

Search in

[Create an Account](#)

[Home](#) | [Submit News](#) | [Your Account](#) | [Content](#) | [Topics](#) | [Top 10](#)

January 14, 2017

Navigation

- [Home](#)
- [Forum](#)
- [Polls](#)
- [Screen Shots](#)
- [Downloads](#)
- [Feedback](#)
- [Web Links](#)
- [Recommend Us](#)

Player's Guide

- [Game Guide](#)
- [Firewall Users Notice](#)
- [Class Description](#)
- [Upcoming Features](#)
- [Error Fixes](#)

Special Coverage

- [Fire Adventure](#)

Search

Class Descriptions

Tier 1 Characters:

Class Name:	Description:	Starting Specialty:	Starting Attributes:	Chances of Attribute Increase:
Priest	Ranged attack class with ability to caste strongest elemental magic because of highest Mana. Weak in HP and Endurance. Receive free Mage Staff and purchase magical shots from Mage Shop. Remort to Tier 2 Cleric at Level 20.	Ability to cast Ice Blast (/iceblast) and Fire Wave (/firewave).	HP: 10 Energy: 15 Mana: 22 Strength: 3 Agility: 6 Endurance: 4 Intelligence: 10	HP Chance: 50% Energy Chance: 50% Mana Chance: 90%
Dark Mage	Ranged attack class with ability to caste stronger elemental magic. Weak in Endurance. Receive free Mage Staff and purchase magical shots from Mage Shop. Remort to Tier 2 Shaman at Level 20.	Ability to cast Ice Blast (/iceblast) and Fire Wave (/firewave).	HP: 15 Energy: 15 Mana: 17 Strength: 4 Agility: 5 Endurance: 5 Intelligence: 9	HP Chance: 50% Energy Chance: 50% Mana Chance: 90%
Knight	Fighting class with strong HP and Energy. Weak in magic casting. Remort to Tier 2 Crusader at Level 20.	None	HP: 25 Energy: 18 Mana: 5 Strength: 8 Agility: 5 Endurance: 5 Intelligence: 4	HP Chance: 90% Energy Chance: 70% Mana Chance: 30%
Archer	Ranged attack class with amazing Energy. Weak in magic casting. Remort to Tier 2 Marksman at Level 20.	Begins with Long Bow and 120 Arrows.	HP: 16 Energy: 19 Mana: 5 Strength: 6 Agility: 9 Endurance: 10 Intelligence: 5	HP Chance: 70% Energy Chance: 90% Mana Chance: 30%
Thief	Fighting Class with ability to steal from other players. Strong in Agility. Remort to Tier 2 Rogue at Level 20.	Begins with Pocket Picker	HP: 15 Energy: 15 Mana: 8 Strength: 5 Agility: 13 Endurance: 7 Intelligence: 7	HP Chance: 50% Energy Chance: 90% Mana Chance: 50%

Tier 2 Characters:

Class Name:	Description:	Specialty:	Chances of Attribute Increase:
Cleric	Ranged attack class with ability to caste strongest elemental magic because of highest Mana. Weak in HP and Endurance. Receive free Mage Staff and purchase magical shots from Mage Shop. Remort to Tier 3 Wizard at Level 35.	Ability to enter into Elf World.	HP Chance: 50% Energy Chance: 50% Mana Chance: 90%
Shaman	Ranged attack class with ability to caste stronger elemental magic. Weak in Endurance. Receive free Mage Staff and purchase magical shots from Mage Shop. Remort to Tier 2 Necromancer at Level 35.	Ability to enter into Elf World.	HP Chance: 50% Energy Chance: 50% Mana Chance: 90%

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Survey

Should Thieves be able to pick Guild Hall locks?

- Never
- Yes, but very low chances of success
- Yes, but chances depend on the level of Thief

Results Polls

Votes: **469**
Comments: **6**

Crusader	Fighting class with strong HP and Energy. Weak in magic casting. Remort to Tier 2 Paladin at Level 35.	Ability to enter into Elf World.	HP Chance: 90% Energy Chance: 70% Mana Chance: 30%
Marksman	Ranged attack class with amazing Energy. Weak in magic casting. Remort to Tier 2 Sharpshooter at Level 35.	Ability to enter into Elf World.	HP Chance: 70% Energy Chance: 90% Mana Chance: 30%
Rogue	Fighting Class with ability to steal from other players. Strong in Agility. Remort to Tier 2 Assassin at Level 35.	Ability to enter into Elf World. Ability to cloak (become invisible).	HP Chance: 50% Energy Chance: 90% Mana Chance: 50%

Tier 3 Characters:

Class Name:	Description:	Specialty:	Chances of Attribute Increase:
Wizard	Ranged attack class with ability to caste strongest elemental magic because of highest Mana. Weak in HP and Endurance. Receive free Mage Staff and purchase magical shots from Mage Shop.	Increased Chances of Attribute Increase.	HP Chance: 70% Energy Chance: 70% Mana Chance: 90%
Necromancer	Ranged attack class with ability to caste stronger elemental magic. Weak in Endurance. Receive free Mage Staff and purchase magical shots from Mage Shop.	Increased Chances of Attribute Increase.	HP Chance: 70% Energy Chance: 70% Mana Chance: 90%
Paladin	Fighting class with strong HP and Energy. Weak in magic casting.	Increased Chances of Attribute Increase.	HP Chance: 90% Energy Chance: 90% Mana Chance: 50%
Sharpshooter	Ranged attack class with amazing Energy. Weak in magic casting.	Increased Chances of Attribute Increase.	HP Chance: 90% Energy Chance: 90% Mana Chance: 50%
Assassin	Fighting Class with ability to steal from other players. Strong in Agility.	Increased Chances of Attribute Increase. Ability to steal EXP from other players.	HP Chance: 70% Energy Chance: 90% Mana Chance: 70%

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