

# Character Classes

## **Barbarians (Horse Lords)**

The central plains of the Majestic Realms are the domain of the horselords, fierce mounted nomads feared by the surrounding kingdoms.

## **Barbarians (Path of the Falcon)**

The desert sun is merciless and shifting sands leave little margin for error. The desert tribes have to be tough to survive this harsh environment along with those who follow the Path of the Falcon to defend family and clan.

## **Barbarian - Berserker**

Berserkers are infused with the divine power of the god Mantriv and sent against the monsters inhabiting the world.

## **Bard (Brehon)**

The Brehon are Trehaen Bards who wander from clan to clan, realm to realm telling or singing tales to entertain, or to instruct. One of their roles to act as judges to adjudicate disputes and crimes. Unlike many cultures the nobility defers justice to the Brehons of the Trehaen.

## **Bard (Dreamsinger)**

The Dreamsinger are elven devotees of Silvanus who has taken his teachings and woven it into their songs. As a result, their music not only grants immediate insight, but also glimpses of possible futures and the deep past.

## **Bard (Skald)**

Skalds are the poets and lore keepers of the Vasans and the other Viking nations. Their spells are cast in the form of a dróttkvætt, a type of poetry with a complex rhyming, and heavy in kennings, a type of metaphor.

## **Bard (Troubadour)**

When the new kingdoms coalesced after the fall of the Bright Empire there was a renewed demand for artists and performers. From these beginnings arose the Troubadour, bards who make their way from noble court to noble singing or reciting epic tales or courtly romances. Often, they are pressed into service as negotiators and diplomats.

## **Cleric (Domain of the Claw)**

Kalis's domain involves spells focused on blood along with the creatures and monsters of the wild. It is influenced by the Ebon Crystal created by the blood goddess.

## **Cleric (Domain of the Eagle)**

Delaquain's domain involves spells that aid in the defense of honor and justice. It is influenced by the Crimson Crystal created by the goddess of justice and honor.

### **Cleric (Domain of the Flame)**

Sarrath's domain focuses on spells involving fire, telekinesis, and physical movement. It is influenced by the Ochre Crystal, created by the god of war and order.

### **Cleric (Domain of the Forge)**

Veritas' domain focuses on spells involving creation, control of magic, and nature of reality. It is influenced by the Chromatic Crystal, the master crystal created by the high lord of creation and artifice.

### **Cleric (Domain of the Hearth)**

Dannu's domain is focused on spells involving earth, healing, and the body. It is influenced by the Emerald Crystal created by the goddess of healing and the earth.

### **Cleric (Domain of the Lantern)**

Thoth's domain focuses on spells involving knowledge, and symbols. It is influenced by the Amethyst Crystal created by the god of knowledge.

### **Cleric (Domain of the Skull)**

Hamakhis' domain involves spells of life, death, and judgment. It is influenced by the Ivory Crystal created by the god of judgment and death.

### **Cleric (Domain of the Storm)**

Mantriv's domain focuses on spells involving weather, and water. It is influenced by the Indigo Crystal created by the god of thunder and warriors.

### **Cleric (Domain of the Tree)**

Silvanus' domain uses in spells involving protection, dreams, and natural world. It is influenced by the Azure Crystal created by the god of forests and dreams.

### **Cleric (Domain of the Web)**

Daysha's domain involves spells of the mind, divination, and illusions. It is influenced by the Amber Crystal created by the goddess of fates and pleasure.

### **Druid (Circle of the Shaman)**

The Shamans are the heirs of a millennia-old tradition born of those who feel a divine connection to the land.

### **Druid (Circle of the Trehean)**

The Trehaen are keepers of traditions extending back to the end of the Dawn War against the demons. Drawn from all the races, the Trehean have a connection to nature's divine essence. A connection used to find those who will defend, aid, and nurture the realm and its natural harmony.

### **Fighter (Knight)**

The pinnacle of combat is the mounted knight. Universally feared as shock troops nearly every realm trains and supports knights. While every Knight can fight unmounted, their training makes them superior fighters when on horseback.

### **Fighter (Soldier)**

Soldiers excel at teamwork in combat. Their training in the guard or the army has honed their abilities to work with other fighters.

### **Fighter (Warrior)**

You became a warrior, trained in battle and in the use of armor and weapons. You are on the front lines of your adventuring party—going toe-to-toe with dragons, goblins, and evil cultists, hacking your way through them and taking the brunt of their attacks. You are the best-equipped to dish out damage and absorb it. You serve as the sword and shield, protecting the weak and taking down your enemies. One day they will tell legends of your battle prowess, and followers will flock to your castle stronghold where you revel in your fame, riches, and newly earned nobility.

### **Mystic (The Way of Vim)**

Viz is magic in a physical form, while vim is the magic entangled within a soul. This tradition focuses on the use and manipulation of vim to enhance one's physical health and to harm one's foes.

### **Mystic (The Way of the Tree)**

Trehaen mystics have forged their own path with the way of the tree. Using the insight granted by Silvanus they learn to use their vim to defend and protect the natural world and allied realms.

### **Mystic (The Way of Blood)**

The Claws of Kalis is a cult of assassins who follow the blood goddess Kalis. Cultist have learned to use blood to enhance their vim and to manipulate the vim of others.

### **Mystic - The Halfling Shadow**

The Halfling race lack of physical strength and magical gifts often means that their only recourse to deal with threats is manipulation and guile. Their ideal is to transform a potential conflict into one of mutual cooperation. But they will do what takes to nullify the threat if that can't be achieved. Over the centuries an organization known as the Shadows, have honed this skills to a high art to be used in the defense of the shire.

### **Paladin (Oath of the Five-Fold Path)**

This oath binds the paladin to become Delaquain's divine champion within the Majestic Realms and to exemplify the Five-Fold path.

### **Paladin (Oath of Ma'at)**

This oath binds the paladin to become Sarrath's champion within the Majestic Realms and to uphold the Laws of Ma'at. Paladins taking this oath are known as Myrmidons.

### **Paladin (The Alatheias Oath)**

This oath binds the paladin to become Veritas' champion within the Majestic Realms. Veritas tenets focus on honesty, justice, and a fair measure for all.

### **Paladin - Chaos Knight**

When a paladin breaks their oath the cost is terrible beyond just the loss of their divine abilities. Those that break their oath suffer a spiritual crisis that tests the very core of their being. An unfortunate few lose this struggle. Demon Princes eagerly await paladins who break their oath to make a pact with them. They will teach the ex-paladin to use their training to tap into their unholy power turning them into a Chaos Knight.

### **Ranger (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.

### **Ranger (Warrior 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.

### **Ranger (Hunter 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.

### **Ranger (Runner 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.

### **Rogue (Burglar)**

Burglars are trained in the larcenous arts used by secret societies, thieves' guilds and gangs. They learn these abilities at the expense of combat expertise.

### **Rogue (Thug)**

Thugs are the rank and file of secret societies, thieves' guilds, and gangs. Thugs are chosen mainly for their strength. Their leaders are highly charismatic and able to control dozens of fellow thugs through sheer force of will.

### **Rogue (Mountebank)**

Mountebanks are trained in a combination of magic and various skills. Most Mountebanks specialize in anti-divination spells, illusions, and other forms of magic to allow burglars and thugs to operate without fear of detection. A common slang term for them is Fogger.

### **Rogue (Claws of Kalis)**

The Claws is a cult of assassin dedicated to the blood goddess Kalis and devoted to the eradication of Chaos by any means. Their favored method involves the insertion of spies into a suspect organization and then assassinating the guilty. Their cult is illegal in nearly every culture and its members subject to the death penalty.

### **Rogue (Merchant Adventurer)**

Merchant Adventurers deal with illegal or dangerous trade. They are somewhat adept at fighting and know several skills useful to commerce. Merchant Adventurers are found as smugglers, black marketers, caravan masters, pirate lords, treasure hunters and ship captains. They often organize expeditions into unknown lands.

### **Sorcerer (Viridian Blood)**

One of your ancestors was a member of a demonic race known as the Viridians. The Viridians' innate ability to manipulate magic has been passed on you.

## **Sorcerer (Crystal Bound)**

At the end of the Dawn War, the gods imprisoned the surviving demons within the Abyss. To seal the Abyss away from the rest of the Majestic Realms, nine crystals were created and placed to imprison the demons for eternity. A tenth crystal known as the Chromatic Crystal was created as the master crystal and used to activate the other nine to seal the Abyss. There are ten bonds.

### ***Crimson Bond***

This bond is with the Crimson Crystal created by the goddess of justice and honor, Delaquain. Its color is red and is associated with the magic of movement and air.

### ***Ochre Bond***

This bond is with the Ochre Crystal, created by the god of war and order, Sarrath. Its color is orange and is associated with the magic of moving objects and fire.

### ***Amber Bond***

This bond is with the Amber Crystal created by the goddess of fate and pleasure, Daysha. Its color is yellow and is associated with the magic of illusions and mind control.

### ***Viridian Bond***

This bond is with the Viridian Crystal created by the goddess of healing and the earth, Dannu. Its color is green and is associated with the magic of healing and earth.

### ***Azure Bond***

This bond is with the Azure Crystal created by the god of forests and dreams, Silvanus. Its color is blue and is associated with the magic of nature and protection.

### ***Indigo Bond***

This bond is with the Indigo Crystal created by the god of thunder and warriors, Mantriv. Its color is Indigo and is associated with the magic of storms and water.

### ***Amethyst Bond***

This bond is with the Amethyst Crystal created by the god of knowledge, Thoth. Its color is purple and is associated with the magic of divination and knowledge.

### ***Ivory Bond***

This bond is with the Ivory Crystal created by the god of judgment and death, Hamakhis. Its color is white and is associated with the magic of death and life.

### ***Ebony Bond***

This bond is with the Ebon Crystal created by the blood goddess, Kalis. Its color is black and is associated with the magic of animals and shapeshifting.

### ***Chromatic Bond***

This bond is not a connection to a crystal. Instead is the term used for the rare individual who is born with an innate connection to the mana of the Majestic Realms itself. Individual possessing this bond can control the very fabric of magic itself.

### **Warlock (Demonic Pact) \***

You made a pact with a demon from the Abyss, a corrupted being whose actions are self-serving and goals is nothing short of the domination of all life within the Majestic Realms. You find the powers created by your patron to be useful towards your own goals despite the damage to your immortal soul. Damage that will eventually cause your soul to be blind to all other paths save for the one that leads to the Abyss after your death.

### **Warlock (Draconic Pact) \***

You made a pact with a Great Dragon, a mighty creature created by the god Sarrath to guard the towers housing the Chromatic Crystals that seal away the Abyss from the Majestic Fantasy Realms. The nature of the pact depends on the type of great dragon you bond yourself too.

### **Warlock (The Falcon Pact) \***

Alone among the deities Horus, the Falcon Lord did not seek worshippers after the Dawn Wars ended with the imprisonment of the demons in the Abyss. He viewed the new covenant that the other deities made between themselves to teach through faith and religion as a betrayal of their original ideals. Instead, Horus opted to work more closely through individual pacts with mortals and teach them the knowledge and skills in order to realize their potential.

When you make a pact with the Falcon Lord, you agree to help him to act as a check against the hubris of his fellow deities and their mortal worshippers. You also will help him in hunting down and destroying any demons who eluded imprisonment or managed to escape from the Abyss.

### **Warlock (Pact of Summer)**

The Summer Court are a loose group of faeries born out of the great virtues of Charity, Love, Diligence, Patience, Kindness, Humility, and Temperance. While positive emotions, situations involving them can be quite dangerous especially if it was intense enough to give birth to a faerie.

### **Warlock (Pact of Winter)**

This court is comprised of faeries born out of the great vices of Greed, Envy, Avarice, Gluttony, Lust, Wrath, and Sloth. The stories that these faeries try to entice mortals into following nearly are all very dangerous or end in tragedy. As a consequence, they are often viewed as malevolent beings to be avoided at all costs.

### **Wizards and the Arts of Magic**

Wizards specialize in one of the ten arts of magic. At the end of the Dawn War, the gods imprisoned the surviving demons within the Abyss. To seal the Abyss away from the rest of the Majestic Realms, nine crystals were created and placed to imprison the demons for eternity. A tenth crystal known as the Chromatic Crystal was created as the master crystal and used to activate the other nine to seal the Abyss. As a result, there are ten arts of magic. Nine tied to mana flowing through one of the Chromatic Crystals used to seal the abyss. The tenth art is focused on the original ambient mana that existed prior to the imprisonment of the demons.

The Arts are: the Claw, the Eagle, the Flame, the Forge, the Hearth, the Lantern, the Skull, the Storm, the Tree, and the Web.

### **Wizard (Artificers)**

The Order of the Viridian Eye is one of the oldest Orders in the Majestic Fantasy Realms. It was found over four thousand years ago when the Viridians first came to the Majestic Fantasy Realms. It is believed that the majority of the Grandmaster Artificers in the Order are of pure Viridian blood. For much of its long history, the Order was an extension of the will of the Emperors of Viridastu. The recent fall of the Empire has caused the Order to fracture with the provincial chapters serving the various pretenders.

### **Wizard (Magician)**

The Magician represents the lone practitioner of arcane magic outside of the established orders. Magicians have no formal organization or rank other than Master and Apprentice. Some associate with loose fellowships known as Circles.

### **Wizard (Mage)**

Unlike the solitary Magicians, members of the Order of Thoth organize themselves into conclaves for mutual support and protection. The heart of the order is in the Wizard's City of Ramos along the shores of the Winedark Sea in the Majestic Fantasy Realms. Ramos was once the Imperial City of the Bright Empire. Now Ramos is the seat of the Grand Conclave of the Order of Thoth. In the central regions of the Majestic Fantasy Realms, the Guild of Arcane Lore within the City-State of Eastgate is the region's largest and wealthiest conclave.

### **Wizard (Runecasters)**

The Order of Mantriv is both the youngest and oldest of the Magical Order. It originated among the Dwarves shortly after the chaos of the Dawn War. The pride of the Dwarves led them to develop an independent method of creating spells, runecasting.

The Dwarves are secretive and taught little of their art to the other races.

But five centuries ago, a group of people known as the Vasans were migrating eastward along the icy reaches of the northern Majestic Fantasy Realms. One of the clans of Vasans helped the Dwarves after a disaster destroyed their home. In gratitude, the Dwarves taught the clan many of the arts of civilization including rune casting.

### **Wizards (Theurgist)**

The Order of Sarrath was created in the wake of the civil wars and barbarian invasion that destroyed the Bright Empire after the Shattering. Local hedge wizards aided the remnants of the Imperial Army that followed Sarrath, and the scattered priesthood of Sarrath to create the Ochre Empire that rose from the ashes of the Bright Empire. These wizards banded together as Theurgists of the Order of Sarrath to serve the Empire.

### **Wizard (Trehaen)**

The Order of the Trehaen is the oldest order of magic in existence. It traces its heritage to just after the Dawn War. Its tradition of magic was learned from the Elves and has continued nearly unchanged for 8,000 years.

The Order of Trehaen organizes itself into Circles. A Circle is a loose fellowship of Wizards in a small region. Circles don't generally maintain a central hall or building. Instead, they will gather in secluded groves for a weekend-long meeting to exchange stories and knowledge. Often various members of a Circle will specialize in one aspect of magic. The specialist will be consulted by the other Wizards of the Circle when an issue arises involving that area of magic.

## Groups

Several classes are related to each of by either representing members of a culture or large group. This section outlines some of these groups and the classes associated with them. Note that many of these groups have other classes part of them for example the Trehaen below have Fighter (Warriors) and Fighter (Soldiers) a part of their organization.

### The Trehaen

These classes are related through being members of the Order of the Trehaen an organization of allied races dedicated to peace, defending the realms and preserving the natural order.

#### **Bard (Brehon)**

The Brehon are Trehaen Bards who wander from clan to clan, realm to realm telling or singing tales to entertain, or to instruct. One of their roles to act as judges to adjudicate disputes and crimes. Unlike many cultures the nobility defers justice to the Brehons of the Trehaen.

#### **Druid (Circle of the Trehean)**

The Trehaen are keepers of traditions extending back to the end of the Dawn War against the demons. Drawn from all the races, the Trehean have a connection to nature's divine essence. A connection used to find those who will defend, aid, and nurture the realm and its natural harmony.

#### **Mystic (The Way of the Tree)**

Trehaen mystics have forged their own path with the way of the tree. Using the insight granted by Silvanus they learn to use their vim to defend and protect the natural world and allied realms.

#### **Ranger (Warrior 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.

#### **Ranger (Hunter 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.

#### **Ranger (Runner 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.

#### **Wizards (Trehaen)**

Trehaen Wizards belonging to a Circle will specialize in one aspect of magic. The specialist will be consulted by the other members of the circle when an issue arises involving that area of magic.



## **The Claws of Kalis**

A secretive order of the assassin dedicated to the blood goddess Kalis and to the goal of ridding the world of demons by any means necessary.

### **Mystic (The Way of Blood)**

The Claws of Kalis is a cult of assassins who follow the blood goddess Kalis. Cultists have learned to use blood to enhance their vim and to manipulate the vim of others.

### **Rogue (Claws of Kalis)**

The Claws is a cult of assassin dedicated to the blood goddess Kalis and devoted to the eradication of Chaos by any means. Their favored method involves the insertion of spies into a suspect organization and then assassinating the guilty. Their cult is illegal in nearly every culture and its members subject to the death penalty.

## **The Ochre Empire**

Rising from the ashes of the Bright Empire, the Ochre Empire is dominated by the Church of Sarrath and the Code of Ma'at. The emperor is dedicated to rid the Majestic Fantasy Realms of demons by any means necessary. The empire's powers rest on a triad formed by the Imperial Army commanded by the Emperor, the Church of Set, and the Theurgists of the Order of Sarrath.

### **Cleric (Domain of the Flame)**

Sarrath's domain focuses on spells involving fire, telekinesis, and physical movement. It is influenced by the Ochre Crystal, created by the god of war and order.

### **Paladin (Oath of Ma'at)**

This oath binds the paladin to become Sarrath's champion within the Majestic Realms and to uphold the Laws of Ma'at. Paladins taking this oath are known as Myrmidons.

### **Wizards (Theurgist) \***

Theurgists learned how to jointly cast spells. A skill taught by the dark god of war and order, Sarrath. Theurgists have banded together as the Order of Sarrath to aid the god in dominating the Majestic Fantasy Realms and finally ridding it of demons.

# The Vikings

Sailing on ships powered by the cold northern winds, the Vikings are the scourge of all those who live on the shores of the Grey Sea. Renowned explorers their longships are found in every corner of the Majestic Fantasy Realms.

## **Barbarian - Berserker**

Berserkers are infused with the divine power of the god Mantriv and sent against the monsters inhabiting the world.

## **Cleric (Domain of the Storm)**

Mantriv's domain focuses on spells involving weather, and water. It is influenced by the Indigo Crystal created by the god of thunder and warriors.

## **Bard (Skald)**

Skalds are the poets and lore keepers of the Vasans and the other Viking nations. Their spells are cast in the form of a dróttkvætt, a type of poetry with a complex rhyming, and heavy in kennings, a type of metaphor.

## **Wizard (Rune-casters) \***

Rune-casters have mastered the art of creating runes to extend their ability to cast spells. This form of magic originated among the Dwarves who pioneered their own form of magic separate from the Elves.

# Lords of the Desert

Southwest of the Land of the Two Kings lies the Dune Sea a vast waste of hot sand, shifting dunes, searing salt pans, and stony plains shimmering with heat. The land is harsh and so are the people who inhabit it.

## **Barbarians (Path of the Falcon)**

The desert sun is merciless and shifting sands leave little margin for error. The desert tribes have to be tough to survive this harsh environment along with those who follow the Path of the Falcon to defend family and clan.

## **Cleric (Domain of the Web)**

Daysha's domain involves spells of the mind, divination, and illusions. It is influenced by the Amber Crystal created by the goddess of fates and pleasure.

## **Warlock (The Falcon Pact) \***

Alone among the deities Horus, the Falcon Lord, did not seek worshippers after the Dawn Wars ended with the imprisonment of the demons in the Abyss. He viewed the new covenant that the other deities made between themselves to teach through faith and religion as a betrayal of their original ideals. Instead Horus opted to work more closely through individual pacts with mortals and teach them the knowledge and skills in order to realize their potential.

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