

# Fairyland Guide

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## 4. Occupations

### 4.1 The Three Types Of Apprenticeships

#### 4.1.1 Introduction:

As soon as the village head lets you out of the town center, you can talk to the NPC standing by the door and take up an apprenticeship as journeyman, diviner, or soldier, you will be giving skills according to the class of your choice such as impact, shield, dodge, timber strike, speed etc. You can drop an apprenticeship anytime and try out something else during the period. When you are above level 10, you are eligible to join the occupation consortia finally by process of the apprentice.

#### 4.1.2 The Three Types of Apprenticeships

-  Apprentice Warrior
-  Apprentice Journeyman
-  Apprentice Diviner

#### The Three Types of Apprenticeships

Civilian									
Apprentice Warrior			Apprentice Journeyman			Apprentice Diviner			
Blademan	Swordman	Axeman	Martial Artist	Beast Master	Trader	Priest	Mage	Acolyte of Light	Acolyte of Dark
Advanced Class (Reaches Level 60)									
Blade Master	SwordSage	Berserker	Kungfu Master	Beast Lordr	Merchant Prince	Pontifex	ArchMage	Architect of Light	Schemer of Darkness

**Note: Priest is currently unavailable.**

### 4.1.3 What Are Apprenticeships?

The player can find an apprentice instructor outside of the town center. He will assist you to take an apprenticeship, and also learn the basic skills. If you are dissatisfied with your current apprenticeship, you can ask the instructor to erase it and choose a new apprenticeships occupation. The apprenticeships also come with equipment restrictions as well, and should you be wearing the wrong kind of equipment, you must take it off before taking apprenticeship.

<b>Apprenticeship</b>	<b>Descriptions</b>	<b>Available Skills</b>	<b>Cannot Equip</b>
Apprentice Warrior	<b>Available class at level 10:</b> Axeman,Bladesman,Swordsman	Impact, Shield	Robe, Wand, Fighting Glove, Whip, Abacus
Apprentice Journeyman	<b>Available class at level 10:</b> Beastmaster, Martial Artist, Trader	Speed, Dodge	Armor, Shield
Apprentice Diviner	<b>Available class at level 10:</b> Mage, Acolyte of Light(AOL), Acolyte of Dark(AOD)	Magic Wand, Pray, Enchant Blade, Timber Strike	Armor, Leather Armor, Helm, Shield, Blade, Sword, Axe, Whip, Fighting Glove, Abacus

## 4.2 Class

When your character reaches level 10, you will be able to choose to join a class. Also your character can learn more special skills related to that class. Please keep in mind. You cannot change to another class after you have selected the path .

Listed below are the advantages and limitations of each class, look closely before choosing.

### Warrior Classes- Guild: Goldburg City (46,256)

Occupation	Skills	Cannot Equip	Description
<b>Blademan</b>	Impact, Combo, Shield, Blade	Robe, Mace, Palm, Whip, Abacus	Blade Skill: Attacks your enemies one time in a row with the blade skills.
<b>Swordsman</b>	Impact, Combo, Shield, Sword	Robe, Mace, Palm, Whip, Abacus	Sword Skill: Improves the attack power of the sword.
<b>Axeman</b>	Impact, Combo, Shield, Axe	Robe, Mace, Palm, Whip, Abacus	Axe Skill: Increases axe damage by axe skills.

### Journeyman Classes- Guild: Rainbow City (242,573)

Occupation	Skills	Cannot Equip	Description
<b>Martial Artist</b>	Speed, Dodge, Fist, Force, In Combating Will	Armor, Shield, Blade, Sword, Axe, Whip, Abacus	As a Martial Artist, you don't have to wear any equipments or heavy armors. To fight your enemies, you need to improve your abilities of fist, speed skills, and some aspect of skills with good attack power.
<b>Beastmaster</b>	Speed, Dodge, Animal Training, Beast Lore	Armor, Shield, Blade, Sword, Axe, Palm, Abacus	As a Bestmaster, you are fond of collecting all kinds of pets. Thus, you will develop the special communication skills with your beloved pets. And your pets will be the best partner in combat.
<b>Trader</b>	Speed, Dodge, Trading, Collecting	Armor, Shield, Blade, Sword, Axe, Palm, Whip	As a trader, you are interested in collecting treasures and money. You don't really care how to improve your fight skills. But, you are more likely to make more money while you fight and treasure hunt.

**Diviner Classes- Guild: Bluebird (107,137)**

Occupation	Skills	Cannot Equip	Description
<b>Mage</b>	Magic Wand, Prayer, Element Control	Armor, Leather Armor, Helmet, Shield, Blade, Sword, Axe, Palm, Whip, Abacus	Mage practices the five elemental magic from temples to learn stronger spells, and also increases the magic effect on developing offensive attacks.
<b>Acolyte of Light</b>	Magic Wand, Prayer, Light Magic	Armor, Leather Armor, Helmet, Shield, Blade, Sword, Axe, Palm, Whip, Abacus	AOL has very powerful abilities and fun spell. Their unique features will bring you a different gaming experience you may never have in Fairyland. Light magic can increase light magic effect. Higher skill level is required to learn stronger spells from the temple.
<b>Acolyte of Dark</b>	Magic Wand, Prayer, Dark Magic	Armor, Leather Armor, Helmet, Shield, Blade, Sword, Axe, Palm, Whip, Abacus	AOD has very powerful abilities and fun spell. Their unique features will bring you a different gaming experience you may never have in Fairyland. Dark magic can increase dark magic effect. Higher skill level is required to learn stronger spells from the temple.