# Wizard

Wizards reside in carefully hidden sanctuaries and spend almost the entirety of their lives there. They seldom leave their home and practice all magic within. Due to their rarity, many people think that wizards nowadays are just a myth. They are calm and calculated, directly influencing the world around them with personalized spells. As a tightly-knit community, wizards mostly act in their self-interest and the protection of the world. Highly skilled in all forms of magic, wizards understand how the world hangs in balance - a chaotic world is one where they cannot hide and have a home.

Wizards wear magically infused clothing that is meant to amplify their power. They wear long robes that must touch the ground; as it is through these robes they gather energy from the world. Some wizards practice a slightly different form of magic that gives them much more freedom regarding clothing, but at the expense of carrying a magical staff that serves the same purpose of energy gathering.

# Gambler

Gamblers devote their entire existence to subterfuge and the pursuit of endless knowledge. Gamblers are far and few in the world as they are born wielding the power of luck and psychokinesis. All gamblers learn about their powers at the age of 13 and many consider that exact number to be their lucky number. Gamblers can also predict the future, up to a point, and constantly chase favorable conditions and situations for them. They are extremely open to new experiences and people because this helps them expand the number of situations and events to manipulate or see. As such, they can be considered both allies and enemies, depending on when and how they act upon an event. Gamblers change clothes on the regular and some even never repeat the same clothing style. One day, a gambler may wear expensive attire if they are participating in a ball and want to act upon their foresight, and another they might wear simple clothing and a hat. Though one aspect of their clothing always stays the same and that is their lucky pendant. These pendants amplify psychokinesis at the expense of immediate foresight.

# Angel

Only chosen humans can turn into angels and this is done without their knowledge. Angels are the only being of pure energy and thus require no conduit for the usage of their powers. The transformation from human to angel happens whenever dark magic begins causing mayhem. Because their transformation is involuntary, angels often end up being seen as chaotic and unpredictable, susceptible to constant changes in their emotions as the human side fights to go back. Some say this is torture, others that it’s a blessing - whatever the case may be, angels are the ones keeping things in check most of the time. Transformations can last for a while, even up to a couple of months.

Angels are drawn to dark magic and are constantly on the move.

When a human transforms into an angel, they gain the form of an armored holy warrior. The armor, including helmet, conceal the angel’s true form beneath as to protect the mortal races of the world. Paladin angels fashion a helmet with wings and a crescent hammer as a weapon. Healer angels do not wield weapons and instead use their bare hands to cast spells. In general, angels can be easily identified as each angelic piece of armor features mystic inscriptions on it, arguably for providing peace for the human within.

# Warlord

All armies need leaders and there’s no one better for the job than a Warlord. Warlords are relentless and true leaders; they will never leave their men behind and will always take up a spot in the vanguard, urging their men to fight and not back down. These veteran warriors have experienced all sides of a battle - both victory and defeat. They are skilled tacticians whose primary purpose is crushing their enemies. Warlords exhibit a powerful drive for success which can often paint a picture of warlords being too eager. Nonetheless, warlords are considered some of the sharpest minds in the world, often being able to turn the tides of battle. They share a connection with the troops and people around them through mutual gains, ideas, goals, and interests. Warlords are also considerate and will never engage in a battle where the outcome is a definite loss.

Warlords do not sport plenty of armor and the armor they do use is placed on strategic locations on their bodies. Too much armor slows them down and warlords need to be on top of their game if they want to win. Some examples of warlord armor include forearm plates, gauntlets, and protection of the torso. Warlords wear their armor with pride and each warlord fashions a ‘souvenir’ from another warlord they’ve slain (or multiple).

# Druid

Druids are the guardians of nature. Their power is a given and those born into having druidic powers never turn dark. Druids live in solitude, protected by a magical aura that conceals their home. Originally, there were 3 main druids - air, land, and sea. However, once civilization started expanding drastically, they realized the three of them couldn’t handle it on their own. So they started delegating their power through generations, selecting only a handful of chosen ones. Druids do not care about mortal interests and simply choose to ignore everything apart from nature so as all their power is focused on protecting its sanctity. They are expert shapeshifters and wield various elemental spells. Druids are also exemplary healers with vast knowledge of natural remedies and, if those aren’t strong enough, healing powers.

Druids wear basic threadbare pants or skirts and a powerful druidic cape. This cape is made from either leaves, feathers, or seashells - depending on the druid’s main natural inclination. Their capes start off with just one element and for each good deed done to protect nature, it grows by one new element. Decorated druids that have full, long capes filled with these are considered the most experienced and wisest, having been protectors for centuries.

# Dark Elf

Millenia ago, the Elven Brotherhood separated into two main groups - the Wood elves and the Dark elves. These hardened warriors wielding dark powers wanted separation from the old way of life. They realized the power of mythical crystals, hidden in plain sight, only accessible through dark energy. The dark elves harvest the dark energy from within the crystals to power and sustain their vast, expansive cities. The very foundation of elven society is based on these crystals and, as such, the dark elves are constantly looking to expand. The dark elves act on their own accord, looking to further their race. They very rarely join others in irrelevant conquests or quests, and instead look to gain more knowledge, power, and experience. The dark elf society is considered tight-knit, resourceful, and dangerous in face of adverse odds.

Dark elves pay close attention to their armor and clothing, looking to improve their own spell power. Their armor features sockets for magical crystals; the coloration of which explains the dark elf’s magical aptitude. The armor itself is made from magically infused amethyst crystals. Very rarely do dark elves use regular clothing as they are always on the lookout for danger.

# Barbarian

Barbarians stem from a long line of warriors whose battle prowess is respected by all other races. Formed by the power of nature, barbarians are shaped into existence through the merging of lava and rock. Their weapons are also made in the same way. The Barbarian community follows their ancestral ways, often engaging in bloody duels and being ready for a fight at all times. Even though they are a civilized race, others consider them nothing more than mindless brutes. This prejudice has been the downfall of those that underestimated them. Even a single barbarian is a valuable asset and ally to those that employ them as mercenaries. Through sheer power of mind and body, they are capable of overcoming almost all challenges and these acts can inspire others.

Barbarians do not limit themselves with heavy pieces of armor and opt for using the bare minimum instead. They always wield two weapons though the most popular choice are two massive battle axes. Their clothing consists of various crafted animal parts, ranging from hides to heads.

# The Engineer

Masters of architecture and engineering, these people are obsessed with perfection. Any design must be created exactly how the engineer envisioned it. The engineers are steampunk tinkerers that create weapons, gadgets, tools, and even create massive buildings. They also possess the power to animate creations such as mechanical golems through magical infusions. Engineers are often viewed as laid back and strange considering their reluctance to form allegiances. As long as an engineer is creating, they are happy and motivated. Most engineer creations perplex others as their inner workings are a mystery to everyone except the engineers. They are also very quick to adapt to situations and can churn out steampunk designs at a quick rate if necessary.

Engineers always carry their trusted hammers and wrenches inside a magical pouch that can hold thousands of pieces of materials needed for building. They like to fashion DIY designs regarding clothing. It is not rare to see an engineer completely covered in clothes and the corresponding gadgets such as night vision goggles that use emerald glass to aid the wearer see in the dark.

# The Warden

Wardens are the best warriors in the world. It is considered one of the highest achievements that one can reach - becoming a Warden. Wardens are far and few and, apart from a few exceptions in the past, never meet each other. The wardens are elite fighters wielding a terrifying long-sword, ancient wisdom and knowledge, and hand-crafted armor made by themselves to suit their needs and fighting style. A single warden is generally stationed in a single region and is the one people turn to for help. The wardens have unwavering loyalty to the cause and a duty to protect the innocents. They are a symbol of hope and can single handedly turn the tides of war through sheer devotion and determination.

Personalized and hand-crafted armor guarantees that each warden plays to its strengths and hides its weaknesses. Some wardens wear helmets but most don’t as it is considered unnecessary in most situations. Each warden also has a chain around their torso, signifying their loyalty to the good side.

# Cantor

A cantor is a nomadic performer who is constantly on the move. Cantors have devoted their lives to spreading songs, hymns, stories and legends throughout the world, fearing that one day, all of this knowledge will be lost. Cantors travel in groups and often perform together whenever they reach a settlement. However, they have extensive experience in all forms of entertainment and performances. Cantors are the only ones who can truly channel emotions into existence and their powers echo this. They can heal or strengthen others’ abilities through their own. It is often thought that when a group of cantors visit a settlement, that settlement will experience a prolonged period of prosperity.

Cantors look to inspire, entertain and teach through their clothing choices as well. They often wear flashy clothes to signify the story they’re sharing, or outfits carefully designed for a group performance. Each cantor has a unique and personalized musical ‘jingle’ with 4 main musical notes that they always play when introducing themselves to a larger crowd of people.

# Beastmaster Ranger

Beastmasters are inherently capable of communicating with wildlife and as such, tame them. Beastmasters oftentimes take their companions on exploration missions, especially in more dangerous areas. Though there are a couple of beastmaster professions, the most respected ones are Rangers. Rangers excel at warfare at a distance and are avid hunters. They wield ancestral bows made from dragon bone and harbor different arrows - most commonly frost, poison and fire. Having extensive experience in warfare as well as hunting has enabled beastmaster rangers to be extremely adaptable, utilizing stealth, incapacitation, and close combat in addition to their ranged attacks.

Beastmaster clothing is made entirely from animal parts. Their chests are usually protected by an exoskeleton of animal ribs and close combat weaponry comes in the form of knifeclaws. One very dangerous aspect of a beastmaster is his cloak; created from expanded and hardened chameleon skin which allows the beastmaster to lay hidden amongst his surroundings.

# Rebel Leader

The known world is never short of ambitious rebel leaders looking to free their people from oppression and systematic terror. A rebel leader has experienced hardships throughout their lives with the catalyst being those in charge. Calculated, intelligent, and cunning, a rebel leader’s main goal is to unite those who want their freedom, and steady lives back. Though it is impossible to gather more battle-ready people and form an army, rebel leaders still excel at warfare due to their unconventional and bizzare tactics. Most rebels and especially their leaders live by the motto ‘Give me an army and I’ll defeat my enemies. Give me a few good lads and I’ll scare them’.

Rebel leaders often wear clothes that don’t attract attention. Blending in with the surroundings is paramount to achieving what they’ve set out to do. This means ragged clothing that befits a commoner, worn out shoes, and a cloth cap. However, there is one surefire way to find out if someone is a rebel leader or not - a tattoo representing their ‘clan’. Rebel leaders fashion these tattoos as a way to show their neverending loyalty to the common folk.

# Beastmaster

Beastmasters reside within a nature sanctuary, committed to nurturing animals and taming them. They can be found working hand-in-hand with druids on very rare occasions and are generally respected throughout the world. Though beastmaster rangers go out and explore the wilderness, those that stay behind tirelessly work on preserving nature. They have telepathic abilities that let them speak directly to animals, and even control them if the need arises. Beastmasters ‘employ’ various animals to be their watchful eyes and ears and are always vigilant.

Beastmasters wear only the most basic of clothing and instead choose to reside in their spirit animal. A beastmaster spirit animal is one that the beastmaster picks; it is always by his side and the beastmaster can spend a long time in this form. They do however harvest renewable aspects of nature such as branches, wool, and more.

# Cloaked Ranger

Cloaked rangers are those that have since forgotten their origin and identity. They are mysterious wanderers who walk the land in search of a treasure. This treasure holds the key to their past and they are on an endless hunt to get it. Cloaked rangers specialize in long-distance attacks but are also adept at rogue tactics. Finding a settlement means edging closer to knowledge about themselves as they look to complete deeds and quests for the people. They are a tough foe to anyone who fights them, but these encounters seldom happen as a cloaked ranger would generally avoid any confrontation.

Their clothing style is also a mystery. The only visible piece of clothing on a cloaked ranger is a cloak. The cloak is made from a soft, very dark material that hides whatever is underneath the cloak. There are rumours that these cloaked rangers are nothing but visages; driven to insanity in a neverending hunt for the truth. Perhaps no one will ever know.

# Armoured Dwarf

Some of the most hard-working men and women can be found in the golden Dwarven Kingdom. Dwarves pride themselves with their achievements - moving mountains of old in search for gold, obsidian, and amethyst. Creating lustrous cities from the finest materials. All the best craftsmen are dwarves thanks to skills passed down through thousands of generations. Dwarves also enjoy the simpler things in life, gorging themselves with food and ale, having brawls where they bet their weapons, and sometimes being vulgar - though they do not find vulgarity offensive. It is said that a settlement or city without at least one dwarf is a dull affair.

Because of their lifestyle, dwarves often encounter dangers along their way. Mining and digging constantly comes with its hazards and, as such, dwarves wear stark armor. They are battle-ready and wield their weapons with zeal. Passionate warriors, the dwarves never back down from a fight, even if it means they might lose their life in the process. Dying honorably is considered living freely in dwarf society.

# Dragon Knight

An ancient race that transcends time, dragon knights are predetermined at birth and have free will over their dragon transformations. They search the land for tales of dragons and their whereabouts. They consider their abilities and birth-right as a curse laid on them by ancestral dragons eons ago. Thus, fueled with hatred, they are on a constant hunt for dragons. Each dragon knight can transform into one of the 4 elemental dragons - fire, water, air, and frost. And, within each form, they gain new abilities depending on which element they choose. They scour the land alone, never teaming up with another dragon knight. They also seldom accept to help anyone else as their own goals and aspirations are of higher importance, as is their birthright.

Dragon knights wield mythical spears, crafted from the bones of slain dragons and infused with magical energy, as well as elemental. This also makes them adept mages, though they much prefer using force and brawn. They do not wear armor as their skin is almost identical to the skin of dragons and as such, is almost impenetrable for most conventional weaponry. Their spear can easily pierce the skin of most dragons that they hunt which makes them a formidable enemy if provoked.

# Knight

The knight is a symbol of courage and perseverance. Knights always ride into battle mounting a pegasus, with each knight having a different name for theirs. Knights are pure beings with impressive weapon control and battle prowess. There are 10 knights in existence at any given time and they never cross paths. Each of these 10 knights signifies a positive trait: Hope, Tranquility, Perseverance, Courage, Peace, Unity, Freedom, Love, Wisdom, and Honor. They appear when an absence of these traits exists in a region, or better said - their opposites.

Different knights can be distinguished by their sigils; each showcasing one of the aforementioned traits. They wear enchanted white armor with ancient inscriptions. All knights wield an inscribed holy blade and a blessed shield of light. The knights’ armor, shield and weapon shine more brightly when near danger.

# Corsair

Corsairs owe their entire existence to the sea and they revel in the fact. They are born through the tides, by the clashing of saltwater and rock. Their connection and true reasoning behind this origin is unknown, but what is certain is their mystical connection to the ocean. Corsairs cross the seas with huge, black fleets whose ships are made from the finest obsidian. Their main ability is harnessing the power of the tides and infusing their own weapons with it. Corsairs do not use any conventional means of navigation and instead, use echoes of the waves to reach their destination.

Corsairs are the protectors of the ocean and wage battle on all who try to abuse it. They do not wear clothes as they consider these barbaric and untrue to nature. A corsair might go on scouting missions by itself, however this is very rarely done as the ocean requires a sense of community and trust.

# Gunslinger

The gunslinger is a cosmic being, whose gun has been forged deep in the furnace of a dying star. He is chosen by mysterious forces to bring an end to tyranny and oppression. The slinger and the gun are connected; their souls merged into one. This amplifies both their energies and abilities and enables the gunslinger to utilize his arsenal to its maximum potential. The gun’s bullets are silent, almost invisible apart from releasing a black and red mist as they travel along. The gunslinger has been asked for help many a times, choosing to help those who need his services.

The gunslinger takes an earthly form as its true form is incomprehensible. He wears a belt made from miniature stars; a universe in itself. His gun can be seen omitting a violet sheen whenever a new star is born, or a green one when a reign of tyranny has been brought to an end.

# Monk

The monk is a member of a holy order focused on being synchronized with your surroundings. Nature wields a powerful energy and every living being has its own chakras. It is from these chakras that a monk draws power through insightful meditation. A monk spends most of his time in seclusion, gathering his strength, energy, and mind power. Once a monk finishes with meditation, he can easily cast healing spells and amplify ones chakras. They are also adept fighters using nothing but their fists as they believe any form of weaponry is barbaric and interferes with the chakras. As such, they can redirect an opponent's blow and strike back at one of their chakras, effectively crippling each following attack. Monks are vigilant and focused at all times and use their skills for good.

A monk is dressed in traditional holy robes, in one of the 7 colors; with each color representing one of the 7 chakras. Each monk specializes in one chakra but can use others when need be. They also wear a miracle pendant that allows them to spend all of their chakra energy for a single, devastating blow against an enemy.

# Paladin

The paladin is a human blessed with holy light and given true sight. A paladin knows his destiny; one of grace and peace. They work tirelessly to fight the forces of evil that occasionally descend on the world. Paladins are fierce fighters, often putting themselves in danger first due to their protecting abilities. They wield two-handed weapons - warhammers, maces, swords. Each of these weapons is blessed with holy energy and carves deep into any enemy the paladin comes across. Allies completely devote themselves to the paladin when a battle occurs, and the paladin blesses them with shielding spells and empowers their defenses.

Paladins are dressed in full armor apart from the helmet, as they always use true sight in battle and a helmet would obscure that. Their weapons have etchings in an ancient language that only they can understand. The handle of their weapons is made from animal fur; paladins from different regions have different animal fur so as to help them remember their origin and place of birth.

# Warlock

Warlocks are some of the most feared people in the world. They exist between multiple planes of reality and constantly jump between them to harness the voids energy. Warlocks live alone and follow only one goal - to cause as much chaos and destruction as possible. Their powers are immense; calling down meteors that can rip the threads of reality, manipulating dimensions, and even creating apparitions and monsters at his behest. A single warlock is too powerful for a basic army hence the fear and panic they cause once they are sighted.

Warlocks wear thin threads of silk that draw power from neighbouring dimensions and realities. It is through these threads that the warlock pulls energy from and amplifies his abilities. Magnificent in appearance and neurotic in nature, warlocks are considered by some as keepers of balance in the universe. Because after all, there must be equal parts good and bad in the world. Hence why some idolize them and willfully offer their life essence to the warlocks.

# Brewmaster

The brewmaster community is a cheerful, friendly one that welcomes travellers far and many. They are descendants of a prehistoric race and each brewmaster is surrounded by an unknown, mysterious aura. This aura provides them with massive resistances to poison, curses, ailments, and all other forms of similar magic. Brewmasters are also hardy warriors, having been pursued by evil forces for millenia due to their aptitude in multiple skills. They are magnificent cooks and mead makers; their love for this is reflected back through their food. It is said that once someone eats or drinks something made by a brewmaster, they will be healthier for life. Brewmaster meals provide buffs and heal allies when consumed.

Brewmasters wear simple clothing and no armor as their thick skin and impenetrable fur protect them from both enemy attacks and the elements. The fur can grow endlessly if not cut and shortened. It can be used as a resource in building, insulation, hilting, and trade.

# Sorcerer/Sorceress

The sorcerers’ origins are studied by many various races as it might provide insight into how to be reborn after death. It is true that they are born from the feather of a phoenix, yes; but the sorcerers themselves do not know their true past. And so, they search the world for clues about a phoenix, chasing the answer that will fulfill them and let them understand how to be reborn once more through ashes and embers. Sorcerers are far and few; they do not travel together nor do they live in communities. This is understandable as a phoenix is a mythical creature that many believe to be extinct. Nonetheless, sorcerers are formidable spellcasters garnering powers of fire.

They wear robes made of embers and elemental phoenix feathers and it is these robes that harness power from the earth’s molten core. All but the sorcerer will be burned by touching the robes and conventional weapons such as swords or axes will break on impact.

# Assassin

Assassins are masters of concealment and subterfuge. Each assassin has trained with the League of Assassins for centuries and has perfected every aspect of following the Shadow’s wishes. They do not know why the Shadow requests these kill contracts to be completed, but they dare not ask. Assassins follow its orders as if it was an ideal, and as such extensively research their targets to find weaknesses. Assassins wield a bow and dagger as the circumstances might need different approaches to a problem. Assassins are thorough killing machines that are very hard to keep track of as they move around the world at night and through the shadows.

Each assassin is given a black outfit with a misty grey cloak. The cloak emits a slight tinge of white but also releases a thick fog around the assassin. This, combined with their expertise of being discreet makes them some of the most feared men in existence.

# Shaman

The shaman shares a strong bond with nature, feeling its energy course through him. Shamans have a connection with the spiritual world as well, being able to commune with the dead and learn from their experiences. People turn to shamans for emotional support, healing, and talking with their deceased loved ones. A shaman is very versatile with his skills and he can imbue any object with healing powers, or enchant them with offensive spells. Shamans are revered throughout the land as their wisdom knows no equal. Their experiences and knowledge are unfathomable to the common folk, as most think shamans know everything about the world. Once a year, the shamans of the land gather around a fire, sing and chant about nature. It is thought that through this act and communion, the shamans heal the tears between the spiritual and physical world.

A shaman always carries his trusty staff, enriched with all kinds of crystals and gemstones. They wear clothes made from fine tree trunk fibers and a crown of flowers. All of this further deepens their connection with nature.

# Wood Elf

Wood elves are the forest’s army. They possess foresight that allows them to identify an immediate threat to nature. Wood elves are expert marksmen, shooting their amethyst arrows from a great distance. They can communicate with all living beings and hide them from danger when need be. Wood elves are skilled tacticians, utilizing every detail of the land no matter how small, to gain an advantage over enemies. However, their most powerful ability is telepathy. Wood elves can easily tell an animal, telepathically, to attack or defend.

Their clothing is unconventional and includes an assortment of leaves, branches, and lianas. Though they differ vastly from other elves, wood elves share most of the traits associated with elves in general. It is fact though, that wood elves try to distance themselves from others of their species as they do not ‘work in the best interests of nature’.

# Wandering Merchant

The wandering merchants are a proud people, descending from ancient nomads that scoured the land. They travel along all roads and love to interact with various different peoples, mainly because they want to trade their goods. The wandering merchants travel in caravans. They do not use their wealth to purchase land or weapons; instead, they opt to get even rarer artifacts and goods to trade. All wandering merchants believe that there exists a golden compass infused with mystical energy that, once pointed towards the sun at midday, shows the direction of an interdimensional rift that constantly spews out various items. This belief stems from past storytellers, describing the rift and compass in great detail.

Because of how precious their commodities are, wandering merchants are all trained warriors. If the caravan gets attacked, all members pick up any goods, weapons, armor, and projectiles they can find within their stores and fight back. It is very rare to see wandering merchants wear a single piece of attire all the time like some other races.

# Scholar

Scholars are the one who study ancient texts, write down lore, and use their powers for preserving the memories of the world. Scholars prefer spending time with books instead of exploring the land. However, they do go out once in a while to learn more about the lore and history. They gain power through knowledge and intellect, hence why they spend most of their time studying and learning. Scholars are also adept mages and can cast magical spells from a distance.

The scholar dresses in white robes with a grey overtone to signify their devotion to pureness and knowledge. Scholars do not cut their hair or beard, instead opting to let them grow as a sign of wisdom and experience. Though some might think of this as a charade, none can question the authority scholars have over all knowledge. It is them the people turn to for stories of old. However, some believe that scholars gather knowledge simply because they fear the unknown and uncertainty.

# Swashbuckler

Swashbucklers specialize in various forms of combat and have nigh perfect social skills. They can’t stay away from the spotlight and whenever there is a chance to show off, they take it. Swashbucklers live their lives to the extreme, taking on grave challenges that others dare not. With years of experience in combat, every swashbuckler has a unique fighting style but all of them have one similarity - the movements. Fighting quickly, intelligently, and flamboyantly, the swashbuckler is capable of incapacitating their opponents fast, or letting them tire out first before making the final assault.

Swashbuckler clothing is some of the most majestic in the world with many shiny elements and colors being a part of the attire. Usually, clothing is made from the finest materials with velvet being the swashbuckler favorite. Swashbucklers also fashion plenty of rings - some magical, some common but all of them glorious.

# Witch Queen/King

It is said in mythology that there is only one worthy of being the Witch Queen/King. Those who have gone through incredible grief, sorrow, and pain throughout their lives are selected to lead the forgotten and oppressed up from their graves. A formidable leader, the witch queen/king commands respect and adoration from their followers. Residing in a land of black ice and frost, the witch queen/king can call the undead to arms and march to battle. Commanding immense power, the witch queen/king is feared by all. They are wise, experienced people who share this knowledge with those that have forgotten their past.

The witch queen/king is armored lightly with dark purple garments beneath the armor. They do not wield weapons and can instead cast spells just by thought. The crown is made from the bones of the innocents and fueled by the souls of the damned.

# Battle Priest

A champion of the people, selected by the gods themselves, the battle priest brings hope to a damaged world. He does not have any goals nor aspirations; just a single mission - bringing peace to humanity. The battle priest fears for the future of the world, as it is already fractured and corrupted. Nonetheless, he fights the good fight, being blessed with tremendous powers and abilities of light. The battle priest shields those around him and himself, whilst attacking in close-combat with his trusted two-handed hammer.

In combination with being an excellent warrior, the battle priest can heal as well as amplify others. He is completely armored, head to toe, with flexible mythril chainmail. The battle priest wears a holy necklace with a single-use ability - when overwhelmed by enemies and near death, the battle priest can cause a holy explosion from the pendant itself and decimate all enemies in his near vicinity.