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Do you think it's better than other methods of nations? Discuss them here. From quick golden conquests, secrets, tips and tricks, how to play better.380a classes is a way to get ful... Mon Sep 02, 2013 3:14 amMambo TopicsPostsLast PostsDiscuss nothing to do with the clans here.1096Clan EHFri August 23, 2013 6:48 pmLordSquishy TopicsPostsLast PostsIntroduce itself here.00Talk about everything that does not fit into other sections here. Forum rules still apply here though (just more lenient).33334Warcraft 3 PTR u. . Wed Apr 24, 2018 11:46 amWatsine Today active themesToday's top 20 postersOverall Top 20 postersOvera and 1 Guest Most users ever online had 56 on St. November 02, 2011 11:00 pmRegistered users: NoneNo users have a birthday for the next 7 days: Link (25) Legend: - Administrator - Card Creators - Moderators - Veteran New postsThim new forum posts blocked Fantasy Life v3.2a-2 latest version (4.60) Thank you for voting! Fantasy Life v3.2a (4.50) Thank you for voting! 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Rate this card: (5) Good - (2) Bad Share This Map: Tweet Download Fantasy Life v3.1a1.w3m Report This Card Category: Role Game (RPG) Tileset: Cityscape Dimensions: 256x256 Playable Area 244 x244 Featured Players: Full House Size: 77.4 MB Presented: 29 April 2018 08:07 Rating: 5 Good 2 Bad Downloads: 1258 - Fantasy Life V2.0 - From Humble Beginnings to Legendary Goals, Fantasy Life is a role-playing game that introduces you to an alternate world where you live a new life that embarks on a startling experience. Go on expeditions to distant plains, rocky mountains and unknown seas with old or new friends; Grow up to be a relentless assassin who is looking far away to defeat a legend, an driven traveler who wants to uncover all the secrets that lay, or a reputable royal knight destined for glory. With limitless boundaries, you can live to be any character of your choice and absorb through memorable narratives that all include in fantasy life. Live your fantastic life! Fantasy Life Discord Server: Discord - Free voice and text chat for Fantasy Life gamers is one of the main cards that role players have played for years. This is the main symbol of the role-playing game in WC3. It has 2 main modes, a normal mode that allows exciting events, and an RP mode that helps people role-play. The world establishes in a medieval kingdom, surrounded by forestry, which is imbued with threats, secrets and legends. Start by choosing to be a nocturnal elf, orco, dwarf, goblin or human. Now that you've set your character into this new world, go out and design your character: finding a career blacksmith, bartender, sheriff, or countless others to lay a proper foundation that opens up numerous possibilities; Choose from more than 8 classes and counting to master an arsenal of skills and abilities for the fight; Live a luxurious life, buying a home and building relationships with others; Get out to be an evil force to be reckoned with or a well-deserved protector of the kingdom, and it is your choice to either join them or face them. After all, you are your own master in this world and it is up to you to decide what kind of life you want to live in this growing map. All the work was done on the unfinished map left by Diaster, is Fantasy Life 1.40 Beta1 - Warcraft 3 Maps - Epic War.com). I corrected most of the exploits that made the map irreproducible and added a bunch of new things. Choose from 5 races with Floors! Men: Goblin, Dwarf, Man, Ok. female: Man, Night Elf, Ok. Buy weapons, each gives independent skin depending on the type of weapon, race and gender! Explore the map, uncover secrets in the kingdom, fight the invincible bosses and get the most powerful treasures! Get a job out of over 15 interactive jobs, work hard, get exp and money, exp earned money, exp earned and working hours! Choose from 11 different skillsets with master classes for each one. The Knight White Magician - White Wizard Black Magician - Black Wizard Red Magician - The Death of a Knight Killer - a dragoon thief - a ninja forest man - a ranger of the black belt - the monk Ice Magician - Stand with the king against his enemies, help him save the kingdom from dangers, or rebel against the king, unite with friends and take the throne from him! Dangerous monsters appear all over the map who want to enter the city from destruction? Will you help the villains destroy the city, take the throne and cause huge destruction? Or will you just pass by and watch from afar? Its all up to you! - Temporarily disabled vampires. - Fixed mode teams. - All the stock decorations have increased, the price has decreased, the price has decreased. in time. (100 points every minute) - Leader of the samurai, income gardener increased, the policeman a little nerfed, priest income decreased - a fixed mistake associated with not being able to make chickens. Many models of the elements have changed. - Max permanent taxes are set to 99, but the money received for the king and lost from the players increased 10 times (i.e. no change). Trying to fix a tax mistake - Interest taxes are off. - Thief: Stealing from citizens is now rewards (100600) gold - thief: can not mug or steal from allies in safe mode. - The success message has been corrected. - The questboard is now working for new colors. - All future revolutions will stop after the victory over their leader. (until the end of the game) - Farms now return to passive when their owners reset the character. - The renaming of the team now changes the actual name of the characters. - Delivery of wine barrel: the bandits have shrunk. General: - Statistics: Fixed problem causing spending attribute points on stats to not work. - Pokemon: possible cause of the failure associated with them. - Death: Fixed the problem causing the crowd to stay in the Mortal Arena and the souls are unable to fight. - King: Fixed the problem causing the hero to get models of other races to equip some weapons. - King: Statistics are gaining speed increased. Now has has to get an attribute point instead of a statistical point. - Mercs: Vampire Hunters: Now there is an opportunity to shoot this unit. A lot of fixes. Teams: - New Team Unit: Found in the top left top left top left of the map. This was done to address the issues that accompanied some teams. - New team: Rename of the unit. Set it with (-rename) and put it into action through the command unit. - (-debugging): Can now be used to remove your soul and create a new one. Use it if you get your soul stuck. - (-level g): You can now use for odd numbers such as 5,7.9. - (-gold): Now you can write a number after this team to get this amount. If you don't, you'll get 50k. - (-goldall): Now you can write a number after this command to get that amount. If you don't, you'll get 50k. Game modes: - Roleplay 2 mode is removed. Now you can disable Pokemon, Revolutions and Vampires separately. Classes: - Fixed problem causing passivity to not work. - Thief: Steal: When used by citizens, has a 40% chance of alerting officers. - Thief: Disguise: Can now be used on all 24 player colors. Jobs: - Noble: Chicken now has a 25% chance of laying a golden egg, which gives you money though. - Noble: Reducing the money received per egg to 300. - Priest: Now gets double stats and Kingdom of Happiness from selected jobs (Vampire Hunter, Cemetery, Wine Carrier, Street Cleaner, Gardener) - Priest: The cost has increased to 20K, and his passive income now depends more on both the Kingdom of Happiness and its happiness contribution. Note: Priests may have jobs, usually as normal players. - Escort Job: Fixed. - Lumberjack: Now gives STR stats. The hero will stop after he delivers the wood, and he needs to give the order to cook the wood, and he needs to give the order to cook the wood again. In other words, it is no longer the work of the AFC. - Officers: Income is now based on the Happiness of the Kingdom. Now gives either STR or AGI stats periodically. The statistics are gaining speed depends on the Kingdom of Happiness. - Wine Barrel Job: Now gives both AGI and INT to supply the wine barrel. Increased Kingdom of Happiness has gained 300%, and now gives happiness contribution. - Army Commander: Now receives AGI or STR or INT or ATTRIBUTE POINT periodically. Events: - Reorganizing road events. Events that follow the end of the previous event have been changed. - Rare events will now have a better chance of appearing. General: - The cause of frequent accidents has been found and corrected. -Optimization and performance fixes in most aspects - Mobs: all mobs had their HP and the damage increased by about 100%, except for demonic monsters. A lot of fixes. Classes: - Cultist: Skeleton: Damage and HP increased by 50%. The mercenaries, the King's units, and the Challenge Of the Familiar: Get Exp out of the nearby death crowd. - Jobs: City Cleaner: Garbage positions can now be dumped when hiring again. Jobs: Places: Job: Street cleaner. Clean the trash off the streets to get gold, exp and make the kingdom happy. Gives points the contribution of happiness and increases the happiness of the kingdom. New job: Army commander. Takes full control of the king's units and barracks. The King has complete control over this job, fire the current commander, give him full control or take it from him, and establish his income, which is deducted from tax revenues. Many jobs now give statistics. Statistics are given after a certain goal is achieved, how to do the work every X times: Vampire Hunter: Strength and Intelligence Miner: Power Plate: Intelligence Blacksmith: Power delivery: Agility Alchemist: Intelligence Librarian: Intelligence Gardener: The agility of the Street Cleaner: Agility Escort: The force, agility Bartender: the dexterity of the --- OR--- Intelligence Grave Guardian: You will no longer need to quit the job and take it again. Lumberjack: the money received increased by 50%. Police: Increase in revenue by 50% and take it again. King King gets an increase in random statistics periodically. Fixed the problem that causes taxes, so as not to give money. Now the game will track all the money received and lost from all sources when collecting taxes, and show them to the player. New Study Update: Troop Renewal. Increases hp soldiers and archers by 10 and damage by 2. You can explore up to 50 lvls. The decline in happiness has increased. Total: Added 4 more players. Fixed problem causing the morphing of the Special Item to remove the tax switch and unequip. Added ability for the Mercks and soldiers to be fired. Shooting soldiers does not diminish the happiness received from donations by 50%. Practice dummy: Exp got increased by 100%. Tougher dummy practice: Exp rate increased. The maximum level has been increased to 12. Mobs: Demonic Warrior: Replaced by the immunity of the spell with a 70% reduction in spell damage. White Wizard: Fixed Diaga, will now work as intended. Fixed the problem that causes the glow of light to appear on all devices. fixed safe mode has been fixed. More fixes. ---gt; Vampires: Now only appear at night and disappear the day the Kingdom of Happiness got away from killing them increased by 100%. Classes: Added the last master specialization of the Druid class: The Mystic Druid Samurai City: the last part of it is finished. Modes: Added a new mode: Safe Mode. Once activated at the beginning of the game, no player can randomly attack other players. Unally the team will need to use both to be enemies. King: Soldiers now have a content of 20 gold per unit. Death of soldiers will reduce the happiness of the king of the kin relation to players who don't pay taxes. Income can compensate up to 2 non-payers, more than income decreases. King: Second tax added: Permanent taxes or both together. Thief: Choose a castle: Now requires the hero to be level 5 in order to break the magic walls of the pen. Fast dagger: moved from blacksmith to castle inside the vault. Taking it, the king loses 5000 gold and the kingdom of happiness is greatly diminished. Ring Archmagi: Bonus stats increased from 5 to 10. The price has risen from 10,000 to 20,000. Can only carry one. Updated. Now you can send any limits you want commands: added team kicks that uses the player's number. (kick) Teams: removed. King: The construction time of all normal units has been increased from 1 sec to 2 seconds, increased for elite units with different amounts. (In the future, there may be additional changes) Special item: damage and health of the model Oak reduced to harm to the person and Goblin. The night elf's attack rate has increased. All spells: Correctly changed the type of damage to most abilities by spells. Kingdom of Happiness: The Blacksmith displaying the elements: Increase the decrease in happiness kingdom: Reducing all happiness derived from work. Purchased jewelry: Added a chair and fireplace. Added the ability to rotate to some decorations. Elite units: now handed over to the new king when the king is changed. All heroes: Hotkeys updated. Most skillsets will now be organized to form a SED, ASDF, HKSC as you level up. All the major magicians and the Red Wizard have ruled out Miner Job: Increased the likelihood of encountering a golem inside a mining cave a bit. Events: Vampire Events now scale with time. Events: Vampire Event: Nerfed a little vampire. Music: We'll rock you and Stop the Music removed on the way out of work. Revival Arena: Not picking out a weapon for 30 seconds will give you Ash staff. Revival Arena: Removed Flan from the list of opponents. Trisil of courage: now fall under the hero if his backpack is full. Modes: Not choosing a mode now activates normal mode. Mobs: Removed blood stains from demons neutral passive. Druid: Bear form: Mana is now limited to 100 Mana, derived from attacks reduced to 10 out of 20. Maul: Damage reduced to 40 and 2xSTR instead of 40 and 4xSTR. The cost of Mana increased to 30 from 20. Swipe: Damage reduced to 20 and 2xSTR instead of 20 and 3xSTR. Stampeding Roar: Cooldown dropped to 30 seconds. The duration has been reduced to 5 seconds. Ice Wizard: Improved Blizzard: Damage reduced to 20 3xINT instead of 50 and 3xINT. Water Elemental: Damage reduced to 80 per wave. Breath of frost (Updated): The damage comes down to 6xINT instead of 120 and 7xINT. Frost Armor: The duration is reduced to 20 instead of 45 seconds. Frost Armor (Updated): Casting time increased from 1 second to 1 second. The duration has been reduced to 20. Frost Nova: Cooling increased from 0 to 3 seconds. The damage is reduced to 10 and 4xINT. The duration is reduced to 4 (2 against heroes). Frost Nova (Updated) The damage has changed from 140 to 5xINT to 60 and 6xINT. The radius has been changed to 400. Frost Bolt (Updated): Damage reduced to 100 and 7xINT. Frost Attack: Duration reduced to 3 seconds, 2 seconds against heroes. Frosty armor: reduced to 5. Frost Armor (Updated): reduced to 10. Freeze Storm: Now has 2 cycles (instead of 1). Each shard deals with 1x exploration (apart from 400). Total damage: 100 and 18x INT. Fixed the problem, so Blizzara will not be replaced by Freeze Storm. Knight: Defense: Armor increased from 5 to 12. Slash: Stun increased from 0.5 to 1.5 seconds. Guardian: Edited functionality: Now has a 50% chance of blocking 33% of incoming damage. Fixed problem causing Heroto does not slow down. Statis Sword: Initial stun increased from 0.5 to 1 second. Deals 50 and 2x strength if freezing succeeds. Endurance pain: Minimum health after the effect is 50. Cultist: Thunder: Damage reduced to 50 and 5 x INT. Black Wizard: The damage has been reduced from 300 x 5x INT to 150 x 5x INT. Thundaga: Damage reduced from 250 and 6x INT. Druid: Wolf Master: Base damage reduced from 100 x 4 x agility to 60 x 3 x agility to 60 x 3 x agility. Black Belt: Throat Kick is back with: Damage increased from 20 to 2x STR. Now deals 2x STR when silenced. Error Fix: Gardener's Job: Fixed income problem. Colosseum: PvP mode has been corrected. Events: Mewtwo: The problem has been fixed, so players cannot continue after the clones are killed. Druid Forms: Fixed the problem that causes the hero to get stuck when changing shape at the Colosseum. Protection guests: Fixed the problem causing the crowd to return. Dragoon: Dragoon's Ignore Height fixed. It can only be used on Stone Path tiles. Alignment: Fixed a problem that causes heroes to reach Level 25 instantly after reaching level 20. And fixed the accident related to it. Common Skills: Fixed the problem causing tax switching to disappear. Bosses: Fixed the problem causing the Rubikant to keep healing itself rather than attack by putting the cooling on its heal. Revival Arena: A fixed problem causes Druid's resurgence of the match to get stuck there when the werewolf is facing the weapon. Bosses: Fixed the problem causing the body of the dead hell boss to be moved to the center of the map, not the players. Special element: Fixed the problem that causes special elements for HP reset. Council quest: Fixed a problem that triggers the activation of the quest board to reveal the map. Jobs: Fixed the problem causing the work of delivering a combat coach, so as not to work as intended. Werewolf: Fixed associated with turning into a werewolf when being a druid. Weapons: Fixed samurai katana and the sword of the Death Knight. The right buffs should now be applied. There are a lot more fixes that I don't write about. Fixed the problem that causes the ballroom not to work. Knight: Statis sword duration is reduced from 5 to 3 per hero. Fixed the problem that causes hell portals to not work. The cutscene texts can no longer be deleted by clicking on ESC. Fixed the problem that causes the caviar to be mingular inside the trading counter. Snow and snow triggers should now work when said red and blue. Fixed the problem that causes the skills migration to the wrong players. Fixed the problem that causes werewolf Master Skillset will not be given. Fixed the problem that causes heavy armor, which will be dropped when changing weapons. Merging mode (Roleplay2) with The Bandits Off mode. NOTE: Punch's throat has been temporarily removed from Monk. The new set of textures will give the map a fresh look! The map stretched from the bottom, creating a huge area. A new area for the end game mobs, with new mobs, new bosses and an environment that is not yet the most difficult task players to have a chance.) A new city with a different view, which can only be reached by sea. Contains new jobs, new mercenaries and a new RP element. (The closed space inside it is still under development.) The basic system is added: The council quest. With quest boards you can get different missions like Assassinate (your job is to kill the target), protect (your job is to protect the goal), delivery (your job is to deliver the item from place to place to another), and find (your job is to solve riddles and follow the leads until you reach the requirements). This can be done along with your core work, and paying for each mission depends on its complexity. New jobs, including: Escort VIP; Your task is to accompany the random target in a random place and protect it until it reaches the castle. Accompanying the wine convoy; Your job is to take the convoy to a bar in the city with as much health as possible. Along with the creation of most jobs give happiness to the kingdom. New class: Ice Magician/Wizard: relies on his companion who can mimic his abilities. Has a high AoE and CC. First exceptional new class: Druid. It relies on its ability to bewolf in 3 different shapes to fit different sh Each specialization depends on different statistics, has different mechanics and styles of play. New crowd: Demonic warriors and elite skeleton warriors and elite skeleton archers. Immunity to normal attacks. New boss: Sulgar Destroyer. An extremely powerful boss who succeeds in destroying melee heroes. Ihs Ihs armor makes it difficult for players who depend on conventional attacks (such as dragoon). New boss: Mystic Knight. An exceptional boss who is unparalleled in his abilities. Excelled in destroying magicians and urging powerful henchmen to kill their enemies. Two new samural mercenaries. A new RP element with special skin. New: Harbour and boats. Added a little cooling to get skillsets after the change of arms. New models for men, women and rural residents. The Nagi returned to the cave after visiting their grandparents. Now you can meet them again and drink tea together, maybe. The female orc is now available again for selection. Made 2 new teams to be able to give control of the embassy or port to the player. Vampires appear 10 minutes after the game starts. Slightly polished Ranger and Woodsman. Nerfage black Wizard. Increased the maximum level to 25, and lowered the maximum level a player can get using the host cheats to 10. Fixed an old bug that causes a female ok and a female skin element to remove another hero's abilities. Fixed the problem, so the White Wizard may not be available. Fixed the problem causing the crowds not to respawn when killed. Removed lobby music fixed broken texture temporarily disabled women's ok race various changes in the classes ability of Dragoon 1- Summon Wyvern: reducing health from 1200 to 1000. reduce damage from 68 to 60. Coolness increased to 30 seconds from 20. 2- Go: Reduce damage from 200 10x agility to 200 8x agility 3- Fire Breath: reduce damage on the tick from 36 to 28. Ninja 1- Now at level 11 player gets Utusemi instead of Rayton: Rai Coe. The latter was moved to level 15. 2- Throw: reduced CD from 5 to 4. 3- Shadow step: increased permanent damage. Death Knight (Dark Portal) 1- Increased the duration of the units called from 5 to 8 minutes 2- The Call of the Dark Army: the calls are reduced from 5-7 to 1-2. The duration is set at Permanent. added the music lobby to help people wait for the redesigned fame system. Solved the error of farms. Now you can gain notoriety by being very rich. Too New Job (Vampire Hunter) New Mobs (Vampires) 2 new events, completing the Evil questline. Mode updates. Starting social classes have been removed. The only way to become a noble or a priest is to fulfill their demands. A large number of leaks have been fixed. r A lot of fixes. The altered position of many NPCS and many changes to the map the new kind of dummy, gives exp when you attack it. Unkillable additional upgrades for the port and outpost. All races can use masamune Third mode role-playing with Vampire Disabled Work now give a double exp, which causes indirect nerf for the miner as well way to align than grinding. The new ability to work as a vampire hunter has reduced the money lost to tax by half Fixes and an update to PvP colliseum, which should be enough to fix any problems that have previously happened. New races for king to choose pick For their troops Designed for RP: New measurements, cosmetic weapons, new models for a huge number of old and new units. 2 new races: male and female orcs! Special units have been added to the king's barracks. The new host slot and it selects the Glory Mode system redesigned along with the new Happiness Contribution System Outposts updated to help in role wars between different races Fantasy Life V2.4 unprotected version has been released in epicwar, com for those who want to learn or copy triggers. Fantasy Life v2.4 - Warcraft 3 Maps - Epic War.com New Warlock staff New PvP system at the Arena More Fix added Female Night Elf Race Special item with large models for each race RP mode now disables pokeballs Many tests and works to fix crash 2 new game modes by voting (RP and normal) Disabled cash to exp the function of the Fixed Core, currently running the map. Fixed City Teleportation Removed most naga monsters to allow card editing (when I used a normal editor) 2 new races: Male Dwarf and Male Goblin Decline interest bank, 3 new soundtracks, added an update for the officers.

--- Updated: Deadreyo Current Developers (V3.2b and Up): Deadreyo and Watsine/Diaster Testers: Poduchen, Merunes and SalvaW Old Card Version Credits: Terrain: Torchhunter Originally: Mid highwind Produced: Diaster Models: Kacpa2 SonGuhun frostwolf Afronight 76 Miseracord Shadow1500 Conan Mc! Meheon Nasrudin WildCat ElfWarfare Kilrog eXciTe Mister X minkeun0806 Goliath God Winged Elenai Ket Rizz Boomer Epion levigeorge1617 General Frank Daybreaker TuireL Ultimate tyrant Kitabatake gratheo JetFangInferno OutBreak191 UchihaSasuke.gr undeadorcjerk Dojo Radagast Tenebrae Killmegods Apocalypse Kuanish Panarian Tranquil Lord T Kuhnegetz Tauer Linaze Norinrad Em! Kavman Cuech noypi Alastor Kurt chilla killa Just Spectating Sunchips Yankee Aslik PROXY skrab Holy Crusader eubz rollerskater paradise, engineeri Wandering Soul bossJR Astarot Sion DireMage Bombastic29 Leif -Grendel HateCrew Sin'dorei300 skymarshallr Mister Haudrauf aveD Delivery Coach: You are the courtier who bring things out Rooms in the Librarian: You are a librarian, you prefer peace and quiet, a place where you can find all the books... Oh, my God, look at that? Time to fix inappropriate books and bring back the books. Bartender: You are a bartender, your job is to ensure the tavern customer is satisfied, make sure you deliver the order correctly. Miner: You are a miner, your job is to mine and collect value inside the mine and sell them at a price. Will you be lucky to hit the gold? Gladiator: You are a gladiator, live, love, burn life, kill and survive. Only the strong will stay standing. Fisher: You are a fisherman/fisherwoman, you will fish and sell them to the market, so people are not hungry without fish. Gravedigger: You are the Gravedigger, your job is to provide for the dead of the world... Remember the dead... Lumber Jack: You are a lumberjack, your job is to cut down the wood so that people at home can feel the heat instead of the harsh cold winter. Bodyquard (Escort): You are a bodyquard, the client asked you to protect him from one place to another, if they made it to the place alive, you will be paid ... It's beautiful. Wine delivery man, you deliver wine to places where work is required. Council quest: On the board of quests, there will be a random request for escort, kill, protect, etc. Useful mainly for the adventurer. Officer: You are an officer, you are on duty to maintain law and order in the kingdom. Protect the city and make sure a cook, your job is to cook food for the soldiers in the castle to get money. Alchemist: You are an alchemist, you will make a potion of a different kind, making the wrong will be costly and can turn against you if you do the right one, who knows what will happen. Blacksmith, your job is to forge weapons and armor and he is ready for delivery. Street cleaner. Cleans the streets of garbage for money and makes people happy. Army commander. Can control the king's armies and lead them to war and fight for the glory of the king! Vampire Hunter. Your task is to hunt down and destroy vampires. Warrior: Basic class. Tank with some heal, some crowd control and low damage. Knight: Master Warrior. A very hard tank that can take a lot of damage. Has some heal, some crowd control and more harm than a warrior. Main role: Tank. White magician: a specialized healer. His skills are made mainly for support and healing. It has low damage, but very high heals and good buffs. White Wizard: Master White Magician: has a lot more heal and amateurs, can support the entire team, and also has a higher damage. Sometimes, can cause huge damage. Sometimes, can support the entire team, and also has a very high damage. power, but no healing and no tanks. Tanks. Wizard: Master Black Magician. It has extremely high damage and dangerous debuffs. Best to use against PvE. Starring: Magic Damage Dealer. Red Magician: a moderate combination of white and black magicians. Has good healing and good damage. Red Wizard: Master Red Magician. Has better healing and better damage, but less heal than white and less harm than black. Good for those who want to cause damage and heal. Starring: Healer/ Magic Damage Dealer. Cultist: Intelligence/Power Hybrid Class. Good tank and has good damage. Can call henchmen. Death Knight: Master Cultist. Very good tank and has very high damage. Some of his abilities are damaging him. Can cause demons. Main Role: Magic Damage Dealer/Tank Fighter: The agility of a warrior who uses his spear to defeat enemies. It has extremely high physical damage and good survivability. Dragoon. Master killer. It has extremely high physical damage and very good survivability. Starring: Physical damage dealer/moderate tank. Thief: Master of tricks. Can steal gold from players, steal their items, open locks and disguise themselves as another player. Its damage in the basic skill is low, there is no healing and low survivability. Ninja: Master Thief. Has very high damage, can throw a lot of tricks, but has low survivability. Starring: Magic/Physical Damage Dealer. Woodsman: A class that uses the environment to survive. It has moderate physical damage. Can heal by consuming corpses and can hide outdoors. Ranger: Master Woodsman. Has very high physical damage, can set traps and cause animals. Main role: Dealer of physical damage. Black Belt: A strong warrior. His abilities can do a lot of damage and has good crowd control. Has good survivability as well. Monk: Master black belt. It has extremely high damage and good survivability. Has very good crowd control. Main role: Damage dealer. Ice magician in ice power. Can slow down enemies and cause a lot of damage. You can also call water elements. Ice Wizard: Master of the Ice Magician. It has extremely high damage and very strong crowd control. Can slow down a bunch of enemies at once. His henchmen can also give up abilities. Starring: Magic Damage Dealer/Crowd Control. Druid: Can change shape in several forms, and can only specialize in one of them. Bear Master: Master Druid, Excellent survivability and good damage, Main role; Master of tank wolf; Master Druid; excellent damage and healing, Can also call a unit to help him, Main role; Damage to the dealer and healer, Permission to do so was granted by the owner fantasy life warcraft 3 guide. fantasy life warcraft 3 map. fantasy life warcraft 3 rus. fantasy life warcraft 3 death knight. warcraft 3 fantasy life class locations. warcraft 3 fantasy life cultist. thief in warcraft 3 fantasy life warc

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