

**THE MONK READIES TO STRIKE:****AFTER MORE THAN 25 YEARS, A FIFTH PLAYABLE CHARACTER CLASS IS ADDED TO TIBIA**

*Melee fighter with support and healing abilities // First playtest on February 25 // Release planned for second quarter of 2025*

**Regensburg/Germany, February 10, 2025** | Ever since its launch in the late 1990s, millions of players have explored Tibia's fantasy world in the roles of knights, paladins, sorcerers and druids. However, soon there will be an all-new way to experience the MMORPG classic: For the first time in the PC game's 28-year history, there will be a new "vocation", as Tibia's playable character classes are called. The monk relies on his martial-arts combat style and his mystical powers to vanquish opponents and support his allies.

For the longest time, it seemed impossible to develop a new vocation that would fit in on an equal footing with the established, carefully balanced roles in the game and interact with the many different mechanics Tibia offers. *"Too complex and too risky"*, people said, recalls the product manager responsible for the project, known in the community as Niadus. *"The more we talked about it, however, the more it felt actually possible as well as a natural step for the game."*

Starting on February 25, multiple playtests will take place, which will allow the Tibia community to try out the monk in the game and to give feedback. If everything works as planned, the official launch is scheduled for the second quarter of this year. There are already some preliminary pieces of information on [www.tibia.com](http://www.tibia.com) regarding the monk's core gameplay mechanics. Further insights will follow in the coming weeks.

By bringing the monk into the game, Tibia will present its loyal community with yet another innovation few players will have foreseen, having already introduced sound and music in 2022. Still, this is exactly what Tibia is about – even after nearly three decades. Niadus agrees: *"All in all, we see the addition of a new vocation as an opportunity to rekindle the sense of discovery that was always part of Tibia. A chance to learn the intricacies of a new vocation, experiment with new strategies, and adapt to new team compositions."* The monk is likely to land quite a few hits, it seems.

**ABOUT TIBIA**

Tibia went online in 1997, making it one of the very first MMORPGs. Since then, players from all over the world have created over 32 million accounts. Tibia characters can gain infinite amounts of levels, though they lose valuable experience points whenever they perish during their adventures. Combined with the considerable freedoms players enjoy and the massive scope of a game that has constantly been extended over decades, it is this high risk that makes Tibia an MMORPG without limits.

**ABOUT CIPSOFT**

CipSoft GmbH was founded in June 2001 in Regensburg, emerging from Tibia's success. As one of the oldest German game developers, this independent company now generates annual revenues of over 20 million euros and employs more than 100 staff members. It also released TibiaME, an adaptation for mobile games inspired by Tibia which ranks as one of the very first online role-playing games for mobile platforms. In 2024 CipSoft announced Persist Online, an MMORPG featuring zombies.