



# Valkyrie

"May the Valkyrie sing your name with love and fury so that we may hear it rise from the depths of Valhalla and know that you have taken your rightful place at the table of kings." ~ Prayer for the Fallen

The Valkyrie are women warrior angels who watch over battlefields and choose the heroes who have earned their seat in Valhalla to prepare for Ragnarok. They are both judge and executioner, deciding who lives and who dies.

Masters of combat in all its forms, the Valkyrie are the living embodiment of battle. Known for their beauty and grace, they sing the songs of war as their spears tap out the dance of death.

**Holy Soldiers.** Devout followers of Ydin, the Valkyrie have the sacred duty to lead fallen warriors' spirits to their final resting place. They carry out his orders in all things and do battle in his name.

**Hidden Among Us.** A Valkyrie can hide her wings and mix among mortals; they have been known to pair with mortals to strengthen their warrior bloodlines. The resulting offspring are called Nephilim and almost always make their mark on history as legendary warriors.

**Immortal Nature.** A Valkyrie doesn't require food, drink, or sleep.

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## VALKYRIE

Medium celestial, any lawful alignment

**Armor Class** 18 (natural armor)

**Hit Points** 152 (16d8 + 80)

**Speed** 30 ft., fly 90 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 20 (+5) | 20 (+5) | 17 (+3) | 20 (+5) | 22 (+6) |

**Saving Throws** Dex +9, Wis +9, Cha +10

**Skills** Acrobatics +13, Perception +9

**Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened

**Senses** truesight 120 ft., passive Perception 19

**Languages** All, telepathy 120 ft.

**Challenge** 11 (7,200 XP)

**Angelic Weapons.** The Valkyrie weapon attacks are magical. When the Valkyrie hits with any weapon, it deals an extra 4d8 radiant damage (included in the attack).

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

**Divine Awareness.** The Valkyrie knows if it hears a lie.

**Innate Spellcasting.** The Valkyrie's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The Valkyrie can innately cast the following spells, requiring no material components:

- **At will:** *detect evil and good, invisibility (self only)*
- **3/day each:** *dispel evil and good, find steed, raise dead*
- **1/day each:** *commune, call lightning*

## Actions

**Multiattack.** The Valkyrie makes two attacks with its spear.

**Spear.** *Melee Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6+4) piercing damage, or 8 (1d8+4) piercing damage if used with two hands to make a melee attack, plus 18 (4d8) radiant damage.

**Angelic Presence (Recharge 5-6).** All creatures within 50 feet of the Valkyrie and in its line of sight take 19 (3d12) radiant damage and are knocked prone, or take half damage and aren't knocked prone with a successful DC 15 Strength saving throw.

**Healing Touch (3/day).** The Valkyrie touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.