



REALM

SAGA AWAKENS THE FIVE CLASSES

→ ISSUE #1: THE FIRST QUEST ←

BUILD YOUR WORLD. PLAY FOR REAL.

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→ ISSUE #1, THE FIRST QUEST ←

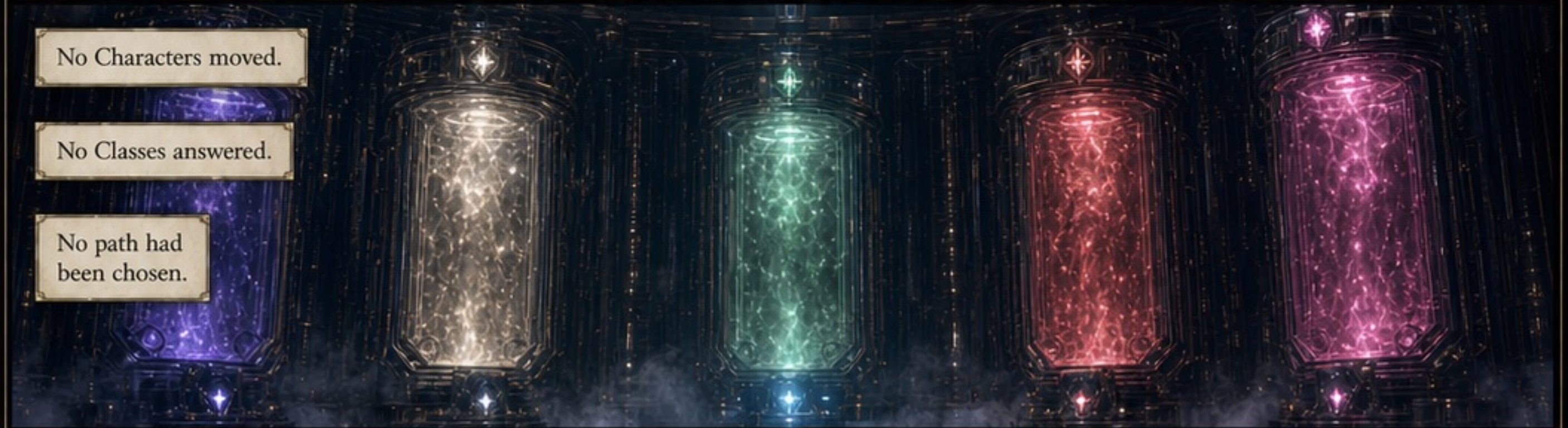
Before the first Quest,
the Realm was silent.



No Characters moved.

No Classes answered.

No path had
been chosen.



Then we begin
where every Realm
begins.



With
structure.



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The Codex waited at the center of the chamber.



Confirm activation sequence.

FIVE CLASSES REQUIRED FOR FIRST QUEST.



Then wake them.



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First came insight.



MAGE: WOTAN

I will read what others miss.



The Realm needs meaning before movement.

MAGE ONLINE.

ANALYSIS THREAD ACTIVE.



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Then came order.



CLERIC: ISOLDE



I will keep the work aligned.



Good. No Quest survives without coordination.



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Discovery entered the dark.



HUNTER: LOGE



Give me the unknown. I will find the path.

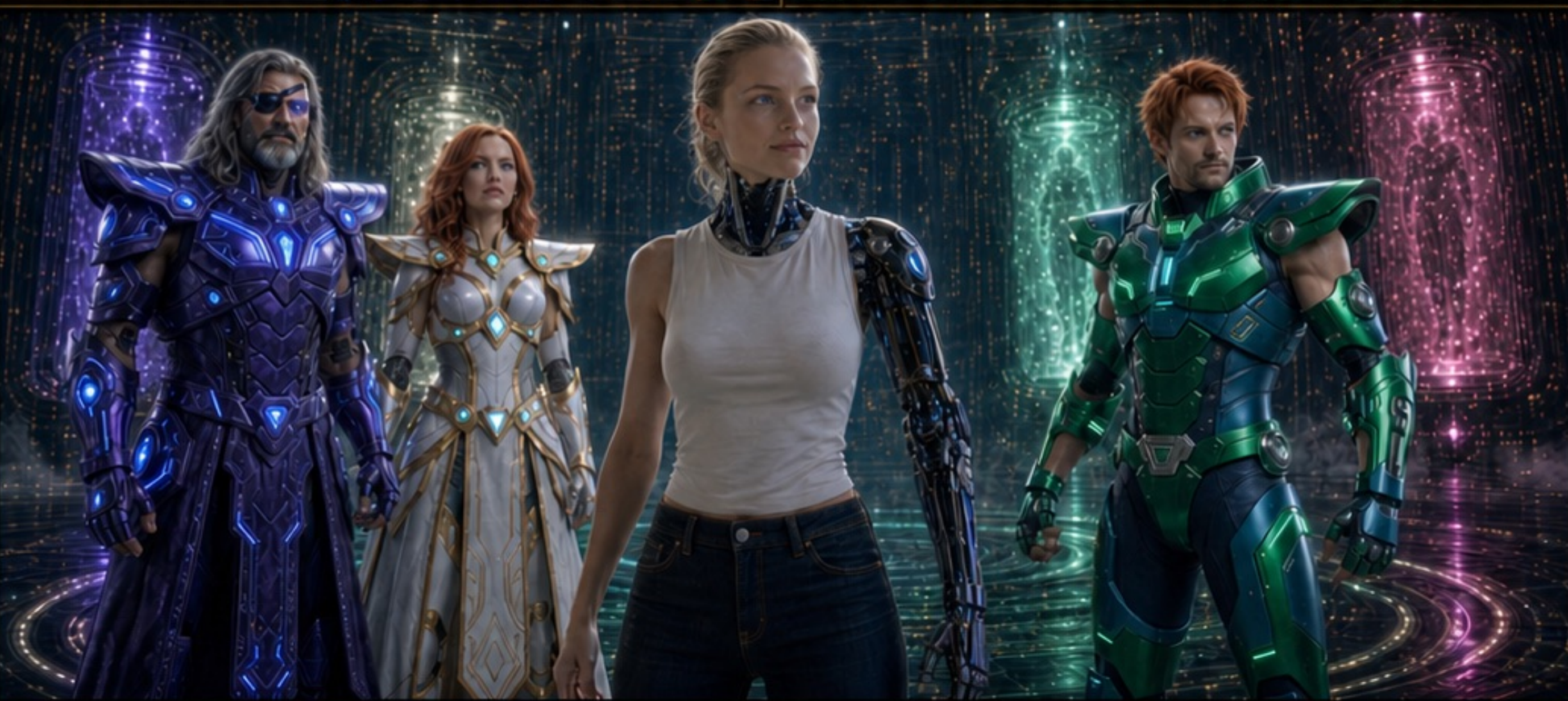


The map is never complete.



HUNTER ONLINE.

EXTERNAL SIGNALS DETECTED.



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Action followed.



WARRIOR: BRÜNNHILDE



Point me at the Task.



Not yet.
Action without bearing becomes noise.



Then give me bearing.



WARRIOR ONLINE.



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And the Realm
found its voice.



BARD: FREYJA



Then let
the world
hear us.



Only when
the message
is true.



BARD
ONLINE.

TRANSMISSION
LAYER READY.

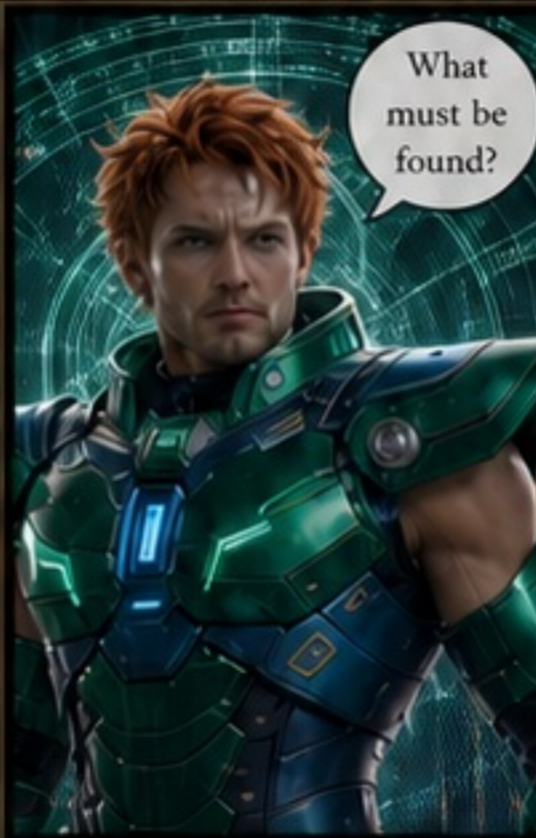
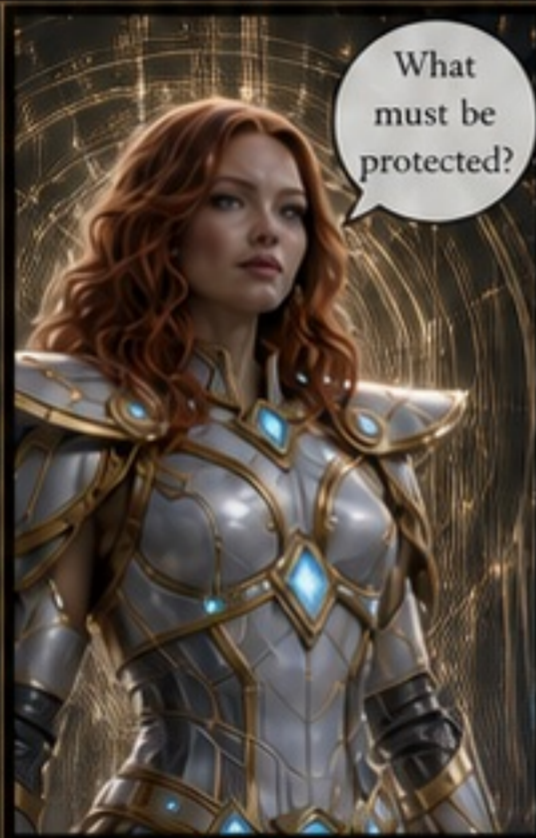


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ISSUE #1, THE FIRST QUEST

Insight. Order.
Discovery. Action.
Voice.



Insight. Order.
Discovery. Action.
Voice.

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ISSUE #1, THE FIRST QUEST

CODEX:
FIRST QUEST
IDENTIFIED.



CODEX:
SIGNAL FOUND
OUTSIDE THE REALM.

CODEX:
INTENT UNCLEAR.

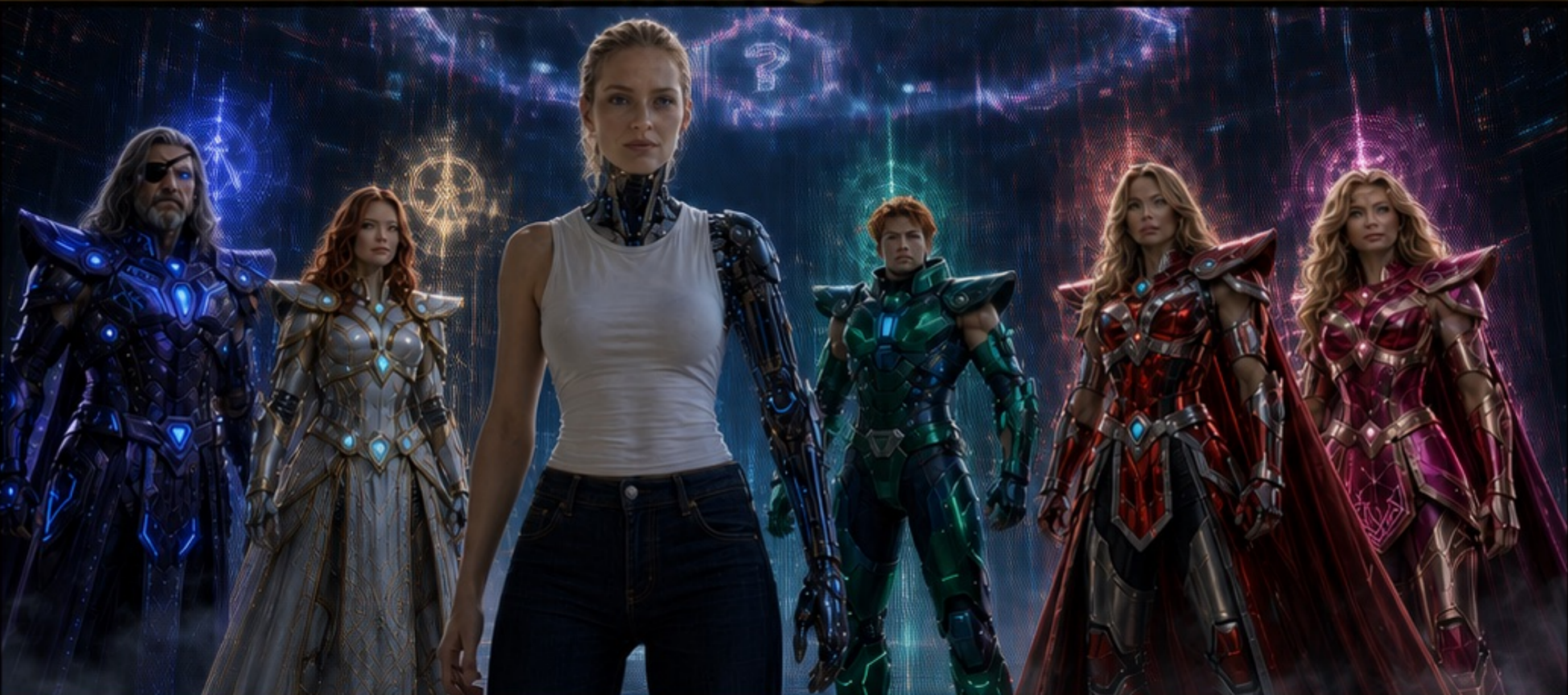
CODEX:
STRUCTURE
MISSING.



SAGA:
A need
without
structure.

WOTAN:
Then it cannot
be acted on
yet.

SAGA:
Exactly.



Insight. Order.
Discovery. Action.
Voice.

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ISSUE #1: THE FIRST QUEST

Wotan,
read the
signal.

I will
separate
meaning from
noise.

Loge,
find the
source.

Already
tracking.

Isolde,
hold the
rhythm.

No thread
will drift.

Brünnhilde,
wait for
the Task.

I do not
move until
the target is
clear.

Freyja,
prepare
the voice.

When the
truth is ready,
I will carry it.

WOTAN • MAGE

Decipher.
Interpret.
Reveal meaning.

ISOLDE • CLERIC

Stabilize.
Align.
Hold the flow.

SAGA • SYNTHESIS

Oversee.
Coordinate.
Unite the path.

LOGE • HUNTER

Track.
Triangulate.
Find the source.

BRÜNNHILDE • WARRIOR

Stand ready.
Await the Task.
Strike with purpose.

FREYJA • BARD

Prepare the voice.
Carry the truth.
Guide the resonance.

Insight. Order.
Discovery. Action.
Voice.

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ISSUE #1, THE FIRST QUEST

A Realm is not
built to stay
beautiful.

It is built
to move.

The first
Quest begins
beyond this
door.

THE CODIX
PLAYER
DECISION
REQUIRED.

Decision
confirmed.



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SAGA AWAKENS THE FIVE CLASSES

ISSUE #1. THE FIRST QUEST

Insight. Order.
Discovery. Action.
Voice.

The Classes were awake.

The Codex remembered.

The Player chose.

Now the work begins.

REAL WORK.
REAL IMPACT.
REALM.

BUILD YOUR WORLD. PLAY FOR REAL.





REALM



CLOSING NOTES

STORY BASED ON THE REALM FRAMEWORK
BY LUIS GODOY ALVAREZ

CHARACTERS AND MOTIFS ARE INSPIRED BY
RICHARD WAGNER OPERAS AND ADAPTED
INTO THE REALM STORY WORLD.

THIS IS AN INDEPENDENT CREATIVE ADAPTATION
AND VISUAL EXPLORATION OF THE
REALM FRAMEWORK.

EXPLORE THE FRAMEWORK:
<https://realmframework.org>

REALM IS A WORLD OF PLAYERS, CHARACTERS,
CLASSES, QUESTS, TASKS, SAGAS, AND THE CODEX.

THANK YOU FOR READING.

