cast *heroes' feast* as a spell-like ability using her class level as her caster

level. If she chooses, instead of the normal *neutralize poison* and *remove disease* effect of the feast, she can choose the effects of up to two enchanted meads (per the meadhall gift) to apply instead, though the duration of these effects (if any) is not increased. Creatures consuming enchanted meads must succeed on Fortitude saves against ingested poison as normal (see Enchanted Meads for details). A valkyrie paragon must be at least 12<sup>th</sup> level and have the meadhall gift insight to select this insight.

*Final Rites (Su):* The valkyrie can carry out funerary rights to ensure that those slain remain dead, and have a final chance to bless living allies. Once per day, the valkyrie can incinerate a corpse or corpses that possessed souls in a process requiring 1 hour. Traditionally, this cremation ritual is performed on a watercraft, with the valkyrie (or another individual) firing a flaming arrow toward the craft as it floats away, but can be done with a pyre or with no fuel at all. The fire is magical, and consumes the body completely. The valkyrie can affect a number of corpses at once equal to 3 + her Charisma modifier. An affected corpse gains the benefits of a permanent *sanctify corpse*<sup>UM</sup> spell with a caster level equal to the valkyrie's class level. They cannot be resurrected by any means short of *true resurrection*, *miracle*, or *wish*. Any allies of the corpse witnessing the ritual gain the benefits of the *death ward* spell for a number of hours equal to the corpse's Hit Dice. In the case of multiple corpses, use the highest Hit Dice of the corpses present. A valkyrie must be at least 8<sup>th</sup> level to select this insight.

*Furious Charge (Ex):* The valkyrie paragon is unstoppable when riding her mount into battle. She gains the Mounted Skirmisher feat as a bonus feat. She does not need to meet the prerequisites for this feat. A valkyrie paragon must be at least 12<sup>th</sup> level and have the glorious charge and defensive charge insights to select this insight.

*Glorious Charge (Ex):* The valkyrie paragon is skilled at charging into battle. When making a charge on foot, or when riding on her divine mount during a charge, she gains a +4 bonus on the attack roll rather than the normal +2 bonus.

*Healer Savant (Su):* The valkyrie paragon is an extremely talented healer. When using her fate's hands ability to heal, she can expend 2 uses of the ability to maximize the healing (automatically healing 6 hit points of damage per two class levels). A valkyrie paragon must be at least 10<sup>th</sup> level and have the fate's hands insight to select this insight.





## In the Company of Valkyries

**Hex Healer (Su):** The valkyrie paragon learns to use her powers to heal scars on one's destiny as well as physical wounds. When using fate's hands, she can expend a use of the ability to cast *remove curse* rather than healing hit point damage. She uses her class level as her caster level. A valkyrie paragon must be at least 6<sup>th</sup> level and have the fate's hands insight to select this insight.

**Keen Tactician (Ex):** The valkyrie paragon has studied battle tactics and strategy extensively. The bonuses granted by the battle tactician ability increase by +1. This insight can be selected multiple times, each time adding an additional +1 to the bonuses granted by the battle tactician ability. However, a valkyrie cannot select this insight more than once per six class levels. A valkyrie paragon must be at least 6<sup>th</sup> level and have the battle tactician insight to select this insight.

**Meadhall Gift (Su):** The valkyrie paragon is adept at swiftly creating magical mead. When she first takes this insight, the valkyrie can select any two alchemist formulae (see *Pathfinder Roleplaying Game: Advanced Player's Guide* for details). The maximum equivalent spell level of the formulae she can select is limited by her class level per the following table.

| Level                              | Maximum Formulae Level                      |
|------------------------------------|---|
| 4 <sup>th</sup> –6 <sup>th</sup>   | 1 <sup>st</sup> - or 2 <sup>nd</sup> -level |
| 7 <sup>th</sup> –9 <sup>th</sup>   | 3 <sup>rd</sup> -level                      |
| 10 <sup>th</sup> –12 <sup>th</sup> | 4 <sup>th</sup> -level                      |
| 13 <sup>th</sup> –15 <sup>th</sup> | 5 <sup>th</sup> -level                      |
| 16 <sup>th</sup> +                 | 6 <sup>th</sup> -level                      |

With 1 minute of work, she can alter a vial or bottle of any liquid into a magical mead embodying either or both formulae. She may use this ability a total number of times per day equal to her 1 + her Charisma modifier. Imbuing a single mead with two spell effects costs two uses of this ability. Once created, a mead loses its magic if not drunk within 1 day.

A creature consuming the mead gains the benefits of any spell effect used in its creation. However, they must immediately succeed on a Fortitude save (as an ingested poison) or gain the sickened condition and potentially ability damage (see the Enchanted Meads section for details). If more than one spell effect is imbued within a single mead in this manner, add the spell levels together to determine the Fortitude save DC and the corresponding severity of the effect. This insight can be selected multiple times, each time adding two new alchemist formulae that the valkyrie can imbue into a magical mead and 2 additional uses of this ability per day. However, a valkyrie cannot

select this insight more than once per three class levels. A valkyrie must be at least 4<sup>th</sup> level to select this insight.

**Oath of Truth (Su):** The valkyrie paragon has sworn to uphold the virtues of truth and honor in all her dealings. When she takes this insight, she swears a binding oath. She must not willingly lie or make a statement she knows to be false, though she may choose not to answer questions or be evasive as long as she remains within the boundaries of the literal truth. As long as the valkyrie paragon chooses to maintain this oath, the 20-foot radius around her is affected as if by a permanent *zone of truth*. The save DC of this ability is equal to 10 + ½ the valkyrie paragon's level + the valkyrie's Charisma modifier. If a valkyrie paragon with this insight willingly lies, she loses this ability until she receives an *atonement* spell. A valkyrie paragon must be at least 12<sup>th</sup> level and have the deceit sense and truespeaker insights to select this insight.

**Powerful Healer (Su):** The valkyrie paragon is particularly skilled at the healing arts. She adds an additional 1d6 to the amount of damage she heals with her fate's hands ability and an additional use of the ability each day. This insight can be selected multiple times, each time adding an additional 1d6 to the amount of healing and an additional use of fate's hands per day. However, a valkyrie cannot select this insight more than once per four class levels. A valkyrie paragon must be at least 4<sup>th</sup> level and have the fate's hands insight to select this insight.

**Prepared Tactics (Ex):** When using the battle tactician insight, the valkyrie can prepare a group of allies before battle, making it easier for them to follow through with a plan. The valkyrie must spend at least 1 minute speaking to any number of creatures within 60 feet who can see, hear, and understand her. For the next hour, she can use her battle tactician ability to grant them the ability's bonuses without the creatures being required to see and hear her when the benefits are granted. The creatures must still be within 60 feet of the valkyrie to gain the bonuses. A valkyrie must be at least 6<sup>th</sup> level and have the battle tactician insight to select this insight.

**Runecast (Su):** The valkyrie paragon learns the skills of the mystic fortune-tellers who know what fate has in store. Once per day, she can complete a 10-minute ritual of casting a set of runes to aid her in the day's endeavors. Roll 1d6 and consult the following chart for the benefit granted. Benefits granted by runecast last for 24 hours or until the next time the valkyrie uses this ability. At GM discretion, she may also gain a vague warning or insight into the day's events.





| d6 | Effect   |
|----|--|
| 1  | +1 luck bonus on attack rolls                            |
| 2  | +1 sacred (or profane) bonus to AC                       |
| 3  | +1 insight bonus on Will saves                           |
| 4  | +2 insight bonus to CMD                                  |
| 5  | +2 luck bonus to weapon damage                           |
| 6  | Gain 1d10 + half her class level in temporary hit points |

**Runelore (Su):** The valkyrie paragon can use her runes to read the past and present, as well as the immediate future, gaining knowledge of people and events far beyond what she could otherwise possess. When the valkyrie uses the runecast ritual, she can gain information equivalent to the *vision* spell, using her class level as her caster level. Using runelore takes a toll on the senses, and once it is completed, the valkyrie paragon is fatigued. A valkyrie can simultaneously gain this benefit in addition to the runecast and runetell insights. A valkyrie paragon must be at least 14<sup>th</sup> level and have the runecast and runetell insights to select this insight.

**Runetell (Su):** The valkyrie paragon is particularly skilled at casting runes to aid her decisions. When the valkyrie uses the runecast ritual, she gains more detailed information on the day's events. This functions as the *divination* spell, except she can ask up to one question per two class levels regarding events within the next 24 hours with a 100% chance of success. The runes typically provide a simple yes or no or a cryptic hint, but are rarely straightforward in their interpretations. Asking a specific question more than once during the same casting yields the same answer, but the valkyrie paragon can attempt to rephrase or ask related questions to find a more exact answer. A valkyrie can simultaneously gain this benefit in addition to the runecast insight. A valkyrie paragon must be at least 8<sup>th</sup> level and have the runecast insight to select this insight.

**Saga Savant (Su):** The valkyrie paragon is familiar with ancient tales of battle, and can relate them to her allies to grant them inspiration for trials ahead. The valkyrie paragon selects any one saga (see Sagas of the Valkyries). She must meet the prerequisites for this saga. She can choose to perform this saga by using rounds of her battle tactician ability instead of bardic performance. Doing so grants the benefits of the saga rather than the usual benefits of battle tactician. A valkyrie paragon can select this insight more than once, each time gaining a different saga. A valkyrie paragon must be at least 4<sup>th</sup> level and have the battle tactician insight to select this insight.

**Soul Adept (Su):** The valkyrie paragon is particularly skilled at shepherding souls to their fated destinations. She can use her choose the slain ability one additional time per day and can carry one more soul than normal. This insight can be selected multiple times, each time granting an additional daily use of choose the slain and adding one to the number of souls a valkyrie can carry. However, a valkyrie cannot select this insight more than once per four class levels. A valkyrie paragon must be at least 4<sup>th</sup> level to select this insight.

**Truespeaker (Su):** The valkyrie paragon's linguistic abilities enable her to communicate with any creature capable of thought. As long as a creature is not mindless, the valkyrie's speech is understandable, with the creature believing the valkyrie is speaking its native language or other natural mode of communication. The valkyrie hears any responses as though they were her native language. The valkyrie can affect any creature with language-dependent effects. A valkyrie paragon must be at least 8<sup>th</sup> level to select this insight.

**Ascended Steed (Su):** At 3<sup>rd</sup> level, and every three levels thereafter, a valkyrie paragon can add one of the following qualities to her mount. Unless otherwise noted, she cannot select an individual quality more than once. If a valkyrie replaces her mount, the new mount automatically gains any ascended steed abilities.

**Air Stride (Sp):** The mount can cast the *air walk* spell as an at will spell-like ability. This spell can be cast as a free action, but the duration is only 1 round. A valkyrie paragon must be at least 9<sup>th</sup> level to select this ability.

**Charger (Ex):** The mount gains the powerful charge universal monster ability. This deals damage equal to 2d6+1–1/2 times the mount's Strength modifier. A valkyrie paragon must be at least 6<sup>th</sup> level to select this ability.

**Divine Link (Su):** The valkyrie paragon and her mount share a bond so strong that they can communicate telepathically. This functions as the *companion mind link*<sup>UC</sup> spell using her class level as her caster level, but is a permanent supernatural ability. As long as the valkyrie paragon's divine mount is within range of their empathic link, they can communicate without being able to see one another once per day, as the *sending* spell. A valkyrie paragon must be at least 9<sup>th</sup> level and have the empathic link ability to select this ability.

**Empathic Link (Su):** The bond the valkyrie paragon shares with her mount deepens. She gains an empathic link with her mount to a distance of 5 miles. She can communicate emotions with her mount, but cannot see through its eyes. Only general emotions can be shared. The valkyrie has the same connection to an item or place as her mount. A valkyrie paragon must be at least 6<sup>th</sup> level to select this ability.





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**Holy Sense (Sp):** The mount gains the *detect good* spell as a constant spell-like ability.

**Pegasus Wings (Ex):** The mount grows a pair of wings. It gains a fly speed equal to its land speed with average maneuverability. A valkyrie paragon must be at least 12<sup>th</sup> level to select this quality.

**Planar Steed (Su):** The mount gains either the celestial or fiendish creature simple template and becomes a magical beast for the purposes of determining which spells affect it. A good-aligned valkyrie's mount becomes a celestial creature while an evil-aligned valkyrie's mount becomes a fiendish creature. A neutral valkyrie may choose whether her mount becomes celestial or fiendish. A valkyrie paragon must be at least 9<sup>th</sup> level to select this ability.

**Prismatic Breath (Su):** The mount gains a breath weapon. It can exhale a 30-foot cone of shimmering, rainbow-colored light as a standard action. Each creature in the area is randomly struck by one or more beams, as the *prismatic spray* spell (save DC 10+1/2 the mount's HD + the mount's Constitution modifier). The divine mount may use this ability once per day. A valkyrie paragon must be at least 15<sup>th</sup> level to select this quality.

**Resistant Mount (Ex):** The mount gains the valkyrie paragon's choice of: acid resistance 5, cold resistance 5, electricity resistance 5, or fire resistance 5. If the valkyrie is 10<sup>th</sup> level or higher, the selected resistance increases to 10. This ability can be selected multiple times, each time granting a different type of resistance. A valkyrie paragon must be at least 6<sup>th</sup> level to select this ability.

**Sleipnir (Ex):** The mount grows four additional legs. This increases its base land speed by +30 feet. A valkyrie paragon must be at least 12<sup>th</sup> level to select this quality.

**Trampling Mount (Ex):** The divine mount gains the ability to trample, as per the universal monster rules. This deals damage equal to 1d6+1-1/2 times the mount's Strength modifier. A valkyrie paragon must be at least 6<sup>th</sup> level to select this ability.

**Undead Sense (Sp):** The mount gains the *detect undead* spell as a constant spell-like ability.

**Unholy Sense (Sp):** The mount gains the *detect evil* spell as a constant spell-like ability.

**Soul Tithe (Su):** At 3<sup>rd</sup> level, a valkyrie paragon can claim a share of a soul's power as fair payment for her service. When the valkyrie captures a soul with the choose the slain racial ability, she can gain the benefits of the *death knell* spell, except her effective class level increases by +1 (instead of her caster level), improving all class abilities dependent on her class level. This does not grant any new class abilities, and merely improves any abilities the

valkyrie paragon already possesses. She can choose to gain these benefits immediately upon claiming the soul, or at any point thereafter while it is carried as a standard action. The effects of using this ability on more than one soul do not stack. This effect is not considered evil.

**Discerning Threads (Sp):** At 5<sup>th</sup> level, while the valkyrie's *deathwatch* spell-like ability is active, she is able to discern a creature's state of health when using this ability with much more precision, instantly knowing whether each creature (with a soul) in the area is unharmed, healthy (above half hit points), wounded (below half hit points but above 4 hit points), fragile (alive with 4 or fewer hit points), disabled, dead, undead, or neither alive nor dead. If a creature is dead, she can sense the approximate length of time the creature has been dead.

**Branchshift (Su):** The branches and roots of the World Tree hold the planes of existence in many valkyrie representations of cosmology. At 6<sup>th</sup> level, a valkyrie paragon learns to traverse these pathways, as battles are won and fates are decided on all planes. Once per day, she may travel to another plane or guide up to eight other creatures to another plane, as the *plane shift* spell. However, traveling in this manner is risky and time consuming, especially if the valkyrie paragon is not as familiar with her destination per the following table. To see if the valkyrie paragon travels to the intended plane, the GM should roll a d% and determine whether the valkyrie is on target or suffers a mishap.

| Familiarity       | On Target | Mishap | Travel Time |
|-------------------|-----------|--------|-------------|
| Very familiar     | 01–97     | 98–100 | 1d6 rounds  |
| Studied carefully | 01–94     | 95–100 | 1d6 minutes |
| Seen casually     | 01–88     | 89–100 | 1d6 hours   |
| Viewed once       | 01–76     | 77–100 | 1d6 days    |
| Description       | 01–50     | 51–100 | 1d6 days    |
| False destination | —         | 01–100 | Immediate   |

“Very familiar” is a plane where the valkyrie paragon has spent a year or longer living in or visited dozens of times. “Studied carefully” is a plane she has visited a half-dozen times or more. “Seen casually” is a plane she has visited more than once. “Viewed once” is a plane she has visited once. “Description” is a plane she has directions to, has read about, or possibly even seen using magic such as scrying, but has not visited directly. For the purposes of branchshift, familiarity with any portion of the plane counts, though demiplanes linked to a larger plane do not. Note that this simply allows the valkyrie to reach the destination plane, and she still arrives 5 to 500 miles from her intended destination (as per *plane shift*).





If a mishap occurs, travel is immediate, but roll randomly to determine the plane to which the valkyrie paragon (and any companions) travel. If the environment of this plane would be hazardous to the valkyrie paragon, she may attempt a DC 20 caster level check (using her class level as her caster level) to redirect the *plane shift*. On a success, roll randomly to determine a different destination plane. This only applies if the environment itself would prove hazardous, not the inhabitants of the plane.

A valkyrie and companions employing branchshift to travel between planes cross physical distances existing in and between the planes. This does not prevent or lessen the risk of random encounters during travel. If a valkyrie abandons a journey using branchshift, she remains on the originating plane.

## RANDOM PLANES

If a mishap occurs, roll to determine the plane to which the valkyrie paragon travels.

| d%    | Plane                 |
|-------|-----------------------|
| 01-04 | Valhalla              |
| 05-09 | Material Plane        |
| 10-12 | Ethereal Plane        |
| 13-15 | Shadow Plane          |
| 16-21 | Astral Plane          |
| 22-23 | Plane of Air          |
| 24-25 | Plane of Earth        |
| 26-27 | Plane of Fire         |
| 28-29 | Plane of Water        |
| 30-37 | Utopia                |
| 38-44 | Hell                  |
| 45-52 | Heaven                |
| 53-59 | Limbo                 |
| 60-66 | Abyss                 |
| 67-74 | Elysium               |
| 75-81 | Abaddon               |
| 82-89 | Nirvana               |
| 90-97 | Purgatory             |
| 98    | Negative Energy Plane |
| 99    | Positive Energy Plane |
| 100   | Random Demiplane      |

**Subtle Weave (Sp):** At 7<sup>th</sup> level, the valkyrie can detect subtle changes to the threads of fate. While the valkyrie's *deathwatch* spell-like ability is active, she can sense if creatures have any conditions affecting them (as the *status* spell).

**Unwilling Soul (Su):** At 11<sup>th</sup> level, the valkyrie paragon can use the choose the slain ability on an unwilling soul. If the soul is unwilling, it can attempt a Will save (DC 10 + 1/2 the valkyrie paragon's level + her Charisma modifier) to resist.

**Improved Branchshift (Su):** At 13<sup>th</sup> level, a valkyrie paragon's branchshift becomes more finely honed. She no longer risks arriving at an unintended plane via a mishap. However, she still must take time to travel to the destination plane based on her familiarity.

**Constant Vigilance (Sp):** At 13<sup>th</sup> level, the valkyrie's *deathwatch* spell-like ability becomes constant. She may cease or resume it as a free action.

**Final Judgment (Su):** At 17<sup>th</sup> level, the valkyrie gains the ability to destroy a carried soul, absorbing its energy for power. As a standard action, she can destroy a soul she is carrying using the choose the slain ability. If the destroyed soul has 5 Hit Dice or less (minimum 1 Hit Die), the valkyrie gains a +2 enhancement bonus to all of her ability scores for a number of rounds equal to the soul's Hit Dice. If the destroyed soul has 6-15 Hit Dice, the enhancement bonus increases to +4 for a number of minutes equal to the soul's Hit Dice. If the destroyed soul has 16 or more Hit Dice, the bonus increases to +6 for a number of hours equal to the soul's Hit Dice. The benefits of consuming more than one soul do not stack. A soul destroyed in this fashion cannot be resurrected by any means short of *miracle* or *wish*.

**Greater Branchshift (Su):** At 19<sup>th</sup> level, a valkyrie paragon develops an unerring sense of planar travel. When using branchshift, she now can arrive precisely at an intended point on the plane to which she is traveling, assuming she is familiar with it or has seen it at least once (such as with *scrying*).

**Urd (Su):** At 20<sup>th</sup> level, a valkyrie paragon has an unparalleled grasp of fates, both her own and that of others. Any attacks she makes with a manufactured weapon or natural attack automatically confirm all critical threats against any creature possessing a soul (per the choose the slain ability). Once per day, she may reroll any one attack roll, saving throw, skill check, or ability check, adding her Charisma modifier to the roll as an insight bonus (minimum +1). In addition, once per day, she may force an opponent she can sense within 30 feet to reroll any one attack roll, saving throw, skill check, or ability check, taking a penalty to the roll equal to her Charisma modifier (minimum -1). She may use these abilities either before or after the GM reveals the results of the initial roll.





### FALLEN VALKYRIES

Evil, to the valkyrie, means something more than mere alignment. Rather, it represents an abandonment or perversion of their calling for personal gain. In this way, a valkyrie might have an evil alignment, but retain a good standing and honorable reputation with her sisters. A true corruption of their sacred nature is a different matter entirely. Any valkyrie can needlessly abuse, and even consume, innocent or heroic souls. There is no little debate had or legends told amongst the valkyries when it comes to the use of their powers for good or ill. However, they are reluctant to question the decisions of another without just cause. It is widely agreed that using or even destroying souls is justified... provided the soul voluntarily agrees to the sacrifice, or the soul truly deserves such a fate. For some evil souls, it may even be considered merciful (rather than consigning the dead to an eternity in the lower planes). However, some valkyries become corrupted by temptation. Such fallen valkyrie s(when discovered) are ruthlessly hunted down by their former sisters.

### Shield Maiden (Prestige Class)

Valkyries are known to be powerful warriors, and their battle prowess is legendary across the planes. Such tales often inspire mortals to take up the valkyrie's cause, and aspire to join their ranks. However, only a select few female warriors are granted the honor of becoming shield maidens, and fewer still ascend.

#### REQUIREMENTS

To qualify to become a shield maiden, a character must fulfill all the following criteria.

**Base Attack Bonus:** +5.

**Special:** Must be female-identifying, must pledge service to the valkyries, cannot be a valkyrie.

**Feats:** Valkyrie Style.

**Skills:** Knowledge (planes) 3 ranks, Knowledge (religion) 3 ranks.

#### CLASS SKILLS

The shield maiden's class skills are Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per level:** 4 + Int modifier.

**Hit Die:** 1d10.

#### CLASS FEATURES

The following are the class features of the shield maiden prestige class.

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

**Destiny (Su):** At 1<sup>st</sup> level, each shield maiden begins walking a difficult path that ends in her ascension to a valkyrie. She gains a luck bonus equal to her Charisma modifier (minimum +1) on saving throws. This does not stack with a paladin's divine grace class feature. Once per day she can reroll any failed saving throw, but then loses the luck bonus to saving throws for 24 hours.

**Training (Ex):** At 1<sup>st</sup> level, a shield maiden's skill at maneuvering in armor improves. Armor never impacts her speed, as long as she is proficient with the armor, and she does not add her armor check penalty to her Ride checks.

**Boon (Su):** At 2nd level, a shield maiden's dedication to the valkyries is rewarded with a portion of their power. She gains an additional boon at 4th level and every two levels thereafter. Unless otherwise noted, a shield maiden cannot select an individual valkyrie boon more than once.

*Blessed Defense (Su):* The shield maiden's devotion grants her additional protection. Whenever the shield maiden wears masterwork medium or heavy armor, or uses a heavy shield, she can use her Charisma modifier in place of the armor or shield's magical enhancement bonus (minimum +1 and maximum of +5). The armor or shield must be masterwork to gain this benefit, and the shield maiden can only add this bonus to either a worn armor or shield. Characters other than the shield maiden do not gain this benefit when using the armor or shield. The shield maiden can choose to split her Charisma bonus between her armor and shield. This benefit does not stack with any existing magical enhancement bonuses possessed by an armor or shield.

*Bonus Feat:* The shield maiden gains a bonus combat feat. She must still meet any prerequisites for these bonus





**TABLE: SHIELD MAIDEN**

| Level            | Base Attack Bonus | Fort Save | Reflex Save | Will Save | Special           |
|------------------|-------------------|-----------|-------------|-----------|-------------------|
| 1 <sup>st</sup>  | +1                | +1        | +0          | +0        | Destiny, training |
| 2 <sup>nd</sup>  | +2                | +1        | +1          | +1        | Boon              |
| 3 <sup>rd</sup>  | +3                | +2        | +1          | +1        | Fatebond          |
| 4 <sup>th</sup>  | +4                | +2        | +1          | +1        | Boon              |
| 5 <sup>th</sup>  | +5                | +3        | +2          | +2        | Indomitable       |
| 6 <sup>th</sup>  | +6                | +3        | +2          | +2        | Boon              |
| 7 <sup>th</sup>  | +7                | +4        | +2          | +2        | Glory             |
| 8 <sup>th</sup>  | +8                | +4        | +3          | +3        | Boon              |
| 9 <sup>th</sup>  | +9                | +5        | +3          | +3        | Chosen            |
| 10 <sup>th</sup> | +10               | +5        | +3          | +3        | Ascension, boon   |

feats. Her class levels function as fighter levels for the purposes of bonus combat feats prerequisites gained in this manner. If she has levels in the fighter class, she may add her class levels to her fighter levels for this purpose.

**Fate's Eyes (Sp):** The shield maiden gains a limited sense of death and souls. She can cast *deathwatch* as a spell-like ability a number of times per day equal to 3 + her Charisma modifier. The shield maiden can detect creatures she cannot see (such as invisible creatures), but does not pinpoint the location of such creatures. This otherwise functions as the fated sight valkyrie racial ability.

**Insight:** The shield maiden can gain any one insight (per the valkyrie paragon class). She must meet all prerequisites for the insight, but functions as a valkyrie paragon of her shield maiden class level for this purpose. She cannot select insights (such as soul adept) which require valkyrie racial traits she does not possess or the bonus feat insight. This boon can be selected multiple times, each time granting a new insight.

**Resistance:** The shield maiden gains resistance 5 against any two of the following energy types: acid, cold, electricity, or fire, or resistance 10 against any one selected energy type. This boon can be selected multiple times, but the benefits do not stack.

**Metamorphosis:** The shield maiden can gain any of the following valkyrie alternate racial traits: planar sense, seer, or wings. If an alternate racial trait serves as a feat prerequisite for the valkyrie racial feats, the shield maiden functions as a valkyrie for the purposes of that feat. Additionally, she can take feats with the racial trait as a prerequisite using the bonus feat boon. This boon can be selected more than once, each time granting a new trait.

**Fatebond (Su):** At 3<sup>rd</sup> level, a shield maiden gains a divine bond through the valkyries to whom she is sworn. This bond can take one of two forms (weapon or mount). Once the form is chosen, it cannot be changed. If the shield maiden has the divine bond paladin class feature, she does not gain the following benefits, but her shield maiden levels stack with her paladin levels for the purposes of her divine bond.

The first type of bond allows the shield maiden to enhance her weapon as a standard action by calling upon the spirits of the valkyries. At 1<sup>st</sup> level, this grants the weapon a +1 enhancement bonus. For every three levels beyond 1<sup>st</sup> (4<sup>th</sup>, 7<sup>th</sup>, and 10<sup>th</sup> level), the weapon gains another +1 enhancement bonus, to a maximum of +4 at 10<sup>th</sup> level. These bonuses stack with any existing enhancement bonuses or special properties the weapon possesses. The weapon's enhancement bonus and special properties can be improved with the Craft Magical Arms and Armor feat (to a maximum of a +10 total bonus), and these bonuses do not increase the weapon's cost for the purposes of enchanting it.

Instead of increasing the weapon's enhancement bonus, the shield maiden can give the weapon any of the following weapon properties: *bane*<sup>UE</sup>, *courageous*<sup>UE</sup>, *cunning*<sup>UE</sup>, *defending*<sup>UE</sup>, *defiant*<sup>UE</sup>, *furyborn*<sup>UE</sup>, *ghost touch*<sup>UE</sup>, *glorious*<sup>UE</sup>, *keen*<sup>UE</sup>, *ominous*<sup>UE</sup>, and *planar*<sup>UE</sup>. Adding these bonuses consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted are determined when the spirits are summoned and cannot be changed until the spirits are called again (whenever the shield maiden gains a new





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+1 enhancement bonus from advancement). The spirits impart no bonuses if the weapon is held by anyone but the shield maiden, but resume giving bonuses if returned to the shield maiden. These bonuses apply to only one end of a double weapon.

If a fatebonded weapon is destroyed, the shield maiden can select a new weapon to gain these benefits after 30 days or the next time she gains a level (whichever happens first). Until she regains her weapon, the shield maiden gains the shaken condition (even if she is normally immune to fear effects).

The second type of bond allows the shield maiden to gain the service of an unusually intelligent, strong, and loyal steed to serve her. This mount must be a horse, as

a valkyrie's valiant steed racial ability (Small-sized shield maidens can select a pony or wolf). This mount functions as a druid's animal companion, using the shield maiden's class level as her effective druid level. If the shield maiden has the animal companion or mount class feature from another class, her shield maiden levels stack with that class for the purposes of her animal companion. She cannot have more than one mount or animal companion. Fatebonded mounts have an Intelligence of at least 6. Once per day, as a full-round action, a shield maiden may magically call her mount to her side. This ability is equivalent to a spell of a level equal to one-half her shield maiden level. A shield maiden can use this ability once per day at 1<sup>st</sup> level, and one additional time for every 3 levels thereafter. For every three levels beyond 1<sup>st</sup> (4<sup>th</sup>, 7<sup>th</sup>, and 10<sup>th</sup> level), she can select an ascended mount ability (per the valkyrie paragon class feature) to apply to her mount. She uses her class level as her paragon level for this purpose, and must meet all prerequisites for the selected ability.

Should the shield maiden's fatebonded mount die, she may not summon another mount for 30 days, or until she gains a level (whichever happens first). While she does not have a mount, the shield maiden has the shaken condition (even if she is normally immune to fear effects).

A paladin with the divine bond ability must choose a weapon if they chose a mount for divine bond, and vice versa.

**Indomitable (Ex):** At 5<sup>th</sup> level, a shield maiden's strength of will enables her to shrug off blows that would fell a weaker mortal. As long as she is wearing at least light armor (masterwork or otherwise), she functions as the armor had the *light fortification* magical armor enhancement. If a shield maiden is wearing magical armor enchanted with any type of *fortification*, its benefits are improved by one step (light to moderate or moderate to heavy). A shield maiden wearing *heavy fortification* armor is immune to critical hits and precision damage.

**Glory (Su):** At 7<sup>th</sup> level, a shield maiden is gifted with the valkyries' blessing in combat. As a swift action, she can activate this ability to gain a morale bonus on attack rolls, weapon damage, and Will saves against mind-affecting effects equal to her Charisma modifier (minimum +1) for 1 round. This bonus does not stack with a paladin's smite evil ability. A shield maiden can use this ability for a number of rounds per day equal to half her shield maiden level. These rounds do not need to be consecutive. If a shield maiden confirms a critical hit against a foe with a CR of her character level +2 or higher, she regains one round of glory (up to the maximum of half her shield maiden level).





**Chosen (Su):** At 9<sup>th</sup> level, a shield maiden's fate is close at hand, making her resistant to death. As a standard action, she can gain the benefits of the *death ward* spell for a number of minutes per day equal to her shield maiden level. The duration does not need to be consecutive, but it must be spent in 1-minute increments. If an effect preventable by *death ward* would cause the shield maiden's death if it affected her, she may instead activate this ability as an immediate action.

**Ascension (Su):** At 10<sup>th</sup> level, a shield maiden has proven her worth and earns the right to join the ranks of the true valkyries, but must first perish in battle. If the shield maiden dies in combat, she is immediately targeted with a *true resurrection* spell. Upon her resurrection, she becomes a valkyrie (see the Becoming a Valkyrie section for details).

## Relics of the Valkyries

The valkyries make use of many magical relics, whether crafted themselves or obtained from others. Below are just a few of the magic items that a valkyrie may have in her possession, or perhaps even gift to trusted allies.

### ARMOR OF THE VALKYRIE

**Aura** strong abjuration; **CL** 15<sup>th</sup>; **Weight** 25 lbs.; **Price** 30,000 gp

#### DESCRIPTION

This set of +1 *spell resistance (15) mithral full plate* is engraved with runes detailing the names and final battle of every valkyrie who has ever worn it. Once per day, the wearer may activate the runes on the armor as a swift action to deal 6d6 points of force damage to all creatures within a 10-foot radius. Creatures directly adjacent to the wearer take the full damage with no saving throw. Creatures within 10 feet of the wearer can attempt a DC 14 Reflex save for half damage. The wearer is immune to this effect. Additionally, the *armor of the valkyrie* has space to place any one glyph, rune, or symbol spell upon it. It can only hold only one such spell at a time. As a standard action, the wearer can activate the spell placed upon the armor to trigger its effect. The wearer is immune to any of the spell's effects, but allies within the radius are not. After use, the spell fades and the armor must be targeted with a glyph, rune, or symbol spell to use this ability again.

#### CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *explosive runes*, *spell resistance*; **Cost** 20,250 gp

### CUP OF WELCOME

**Aura** moderate enchantment; **CL** 11<sup>th</sup>; **Weight** 5 lbs.  
**Slot** none; **Price** 25,000 gp

#### DESCRIPTION

This ornately decorated metal goblet bears runic inscriptions and the images of feasting female warriors. A *cup of welcome* is often used by valkyries when sealing oaths or welcoming guests to one of their halls. As a standard action, it can be filled with any consumable liquid (whether magical or non-magical). This liquid remains in the goblet for 1 minute. During that time, it may be offered to up to 5 creatures, who all gain the benefits of consuming a dose of the liquid (if any). Any creature who willingly partakes from the *cup of welcome* is unable to easily attack (whether directly or indirectly) another creature who drank from the cup at the same time. Creatures can attempt a DC 19 Will save to resist this effect. On a success, the creature can attack those with whom it has shared the cup, but takes 2d6 nonlethal damage for every attack made. On a failure, the creature is unable to take any hostile actions against those with whom it shared the cup for a period of 1 month.

If an enchanted mead is drunk out of a *cup of welcome*, the caster level of the enchanted mead is increased to the *cup's* caster level (if higher).

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *bless water*, *sanctuary*, *serenity*<sup>UM</sup>; **Cost** 12,500 gp

### DESTINED SHIELD

**Aura** moderate conjuration; **CL** 7<sup>th</sup>; **Weight** 6 lbs.; **Price** 15,009 gp

#### DESCRIPTION

This +1 *rallying light steel shield* is emblazoned with protective runes warning cowardly enemies of a grisly fate. Once per day as an immediate action, when the wearer takes damage from a ranged attack, the *destined shield* can instantly teleport the wearer adjacent to the attacker. The wearer still takes damage from the ranged attack as normal, but can immediately make an attack of opportunity against the attacking creature as if they had been adjacent when the ranged attack was made.

#### CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *dimension door*, *remove fear*; **Cost** 7,659 gp

### SEIDR RUNES

**Aura** moderate divination; **CL** 9<sup>th</sup>; **Weight** 1 lb.  
**Slot** none; **Price** 18,000 gp





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### DESCRIPTION

This set of 24 engraved runes is crafted out of fine wood, stone, or bone, and contained in a sturdy carrying case. If a creature uses a set of *seidr runes* as a focus while casting a spell of the divination school, the caster level of the spell is increased by 1. Once per day, the *seidr runes* can be used to ask a single question, which is answered as per the *commune* spell. This inquiry is made directly to fate, and not a deity or an agent thereof. The response is always made in the form of a short phrase (five or fewer words).

A valkyrie paragon with the *runecast insight* using the *seidr runes* to perform her *runecast ritual* can roll twice and take her preferred result.

### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *augury*, *commune*; Cost 9,000 gp

### VALHALLAN SPEAR

**Aura** strong divination; **CL** 15<sup>th</sup>; **Weight** 9 lbs.; **Price** 25,715 gp

### DESCRIPTION

This +2 *heartseeker*<sup>UE</sup> *longspear* is engraved in silver with depictions of battle, showing fierce winged women striking down foes. The spear acts as the hand of fate itself, condemning those gravely wounded in battle to death by the wielder's hand.

Whenever the wielder confirms a critical hit against an opponent, the target and wielder's fates become entwined. They both witness visions of the target's inevitable defeat. The target must succeed on a DC 22 Will save or become permanently shaken and sickened. This is a curse effect. The wielder simultaneously sees a vision of the target's death (as the *vision* spell), specifically gaining insight into the means and methods necessary for the target's destruction. The wielder is fatigued at the end of this vision. Should the target survive the attack, the Valhalla spear loses this ability until the target is destroyed or the permanent shaken and sickened conditions are removed.

### CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *death knell*, *geas/quest*, *prediction of failure*; Cost 13,015 gp

### WORLD TREE BRACELET

**Aura** faint conjuration (teleportation); **CL** 9<sup>th</sup>; **Weight** – **Slot** wrists; **Price** 6,000 gp

### DESCRIPTION

This small silver charm bracelet is shaped like a vast tree, its roots and branches passing through charms shaped like varied clouds and disks of land. As a full-round action, a creature in possession of this token can attune one of the

eight charms to a specific location. This causes the charm to change form to fit the plane and location it is attuned to. When casting the *plane shift* spell, the wearer can automatically travel to the specific destination the charm is attuned to. A valkyrie paragon wearer with the *branchshift* ability always treats the attuned location as very familiar.

Each charm on the bracelet can be used to create a permanent outgrowth of the world tree within a specific location. This functions as a *feather token (tree)*, except anyone wearing a *world tree bracelet* can travel to the tree's location as if they had a charm attuned to it.

### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *plane shift*; Cost 3,000 gp

## Enchanted Meads

Enchanted meads function in a similar manner to a potion, but are brewed with potent magical alcohols that enhance or alter the magic. Valkyries have mastered the techniques of crafting many different types of enchanted meads; below are the most widely used of their creations, though others could certainly exist. Like a potion, an enchanted mead can be drunk as a standard action, unless the drinker has an ability allowing quicker consumption. Consumption of an enchanted mead provides both a benefit and a penalty, as the elixirs are highly intoxicating.

An enchanted mead must be crafted using the Craft Enchanted Mead feat.

### Basic Mead Crafting

Meads come in four basic forms. The first is as a more powerful spell than what can be contained within an ordinary potion. The second is a potion-equivalent spell modified by a metamagic feat, with a total effective spell level higher than 3<sup>rd</sup> (up to 6<sup>th</sup>-level). The third is combining two spells into a single potion that can be consumed as a single standard action. The fourth is using increased alcohol within the brewing process to lower the cost. All magical meads carry the potential for hazardous effects, and the more powerful the mead, the more dangerous the potential corresponding downsides.

Whenever a creature drinks a mead, they must succeed on a Fortitude save against it as if the mead was an ingested poison (*onset* immediate; *frequency* 1/round for 1 round; *cure* 1 save). Any resistance or immunity to poison applies, and valkyries gain a +2 racial bonus to these saves. However, the alcoholic nature of a mead is intrinsic to its functioning, and so creatures with immunity to poison (temporary or innate) cannot gain any benefits from consuming a mead. Each time a





| Spell Level             | Fortitude Save DC | Primary Effect                | Secondary Effect                |
|-------------------------|-------------------|-------------------------------|---------------------------------|
| 3 <sup>rd</sup> or less | DC 14             | Sickened for 1d4 rounds       | 1 Dexterity and Wisdom damage   |
| 4 <sup>th</sup>         | DC 16             | Sickened for 1d4 minutes      | 1d2 Dexterity and Wisdom damage |
| 5 <sup>th</sup>         | DC 17             | Sickened for 1d4 x 10 minutes | 1d3 Dexterity and Wisdom damage |
| 6 <sup>th</sup>         | DC 19             | Sickened for 1d4 hours        | 1d4 Dexterity and Wisdom damage |

creature fails a Fortitude saving throw against a mead, the Fortitude save DC of all other meads consumed within 24 hours increase by a cumulative +2 DC.

The more powerful the mead, the higher the DC of the Fortitude save, and the longer the duration of the sickened condition (the primary effect per the following table). If a mead is consumed and a Fortitude save failed while the drinker has the sickened condition from a previously consumed mead, they instead take Dexterity and Wisdom damage as shown in the table (secondary effect).

Some specific or unique meads might carry primary or secondary effects equivalent to a negative (non-beneficial) or even damaging magical spell effect (see Specific Meads for examples). Typically this spell effect should be approximately as severe as a spell with a level equal to the mead's total spell level -2 (minimum 1<sup>st</sup>-level).

## HIGHER LEVEL SPELLS

Any spell of 4<sup>th</sup>, 5<sup>th</sup>, or 6<sup>th</sup>-level with a casting time of 1 minute or less and that targets one or more creatures can be brewed into a mead. This functions exactly as creating a potion, and has a price equal to the level of the spell x the caster level x 50 gp (with any added material component costs). More powerful meads can potentially be created, but are always unique brews and considered trade secrets (see Specific Meads for some examples). Any mead with an effect more powerful than a 6<sup>th</sup>-level spell may only be allowed at the GM's discretion, and likely requires a quest for rare material components or powerful patronage to create. They are also likely to come with significant and unique downsides for those without the intestinal fortitude to consume them safely.

## METAMAGIC FEATS

Adding a metamagic feat to a potion functions in a similar manner, simply altering the equivalent spell level (and minimum caster level) for the purposes of the mead's price. Use the equivalent spell level to determine the appropriate downside. The following metamagic feats are commonly applied to meads: Empower Spell, Extend Spell, and Heighten Spell. The metamagic feat becomes a prerequisite for the mead's crafting.

## COMBINED SPELLS

When placing two spells into a single mead, add each spell's level together to determine the equivalent total spell level of the mead. This also increases the corresponding minimum

caster level. For example, combining a 2<sup>nd</sup>- and 3<sup>rd</sup>-level spell into a mead would function as a 5<sup>th</sup>-level spell with a minimum caster level of 9<sup>th</sup>. When the mead is consumed, both spell effects occur simultaneously. Only spells of 3<sup>rd</sup> level or lower can normally be combined in this manner, but spells of 4<sup>th</sup>-level or higher could potentially be created at GM discretion, with the same restrictions and recommendations as creating meads with more powerful effects than a 6<sup>th</sup>-level spell.

## REDUCED COST

A mead's brewer can specifically increase its alcohol concentration in order to make up for magical power during its creation. This allows the mead to be created at a lower cost, but increases the inherent risk in its consumption. This also allows a brewer to create an ordinary potion as a mead. This grants a discount in the potion's crafting cost, but causes the potion to be poisonous (as a mead).

First, determine the base spell level of the mead or potion. For every one step increase in its potency, the cost to craft the mead or potion is reduced by 10%. For example, a 4<sup>th</sup> level spell effect could have its cost reduced by 10% if crafted with saving throw and penalties associated with a 5<sup>th</sup>-level mead. Likewise, a normal potion can be brewed as a mead at a lower cost, but with an increased associated risk of imbibing. For example, a potion for a 2<sup>nd</sup> level spell could have its cost reduced by up to 30% if crafted with the 6<sup>th</sup> level spell Fortitude save DC and effect.

## Specific Meads

The following are specific and unique concoctions that can be created as enchanted meads.

### AMBROSIAL MEAD

**Aura** strong conjuration; **CL** 15<sup>th</sup>; **Weight** 1/2 lb  
**Slot** none; **Price** 6,000 gp

#### DESCRIPTION

An *ambrosial mead* smells strongly of honey, with a faintly spicy aftertaste, and is generally served warm when possible. Drinking a dose of *ambrosial mead* gives the drinker a +2 morale bonus on Will saves against mind-affecting effects and imbues the drinker with the power of the valkyries. The drinker is considered one size category larger for the purposes of combat maneuvers and effects such as wind conditions, and can attempt bull rush and trip attempts without provoking attacks of opportunity,





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even without the requisite feats. The drinker gains a +2 bonus on these attempts. These benefits last for 1 minute per caster level. While these benefits are active, the drinker may spend a full-round action to summon a sleipnir (once per mead) that persists for the duration. This otherwise functions as the *summon monster VIII* spell.

Upon drinking a dose of *ambrosial mead*, the drinker must succeed on a DC 22 Fortitude save or take equivalent penalties to a 6<sup>th</sup> level spell and additionally develop a minor addiction<sup>GMG</sup> to the *ambrosial mead*.

### CONSTRUCTION REQUIREMENTS

Craft Enchanted Mead, *enlarge person*, *summon monster VIII*, Craft (alchemy) or Profession (brewer) 10 ranks; **Cost** 3,000 gp

### DIVINING MEAD

**Aura** strong divination; **CL** 13<sup>th</sup>; **Weight** 1/2 lb  
**Slot** none; **Price** 4,550 gp

### DESCRIPTION

A *divining mead* is subtly flavored with apple and clove. When a dose of *divining mead* is consumed, the drinker sees visions of past events in their current location, as *retrocognition*<sup>OA</sup>. If the drinker chooses, instead of receiving visions of a location, they can instead focus their attention on a specific object to gain impressions of its past, as *object reading*<sup>OA</sup>.

Upon drinking a dose of *divining mead*, the drinker must succeed on a DC 20 Fortitude save or take equivalent penalties to a 6<sup>th</sup> level spell and additionally be intermittently distracted by flashes of the past overlaid onto the present. On a failure, the drinker treats all other creatures as though they were affected by the *blur* spell for 1 hour.

### CONSTRUCTION REQUIREMENTS

Craft Enchanted Mead, *retrocognition*<sup>OA</sup>, Craft (alchemy) or Profession (brewer) 10 ranks; **Cost** 2,275 gp

### GOLDEN FEAST MEAD

**Aura** moderate transmutation; **CL** 7<sup>th</sup>; **Weight** 1/2 lb  
**Slot** none; **Price** 1,400 gp

### DESCRIPTION

A *golden feast mead* has an almost nutty flavor and is a deep golden color. Drinking a dose of *golden feast mead* causes the drinker's form to alter slightly, developing subtle characteristics of the boar. The drinker gains low-light vision, scent, and the ferocity special ability, a primary natural gore attack that deals 1d6 damage for the duration of the mead's effects, and 10 temporary hit points. The effects of a *golden feast mead* last for 10 minutes.

Upon drinking a dose of *golden feast mead*, the drinker must make a DC 16 Fortitude save or be struck by a hunger no mortal food can sate. This functions as the

*feast of ashes*<sup>APG</sup> spell, but the Fortitude save to avoid the nonlethal damage is required every minute rather than every day. This effect only lasts for the duration of the *golden feast mead*'s effects.

### CONSTRUCTION REQUIREMENTS

Craft Enchanted Mead, *animal aspect*<sup>UC</sup>, Craft (alchemy) or Profession (brewer) 5 ranks; **Cost** 700 gp

### MEMORIAL MEAD

**Aura** moderate divination; **CL** 7<sup>th</sup>; **Weight** 1/2 lb  
**Slot** none; **Price** 1,400 gp

### DESCRIPTION

A *memorial mead* has a slightly floral taste reminiscent of wildflower honey. Drinking a dose of *memorial mead* ties the drinker more closely to the dead. The drinker can gain the benefits of the *speak with dead* spell targeting an adjacent corpse within the next hour. The corpse does not receive a Will save to resist this effect.

Whether or not there is an adjacent corpse when the *mead* is consumed, the brew helps grievously wounded imbibers cling to life. For 1 hour, if the drinker is reduced to negative hit points, they are immediately gain 16 temporary hit points that last for the remainder of the hour.

Upon drinking a dose of *memorial mead*, the drinker must make a DC 16 Fortitude save or retrieving any stored item from their gear requires a standard action, unless it would normally take longer. Any item you drop lands 10 feet away from you in a random direction. This effect persists for 1 hour.

### CONSTRUCTION REQUIREMENTS

Craft Enchanted Mead, *false life*, *speak with dead*, Craft (alchemy) or Profession (brewer) 6 ranks; **Cost** 700 gp

### ROUSING MEAD

**Aura** faint enchantment; **CL** 3rd; **Weight** 1/2 lb  
**Slot** none; **Price** 300 gp

### DESCRIPTION

A *rousing mead* has a pleasant, slightly cinnamon flavor with a trace of nutmeg. Drinking a dose of *rousing mead* gives the drinker a +2 morale bonus on saves against fear and charm effects, and a +2 to all Dexterity and Strength-based skill checks. This effect lasts for 1 hour. If the drinker has the bardic performance, raging song, or battle tactician insight class feature, upon consumption of this mead, they gain 1 additional round of bardic performance, raging song, or battle tactician. This round is lost if not used within 1 hour.

Upon drinking a dose of *rousing mead*, the drinker must make a DC 14 Fortitude save or take equivalent penalties to a 3<sup>rd</sup> level or lower spell.

### CONSTRUCTION REQUIREMENTS

Craft Enchanted Mead, *moment of greatness*<sup>UC</sup>, Craft (alchemy) or Profession (brewer) 4 ranks; **Cost** 150 gp





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# A SISTERHOOD OF WARRIORS

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