

VARIANT CLASS FEATURES PALADIN

This article provides some alternative features for paladin class. But this article does not contain new *Sacred Oaths* for the class. Instead, the features are presented in the article that replace another features that a paladin described in *Player's Handbook* gains. The description of each feature explains what ability of the standard class is replaced by the new one.

You need not to select all features presented in a variant rule but once you choose a feature from one variant rule you may not choose features from other variant rules. That said, you cannot, for example take both *Valiant Rescue* from Berronar Valkyrie and *Cure Lycanthropy* from Crescent Moon Knight.

Also to be able to choose the feature you must meet some requirements, that usually leads to be part of an organization or a faction. Some features presented here are available to exclusive races and so like.

BERRONAR VALKYRIE

Berronar's valkyries are female dwarf paladins that have Berronar Truesilver as their patron. They charge into battle to save male dwarven fighters and they have the ability to look after their friends and punish their foes.

If you want to use some or all of the features presented in this section, you must be a *female dwarf* and worship *Berronar Truesilver* (see *Sword Coast Adventurer's Guide*, p. 22).

Binding Oath. A Berronar Valkyrie may use an action and expend 5 hit points from her pool of healing granted by *Lay on Hands* feature to magically link two

willing individuals making an oath or a legal agreement. This link has two effects. First, it informs both parties and the valkyrie instantly if the oath is broken in any way. Second, the one who breaks his oath gains three levels of exhaustion. This feature replaces the ability to use *Lay on Hands* to cure the target of diseases that a paladin gains at 1st level.

Valiant Rescue. If an enemy that a valkyrie can see hits her ally with a melee attack she may use her reaction to move to this enemy up to twice her speed and attack the enemy twice. This feature replaces the *Divine Smite* feature that a paladin gains at the 2nd level.

Everbright Blessing. Any weapon that a Berronar Valkyrie is wearing becomes immune to acid and rust attacks, and the Valkyrie gains resistance to acid damage. If the items are removed or dropped, they lose this immunity until the Berronar Valkyrie picks them up again. This feature replaces the *Divine Health* feature that a paladin gains at the 3rd level.

Touch of Exhaustion. Beginning at the 5th level, the Berronar Valkyrie may use her action and choose a target within 5 ft. The target must succeed on a Constitution

