

Character Classes in Kyrell

Lore Article · Rules

Summary

Character class changes in Kyrell

Barbarian

No mechanical changes. Barbarians are **extremely rare** outside of the Barric peoples (Eastern Tribesmen), Wild Elves, and Minotaurs. A barbarian from a settled human city would be unusual enough to attract comment and possibly Order scrutiny if they show any arcane tendencies.

Bard

No mechanical changes. Bards are generally not hunted by the Orders of Wizardry even though they use unapproved arcane magic. However, they may be targeted if seen abusing their powers -- the Orders watch them warily and look for excuses.

Cleric

No mechanical changes to the base class. See the Gods of Kyrell document for all deity-specific variant features, which modify or replace standard Domain features as noted.

All clerics are automatically proficient with their deity's favored weapon. At 3rd level, clerics who choose a Domain that grants Martial Weapon Proficiency additionally gain one Fighting Style from the Fighter list appropriate to their god's favored weapon (noted in each god's entry).

Druid

No mechanical changes. Like barbarians, druids are **exceedingly rare** outside of the Barric peoples and Wild Elves. Note that Tethran's clerics may also choose Druid levels with full divine sanction -- Tethran does not distinguish between the two callings.

Fighter

The **Eldritch Knight** subclass is available **only** to members of the **Order of Vembryl** (the Blue Knights). It cannot be chosen by characters outside that Order without explicit GM approval and in-world induction. Blue Knights always use a shield as their spellcasting focus -- this is theological, not merely tactical.

All other Fighter subclasses are available normally.

Monk

No mechanical changes. Most monasteries training monks are on the island of **Kajima**, and they will train anyone who sincerely seeks enlightenment.

The only monk monastery on the main continent is the **Hidden Vale**, which trains only **Elemental Disciples** (Way of the Four Elements subclass, PHB p.80). This monastery's exact location is not public knowledge.

Paladin

No mechanical changes. All Paladins in Kyrell belong to an **Order** of some kind -- usually a Knighthood -- that provides direction for their activities. Paladins operating under a specific religious order rather than a secular one are typically called **Templars**.

Ranger

No mechanical changes.

Rogue

No mechanical changes. **Arcane Tricksters** must receive Order training and are at least nominally Order members in good standing.

Sorcerer

Wild Magic sorcerers (PHB p.103) are relatively common in Kyrell.

Draconic Bloodline sorcerers (PHB p.102) are exceedingly rare and are always directly bound to the legacy of the Maygus. They are the **primary targets** of the Order Inquisition and the Blue Knights. A draconic sorcerer who becomes publicly known in the Settled Lands should expect aggressive attention from both organizations.

Note on Draconic language: Draconic Bloodline sorcerers would normally receive Draconic as a bonus language. In Kyrell, they instead receive Sacred Magi. Pursuing Draconic knowledge is a separate, dangerous in-world decision.

Warlock

No mechanical changes. Warlocks with the **Great Old One** patron have tapped into one of two forces: - **OA**: A relatively benevolent force that guided the creation of the multiverse. OA warlocks are unusual but not inherently malevolent. - **Pah, the Endless Darkness**: A corrupting force that touches all things. Pah warlocks are spiritually dangerous, even if individually well-intentioned. The Orders of Wizardry are uncertain how to classify warlocks. This uncertainty does not make them safe.

Wizard

No mechanical changes. All Wizards in Kyrell receive their training from the Orders of Wizardry and at least nominally belong to the Order. A wizard who refuses or loses Order membership is a Renegade.

All wizards must know **Sacred Magi** to read their own spellbooks. This is built into Order training - but a wizard taken prisoner, stripped of their materials, or who loses access to their training should note that Sacred Magi literacy is a language proficiency and must be actively maintained (it does not expire, but it can be stripped by certain magical effects that remove language knowledge).