

OATH OF THE VALKYRIE

Paladins of the Oath of the Valkyrie have sworn to defend Leonor with their lives and have, in return, been provided with a set of mechanical wings. These Valkyries serve as a mix of soldier and law enforcement, patrolling the streets of Solus Rei during times of peace and taking up arms when times of war approach.

While not all Valkyries are paladins - the ranks are bolstered by many a wizard and bard - the Paladin Corps make up the largest bulk of those who serve daily to preserve peace and foster good will among the civilian population. Paladins who take this oath must both be effective in combat and skilled in diplomacy for law enforcement requires the trust of the population to function.

TENETS OF THE VALKYRIES:

The tenets of the Oath of the Valkyrie hold Valkyries to a higher level of conduct.

Duty: Defend Leonor and be ready to give your life to protect her and her citizens. When not on active duty you should train yourself in both combat and law to remain ever prepared for a return to service.

Law: Enforce the laws of Leonor and bring perpetrators of crime before the court. While doing so you must follow the law to the letter and remain vigilant against corruption. As the watchmen of this country we must first and foremost watch ourselves.

Civil service: Help those who are in need and always be prepared to lend a hand. We serve Leonor and when not at war we must to our best to serve however we can.

Rank: Respect those above you and follow their orders. In turn, be kind to those below you and show deference to their needs.

OATH OF THE VALKYRIE FEATURES

Paladin Level	Feature
3rd	Oath spells, Channel Divinity
7th	Aura of Authority (10 ft.)
15th	Full Initiation
18th	Aura of Authority (30 ft.)
20th	Valkyrie Champion

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Valkyrie Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF THE VALKYRIE SPELLS

Paladin Level	Spells
3rd	<i>shield, feather fall</i>
5th	<i>hold person, zone of truth</i>
9th	<i>blinding smite, fly</i>
13th	<i>freedom of movement, locate creature</i>
17th	<i>dawn, hold monster</i>



CHANNEL DIVINITY:

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Valkyrie Flight: You can use your channel divinity to empower your wings. As a bonus action, you grant yourself a flight speed of 30 feet for the next 10 minutes. If you already have a flight speed, it is raised by 30 feet.

Rule of Law: You can use your Channel Divinity to rebuke those who would defy you. As an action, you present your holy symbol and speak a bellowing command. Creatures of your choice that can see or hear you within 15 feet of you must make a Wisdom saving throw. On a failed save, a creature is stunned for 1 minute or until it takes damage. The stunned creature can repeat this save at the end of each of its turns, ending the effect on itself on a success.

AURA OF AUTHORITY:

Starting at 7th level, you constantly emanate a formidable aura. The aura extends 10 feet from you in every direction, but not through total cover. Creatures of your choice within this radius make any saving throws at the start or end of their turn with disadvantage.

At 18th level, the range of this aura increases to 30 feet.

FULL INITIATION:

Starting at 15th level, you are fully admitted into the ranks of the elite Valkyrie. You permanently gain a flight speed of 60 feet and, whenever you use Valkyrie Flight, ranged attacks against you are made with disadvantage for the duration.

VALKYRIE CHAMPION:

At 20th level, you gain the ability to utilize the full power of your wings. As an action, you can imbue your wings with the power of your oath, gaining the following benefits for one minute:

- Your flight speed increases from 60 feet to 90 feet.
- You may cast *absorb elements* and *shield* without using a reaction or consuming a spell slot.
- Whenever a creature under the effects of Aura of Authority makes a saving throw with disadvantage, treat their roll as a 1.

BACKGROUND

No man nor woman is born a Valkyrie, they must first be trained. The following background provides one option to reflect that training, though a Valkyrie may use any background they find suitable.

VALKYRIE CADET

The training process to become a Valkyrie is a long and arduous process that may take decades. While this goal is unobtainable for most humans, for the elves of Leonor, and even some wealthy humans, ones with access to clone based life extensions, it is merely a drop in the bucket of their lifespans. This time will be spent both training in use of the wings and as law enforcement, a process which weeds out the weak and the cruel.

You have either completed or are close to completing this trial and either have or will soon earn your wings. You have already had the mount installed in your spine and have practiced for long hours with training models. You have trained hard and are ready to use your wings to serve Leonor and her people.

Skill Proficiencies: Persuasion, Intimidation

Tool Proficiencies: Smith's tools, vehicles (air) **Equipment:** Smith's tools, an insignia

of rank, a uniform, and a pouch containing 15 gp

FEATURE: OFFICIAL JURISDICTION

As an officer of the law you have the ability and duty to enforce the law. You may use force to take suspects into custody and are allowed to carry weapons that would otherwise be illegal. This jurisdiction is guaranteed within Leonor and may extend to neighboring cities while pursuing known criminals. This power has limits however, any mistreatment of suspects or breach of protocol may result in a court marshal.

SUGGESTED CHARACTERISTICS

The training process hardens cadets but often takes its toll. A difficult profession and constant threat of danger leads many to form bonds only with others in their ranks, though others are better able to separate public and private lives.

d8 Personality Traits

- 1 I look for potential threats in all situations. Better safe than sorry
- 2 No danger can faze me
- 3 I'm secretly afraid of heights
- 4 I love flying and do so whenever I get the chance
- 5 I stun first and ask questions later
- 6 I drink way to much and rely on lay on hands to avoid the consequences
- 7 I am intrigued by magitech and spend hours studying it
- 8 I always wanted to be a wizard but could never get the hang of memorizing spells

d6 Ideal

- 1 **Law:** Without law, there is no civilization (lawful)
- 2 **Safety:** What matters most is that people may feel safe in their own homes, even if that means sacrificing liberties (lawful)
- 3 **Freedom:** We serve so that others may be free to do as they wish, within reason (good)
- 4 **Community:** We work to strengthen the community and to bring safety and prosperity to all (good)
- 5 **Nation:** I follow my orders and expect those under me to do the same (lawful)
- 6 **Vengeance:** I will hurt those who would hurt Leonor (evil)





d6 Bond

- 1 I lived through the mage war and will do anything to prevent another one
- 2 My fellow cadets mean the world to me and I will always fight by their side
- 3 My wings are more important to me than any person
- 4 I grew up in the borderlands and wish to better the conditions there
- 5 I owe a great debt to a wizard who expects it paid back in magic
- 6 I will never turn my back on someone in need

d6 Flaw

- 1 I will not report a fellow officer and expect the same in return
- 2 I have trouble controlling my emotions and will use force when not justified
- 3 I am prejudiced against a certain group and will always assume the worst of them
- 4 I will not leave a case unsolved, even if I have to pin it on the most likely suspect
- 5 I will accept a good enough bribe
- 6 I see victims as deserving the crimes perpetrated against them

CREDITS

- Created by u/DarthRednax
- Credit to Dire Wolf Digital and its game Eternal for art and inspiration
- Art Credit to Rayph Beisner at <https://rayph.deviantart.com> for Icaria, the Liberator
- All art available as free wallpaper at www.direwolfdigital.com/eternal/wallpapers

VALKYRIE WINGS: ITEM AND FEATURE

Valkyries are given a personal set of wings upon taking their oath at 3rd level. While these wings are a class feature, they are also considered magic items and, as such, must follow these additional rules:

- The wings are enchanted to ensure durability and resilience and, as such, are difficult to destroy. If broken the wings must be repaired with *smith's tools* before becoming usable. If destroyed completely, new wings must be forged by artificers in Leonor.
- When the wings cannot function, either due to damage or antimagic, the Valkyrie cannot use *Valkyrie Flight*, *Full Initiation*, or *Valkyrie Champion*.
- Armor, clothes, and other attire must be custom fit to allow for the wings
- A Valkyrie's wings may not be removed at will as they are attached to the Valkyrie's spine. If they are forcibly removed without the proper equipment, the Valkyrie immediately dies.
- Upon breaking their Oath, a Valkyrie retains use of Full Initiation.
- Upon being discharged from the ranks of the Valkyrie, either due to being courtmarshaled or breaking one's oath, a Valkyrie's wings are confiscated. A traitor may retain their wings if they can evade capture (they may even be able to retain their oath if they truly believe they are acting for the protection of Leonor and her citizens)