

A RULES SUPPLEMENT
COMPATIBLE WITH THE
The 5th Edition
RULES OF
THE ORIGINAL 1974 ROLEPLAYING GAME



The Majestic Fantasy Realms
Rangers

Copyright 2020 Robert S. Conley

Written by Robert S. Conley
Cartography by Robert S. Conley
Layout by Robert S. Conley
Edited by
Inspiration and Design,

some artwork copyright, The Forge, Maciej Zagorski, Pawel Dobosz, Daniel Comerci – danielcomerci.com, used with permission.

some artwork public domain retrieved from Wikimedia Commons
at <http://commons.wikimedia.org>

Ranger

The rangers are warriors who have forged a connection to the divine essence of nature. In the Majestic Fantasy Realms, warriors who forge this type of connection are found either as tribal hunters working closely with the tribe's shaman. Or as Rangers who are part of the Trehaen a vast organization dedicated to protecting the free peoples of the Majestic Realms and maintaining harmony between them.

1st Level

Hit Dice

As a ranger you gain 1d10 HP/Level as well as max hit points at first level.

Proficiencies

Your training as a ranger has taught you how to fight in and maintain different kinds of armor. You gain proficiency in light armor, medium armor, and shields.

Hours of sparring have trained you to use weapons of war. You have proficiency in simple weapons and martial weapons.

Your training in the wilderness has given you proficiency in saving throws involving Strength, and Dexterity.

Patient study of the natural world has taught you several skills. You gain proficiency in three skills from the following: Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival.

Favored Enemy (1st)

Your mentor has guided you to learn how to track, hunt, and talk to an enemy of the free peoples. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Natural Explorer (1st)

Your mentor's training has taught you to be particularly familiar with one type of natural environment. You are adept at traveling and surviving in such regions. Choose one type of terrain from the following list: arctic, coast, desert, forest, grassland, mountain, or swamp.

When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area

2nd level

Fighting Style

Your first adventures have honed your skill in a fighting style. You can pick one Fighting Style from below.

- **Archery**, You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Defense**, While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling**, When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Two-Weapon Fighting**, When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Druidic Spell Casting

You have received training from druids and learned how to connect to the divine essence of the natural world. You can now cast spells shaped by your will.

The training you receive allows you to learn complex spell forms you can use to cast spells. You learn two spells from the Ranger spell list. As you level you learn additional spells as shown on the spell table.

You can focus the divine essence of nature into your spell forms you learned to cast a spell. You can do this twice a day between long rests. As you level you can focus on more spells along with higher-level spells as shown on the spell table.

Your understanding of nature's divine essence causes your Spell DC to be equal to 8 + your proficiency bonus + your Wisdom modifier.

Your understanding of nature's divine essence causes your Spell attack modifier to be equal to your proficiency bonus + your Wisdom modifier.

3rd Level

Ranger Archetype Feature (1st)

Your mentor begins teaching you his secrets. Choose a ranger archetype. You learn the archetype's first feature.

Primeval Awareness

Your experience in the wilderness has allowed you to develop a primeval awareness of the surrounding region. You can use your action and expend on ranger spell slot to focus on an area 1 mile around you. Or 6 miles if you are in one of your favored terrains.

For 1 minute per level of the spell slot you expended, you can sense if the following are in the region: aberrations, celestials, dragons, elementals, fey, fiends, and undead. You don't know their precise location or number.

4th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

5th Level

Extra Attack

You have developed lightning-fast reflexes with your weapon. You can attack twice, instead of once, whenever you take the Attack action on your turn.

6th Level

Natural Explorer (2nd)

Your journeys have taught you to be particularly familiar with another type of natural environment. Choose one additional type of terrain from the following list: arctic, coast, desert, forest, grassland, mountain, or swamp.

Favored Enemy (2nd)

Your wanderings have allowed you to become experienced with another enemy of the free peoples. Choose an additional type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

7th Level

Ranger Archetype Feature (2nd)

You learn more secrets about your chosen path. You learn your Ranger archetype's second feature.

8th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

Land's Stride

Your skill at traveling has been honed to its peak. Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

10th Level

Natural Explorer (3rd)

Your wide-ranging journeys have allowed you to become particularly familiar with another type of natural environment. Choose one additional type of terrain from the following list: arctic, coast, desert, forest, grassland, mountain, or swamp.

11th Level

Ranger Archetype Feature (3rd)

You developed a deeper understanding of the path you have chosen. You learn your Ranger archetype's third feature.

12th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

14th Level

Favored Enemy (3rd)

Your sacrifices in defending the free peoples have allowed you become familiar with another one of their enemies. Choose an additional type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

Vanish

You learn to quickly take cover to remain hidden from your enemies. As a bonus action you can use the Hide action on your turn. Also, you can't be tracked by non-magical means unless you choose to leave a trail.

15th Level

Ranger Archetype Feature (4th)

You have completed understanding the path you have chosen. You learn your Ranger archetype's fourth and final feature.

16th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

18th Level

Feral Senses

You gain preternatural senses that allow you to fight creatures that you can't see. You no longer have disadvantage on attacks against creatures you can't see.

Through subtle signs and shifts in the air, you also aware of the location of any invisible creature within 30 feet of you. Provided that the creature isn't hidden behind cover or you are not blinded or deafened.

19th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

20th Level

Foe Slayer

Your skill at hunting the enemies of the free people is unparalleled. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

Starting Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and a quiver of 20 arrows

Explorer's Pack

A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. Fifty feet of hempen rope strapped to the side of the backpack.

Dungeoneer's Pack

A backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. Fifty feet of hempen rope strapped to the side of the backpack.

Class Features

Level	Proficiency Bonus	Class Features
1	+2	Favored Enemy, Natural Explorer
2	+2	Fighting Style, Spellcasting
3	+2	Ranger Archetype, Primeval Awareness
4	+2	Ability Score Improvement
5	+3	Extra Attack
6	+3	Favored Enemy and Natural Explorer improvements
7	+3	Ranger Archetype feature
8	+3	Ability Score Improvement, Land's Stride
9	+4	-
10	+4	Natural Explorer improvement, Hide in Plain Sight
11	+4	Ranger Archetype feature
12	+4	Ability Score Improvement
13	+5	-
14	+5	Favored Enemy improvement, Vanish
15	+5	Ranger Archetype feature
16	+5	Ability Score Improvement
17	+6	-
18	+6	Feral Senses
19	+6	Ability Score Improvement
20	+6	Foe Slayer

Spells

Level	Spells Known	1 st	2 nd	3 rd	4 th	5 th
1	-	-	-	-	-	-
2	2	2	-	-	-	-
3	3	3	-	-	-	-
4	3	3	-	-	-	-
5	4	4	2	-	-	-
6	4	4	2	-	-	-
7	5	4	3	-	-	-
8	5	4	3	-	-	-
9	6	4	3	2	-	-
10	6	4	3	2	-	-
11	7	4	3	3	-	-
12	7	4	3	3	-	-
13	8	4	3	3	1	-
14	8	4	3	3	1	-
15	9	4	3	3	2	-
16	9	4	3	3	2	-
17	10	4	3	3	3	1
18	10	4	3	3	3	1
19	11	4	3	3	3	2
20	11	4	3	3	3	2

Archetypes

Tribal Hunter

You work closely with your shaman to defend your tribe. From the shaman you learn how to forge a connection to the divine essence of the land. You have learned to use this connection to train in specialized techniques for fighting threats to the tribe, from rampaging ogres, hordes of orcs, towering giants, and terrifying dragons.

Lightning Strike (3rd)

You learn how to be fast with your spear. When wielding a spear, quarterstaff, or a weapon with the reach property you can use your reaction to attack an enemy that enters your reach.

Foe Rage (7th)

You learned a mediation from your tribe's shaman that can send you into a frenzy against your foes. You do this a number of times equal to half of your wisdom modifier (round down, minimum of 1) between long rests.

A rage lasts for 1 minute or 10 melee rounds. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can end your rage on your turn as a bonus action.

While in a rage, you have advantage on Strength checks and Strength saving throws.

While in a rage, when you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to your proficiency bonus.

While in a rage, you have resistance to bludgeoning, piercing, and slashing damage.

A Hunter's Skill (11th)

You have continued to develop lightning-fast reflexes with your weapon. You can attack three times now, instead of twice, whenever you take the Attack action on your turn.

In addition, if you are wielding a spear, quarterstaff, or a weapon with the reach property, you can make a single attack with your bonus action.

Foe Slayer (15th)

You learned how to kill your foes with a single blow. When you successfully hit with a melee or ranged weapon attack against one of your favored enemies. Your target must make a Constitution saving throw versus a DC equal to 8 + strength modifier + your proficiency bonus. If it was a ranged weapon attack then use your dexterity modifier. If the target fails their saving throw, they drop to 0 hit points and begin dying. As an option you can opt to only render them unconscious and stabilized at 0 hit points. If the target succeeds then they suffer an additional 4d12 damage.

The Trehaen

The Trehaen are an ancient order of allied races led by the Elves and dedicated to the defense of the free people and maintain harmony between the races. The Trehaen divine patron is Silvanus the god of forests and dreams.

The Rangers are the Trehaen in action. They provide the Trehaen with their eyes, arms, and shields. Very secretive they are present though the Majestic Realms even in areas where the Trehaen are not present or prosecuted.

The Rangers are trained in one of three paths forming three archetypes: Warriors of the Moon, Hunters of the Trees, Runners of the Waters.

The Warriors of the Moon

These Rangers are most common and honor Artemis the Mistress of the Hunt. They are the strike force of the Trehaen. When a menace has to be taken out or a place protected the Warriors of the Moon are the ones to do it.

Warrior's Prey (3rd)

At 3rd level, you learn a specific technique that is useful against those who try to destroy the free peoples. Choose one of the following techniques:

Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Giant Killer. When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Defensive Tactics (7th)

At 7th level, your experience at fighting the enemies of the free peoples also allowed you to hone your ability to defend yourself. Pick one of the following defensive techniques to learn.

Escape the Horde. Opportunity attacks against you are made with disadvantage.

Multiattack Defense. When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Steel Will. You have advantage on saving throws against being frightened.

Multiattack (11th)

At 11th level, you are now sent out to fight threats who numbers are legion. You learn a fighting technique that aids you from being overwhelmed by your enemies' numbers. Choose one of the following techniques.

Volley. You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Whirlwind Attack. You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Superior Warrior's Defense (15th)

Your ability to defend yourself has reached its peak. You can learn one of the following defensive techniques.

Evasion. When you are subjected to an effect, such as a red dragon's fiery breath or a *lightning bolt* spell, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stand Against the Tide. When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

The Hunters of the Trees

The Hunters honor Herne the Hunter. While the Warriors of the Moon wander from place to place going as needed. The Hunters associate with a specific grove, aiding the Trehaen in serving his community.

A Hunter's Skill (3rd)

Your mentor taught you the most important skills for hunting. You gain expertise in three skills. Your proficiency bonus is doubled for Perception, Stealth, and Survival.

In addition, your mentor has taught you the specific weakness of the enemies of the free peoples. you gain +1d4 damage to your ranged or melee weapon attacks against your favored enemy.

Knowing the Enemy (7th)

Your experience at hunting has given your expertise in knowledge about the enemies you hunt. You gain expertise in tracking down your enemies as well as their lore. You gain double your proficiency bonus when making Wisdom (Survival) checks to track your enemies as well as on Intelligence checks to recall information about them.

You also learn more about those who prey on the free peoples. Choose an additional type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. If your choice can speak a language you also learn their language.

Knowing their Weakness Improvement (7th)

Through hard battles, you learn more about the specific weaknesses of your enemies. you gain +1d6 damage to your ranged or melee weapon attacks against your favored enemy.

A Hunter's Prowess (11th)

You have continued to develop lightning-fast reflexes with your weapon. You can attack three times now, instead of twice, whenever you take the Attack action on your turn.

Enemies Multiply (11th)

You have fought numerous enemies of the free people. Choose an additional type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. If your choice can speak a language you also learn their language.

Knowing their Weakness Improvement (11th)

You have learned even more about the weaknesses of your enemies. you gain +1d8 damage to your ranged or melee weapon attacks against your favored enemy.

Mastering the Enemy (15th)

You have learned all there is known about the weaknesses of your enemies. you gain +1d12 damage to your ranged or melee weapon attacks against your favored enemy. Also, your critical threat range is now 19 or 20 when fighting your favored enemy.

Finally, you can choose an additional type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. If your choice can speak a language you also learn their language.

The Runners of the Waters

These Rangers primarily honor Mannan, Lord of the Waters. They train greatly in the arts of stealth and tracking. It said that a Runner can track a man even in water. The Runners are mainly solitary in nature and specialize in scouting and finding information. It is also said the best Runners can even walk on water for days without his or her feet touching the earth.

Eluding Foes (3rd)

You learn from your mentor how to be quick and agile on the battlefield. Any attack of opportunity against you is at a disadvantage and you can perform dash, dodge, or hide as a bonus action.

Whispers of the World (7th)

You are able to use your connection to nature's divine essence to learn of any nearby danger. You can use *Commune with Nature* a number of times equal to your Wisdom modifier between long rests.

The Hidden Ways (11th)

At 11th level, the Trehaen has taught you the hidden pathways of the natural world. As a bonus action, you can touch a natural object and then exit out of another natural object like a rock or tree to an unoccupied space within 30 feet.

If within the bounds of an attuned taigh (see Druid, Circle of the Trehaen), as a bonus action, you can teleport and exit out of any natural object within the taigh's bounds. This is similar to the *transport via plant* spell but usable with any natural feature. The ranger can do this once between long rests.

Supreme Sneak (11th)

At 11th level, you learn how to sneak past even the most observant of enemies if you move slowly. You gain advantage on all Dexterity (Stealth) checks if you move less than half your move in a turn.

Nature's Cloak (15th)

Your connection with the divine essence of nature now extends beyond you. You can open the hidden pathways to your allies and while traveling allow those near you to remain hidden. You can use an action, *Dimension Door* in a natural setting including caves. You can do this once between short rests. In addition, you and any ally within 30 feet of you is subject to the effects of a *Pass without Trace* spell.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

The Majestic Realms Class, Copyright 2014, Robert Conley.