

THE MONK STRIKES: NEW CHARACTER CLASS NOW PLAYABLE IN TIBIA

First new class in over 25 years // Melee fighter with support and healing abilities // Tibia now available on the Epic Games Store

Regensburg/Germany, April 8, 2025 | Starting today, Tibia players can choose a brand-new character class: the monk, a martial-arts fighter with mystical abilities, is the first new “vocation” – as Tibia’s playable classes are called – since the MMORPG classic launched in 1997. Like knights, paladins, sorcerers, and druids, the monk can be levelled without limits and played for free indefinitely. Today’s trailer provides an overview of the new class: youtu.be/OitiJ1nJVRE

For the team at German developer CipSoft, it was especially important that the monk fits seamlessly into Tibia’s long-established fantasy world and works as a fully-fledged vocation right from the start. In addition to a new area called Blue Valley, more than 70 items and 25 spells have been created, which, together with new gameplay mechanics, offer a unique playing experience. But that’s not all: more than 130,000 lines of Tibia’s existing code have also been adjusted to enable the monk to interact with NPCs and participate in legendary quests, among other things.

In recent weeks, selected members of the Tibia community had the opportunity to try out the monk on a test server, where the new class attracted significant interest among players. Feedback from three separate testing phases led to numerous adjustments, now benefiting all players with the official release of the monk. The vocation has not only been polished, but the maximum number of characters per account has also been increased.

As of today, Tibia is also available on the Epic Games Store (store.epicgames.com/p/tibia-53bbb1) and can be downloaded for free. Players with an existing Tibia account can simply log into the game via the Epic Games Store.

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. Under the new „MultiPayer“ brand, CipSoft has made Tibia’s payment system available to other game developers.