

Might & Magic 6 mod: MAW; Monsters, Arts & Wonders

Note to users

Goal

In **MAW** we strive to rebalance the game, to make all aspects useful, challenging and fun. The goal has been to stay as true to the original game as possible while still achieving this.

Monsters have been made stronger, their hitpoints and damage increased, so that monster damage keeps pace with the players defensive skills and items.

Missile attack now home in on target, you can only dodge ranged attacks by running in and out of range or dodging behind an object/wall.

Monster speed has been increased to match or exceed player speed.

Arts, or skills, have been changed to be more relevant. Weapon skills have been changed to increase damage at a pace similar to spells (balanced for ca half shrap metal damage). Some skills have become shared either between all characters (such as identify) or between variations of the skill (like main hand weapons)

Wonders of magic, or spells, have been changed to make them all useful, and monster resistance have been modified with the same goal in mind. A few spells that were subpar in vanilla have been buffed significantly to be viable options.

Many spells have been modified to reduce downtime, or make them easier to use.

What you need to know/Early game advice

The mod has been balanced to be medium difficulty for veteran players. There is an easy mode that can be enabled (see customized modes below). Especially early on it might be a challenge even for veteran players due to the jump in difficulty. Here's some advice to help you familiarize yourself with the dynamics of the mod.

- As described above; monsters are stronger, weapons more useful and spells more balanced. Forget what you know about some spell or weapon being useless : it has probably been changed.
- Defensive skills are important even early in the game. Bodybuilding has been changed so that it doesn't fall off late game. Early on it will greatly increase your hitpoints, consider prioritizing it.
- The arrow spells that cost 1 at expert and 0 at master now deal damage per rank and are very useful in early game for casters as a substitute of bow.
- It's a good idea to do the letter quest early on. Be aware that you can sneak up the hill at castle ironfist from the lower village. running up the road will agro monsters.

- Because monsters move faster than you and you can't dodge their attacks, pulling monsters is now key to victory, and carelessly alerting too many monsters will get you killed very fast.
- Try to fight monsters that aren't too much higher level than you, monster and player strength increases exponentially with level

That's really all you need to know to get started, just install and enjoy the fun 😊

But if you're curious to know more about the mod and the specific changes, here's the list:

Classes

Knight:

Knights get 1, 1.5, 2 (depending on promotion) bonus damage with main hand and offhand (shield included) per level of skill.

Knights also get 2 bonus damage per skill point on Bow once Champion.

Paladin:

Paladin can now use light magic.

Paladin hp per level increased to 4-5-6, base mana increased to 8 and mana per level increased to 2-3-3 and gets a bonus of 50% mana regeneration (check meditation skill for more info).

Paladin gets 0, 0.5, 1 (depending on promotion) bonus damage with main hand and offhand (shield included) per level of skill.

Archer:

Archer is now a formidable bow user, and will have the following bonuses:

Base: + 2 Attack per skill point.

1st Promotion: + 1 Damage per skill point.

2nd Promotion: +2 Damage and 1% Attack Speed per skill point.

Archers also have bonus critical damage with Daggers (175% with 1 dagger, 300% with 2 daggers) making it a really good dagger user.

Archer can now use dark magic.

Archer hp per level increased to 4-5-6, base mana increased to 8 and mana per level increased to 2-3-4.

Archer gets 0-0.5-1 (depending on promotion) bonus damage with main hand and offhand per level of skill.

Druids:

Druids can no longer use shields.

Many starting abilities have been changed.

Skills

Most skills have been reworked to provide meaningful and rewarding choices.

Attack speed calculations have been changed, now 10 speed provides a 10% increased attack speed. See recovery.

Dual wield now sums damage, attack speed and attack from both weapons, instead of taking some stats from main weapon and others from off weapon.

Staff:

Staff has a chance of 10+2% per level of skill to Shrink or Feeblemind.

Novice: Adds 1 Attack bonus and 2 Armor Class per point of skill

Expert: Skill adds 1 extra Attack Bonus and increases party's resistances to everything by 1

Master: Resistance bonus doubled

Sword

Can now be dual wielded at any mastery, but will not grant class bonus damage when equipped in main hand. Base Bonus Speed: 10

Novice: Skill added to Attack Bonus

Expert: Skill adds 2 Attack Bonus and 2% Attack speed

Master: Skill added to damage bonus

Dagger

Dagger can be dual wielded at any mastery but will not grant class bonus damage when main hand.

Critical damage now increases the total damage, not only the weapon damage. Equipping 1 dagger will multiply damage by 140% on crits, dual wielding dagger will cause the total damage to be multiplied by 250% on crits, allowing huge crits.

Critical chance is 5+1% per skill level (10+1% for archers)

Base Bonus speed: 40

Novice: Skill added to Attack Bonus

Expert: Skill added to Attack Bonus(Double bonus)

Master: Skill added to Attack Speed

Axe

Axe is one of the best weapon to deal as much damage as possible

Holding Axes with 2 hands grants 1, 2, 3 bonus damage/skill level depending on the skill mastery

Base Bonus Speed: 20

Novice: Skill added to Attack Bonus

Expert: Skill adds 2 Attack bonus, 1 Damage bonus and increases 2% Attack speed

Master: Damage bonus doubled

Spear

Spear is recommended early game and it's really solid throughout all the game, having a higher chance to hit and less chance to get hit. Base Speed: 10

Holding spears with 2 hands grants 1, 2, 3 bonus damage/skill level depending on the skill mastery

Novice: Skill added to Attack Bonus

Expert: Skill adds 2 Attack bonus, 1 Damage bonus and 2 Armor Class

Master: Skill adds 3 Attack bonus, 2 Damage bonus and 4 Armor Class

Bow

Novice: Skill adds 3 Attack Bonus and 1 Bonus Damage

Expert: Bonus Damage Doubled

Master: Bow fires two arrows on every attack

Mace

Mace has a $5+0.25\%$ chance per skill level to paralyze.

Novice: Skill added to Attack Bonus

Expert: Skill added to Attack Damage, Attack Bonus doubled

Master: Attack Damage per Skill doubled

Shield

Shield skill now reduces ranged damage to all party by 1% per skill level, bonus is tripled on Knights. (Effect is multiplicative, so the actual formula is $\text{damage} \times 0.99^{\text{skill}}$)

Novice: Skill added to Armor Class

Expert: Skill added to Armor Class (double effect)

Master: Skill added to Armor Class (triple effect)

Leather

Leather is now really good to resist magic damage

Novice: Increases 3 Class Armor and 3 to all Resistances per point of skill

Expert: Recovery penalty reduced

Master: Recovery penalty eliminated, double resistances bonus

Mail

Mail now has reduces physical damage by 1% per skill level in addition to reduce some magic damage

Novice: Increases 3 Class Armor and 3 to all Resistances per point of skill

Expert: Recovery penalty reduced, each point of skill reduces meelee damage taken by 1%

Master: Recovery penalty eliminated

Plate

NEW COVER MECHANIC: Wearers of Plate armor place themselves on the front lines, absorbing attacks otherwise destined for their allies, granting a COVER chance.

Novice: Increases 3 Class Armor per point of skill, grants 10% chance to Cover allies

Expert: Recovery penalty reduced, Cover chance doubled, each point of skill reduces melle damage taken by 2%

Master: Recovery penalty eliminated, Cover chance tripled

Bodybuilding

Bodybuilding now also increases also 1% of maximum health, making it strong in all stages of the game

Meditation

Meditation now also grants mana regeneration.

The formula is:

$\text{Mana}^{0.5} * \text{MeditationLevel}^2 / 400$ capped to 30 mana/5 minutes (10 seconds in real time), meaning that regeneration depends on both total mana and meditation skill. Paladins gets an extra 50% regeneration.

Learning

Grants 9% bonus exp baseline, and grants following bonuses:

Novice: +3% exp/skill

Expert: +4% exp/skill

Master: +5% exp/skill

Bonus exp cap is at 60% making any skill point past lvl 12 being wasted.

Skill linking

Now many weapon and armor skills are shared to allow a more dynamic gameplay and to let players test many different setups.

Shared Skills are divided in 3 types:

Main Hand, Off Hand, Armor.

Main Hand:

Staff, Axe, Spear, Mace

Offhand:

Sword, Dagger

Armors:

Leather, Chain, Plate

There are also some miscellaneous skills that are shared within the whole party.

Those are: Identify, Merchant, Repair, Perception, Disarm, Diplomacy.

Recovery

Recovery caps

Melee recovery cap is reduced to 10. It's very unlikely you will reach it.

Ranged recovery cap hasn't been changed, but it isn't reachable anymore.

Computation mechanics

Intuitive player assumption is that bigger stat value is better, the bonus is positive, penalty is negative. MM recovery mechanics uses an inverse scale which makes it a little difficult to grasp at first. This also creates an inherent flaw when attack rate grows faster with skill progression and then suddenly stops at an easily reachable cap. From then on it is a complete waste to invest into recovery any more. All speed increasing weapons suddenly become ineffective to develop any further.

This mod internally introduces a notion of attack rate which is a reciprocal to recovery time. All recovery time bonuses now increase the attack rate and it is computed the same way as any other positive game stats. Meaning adding 100 attack rate bonus on top of initial 100 attack rate value makes player attack twice as fast which corresponds to 50 recovery. With this approach reaching recovery time cap is still possible but much harder. See computation example below. Keep in mind that even though computation mechanics changed the attack rate value is still converted to recovery for the purpose of UI display and in-game text/help and combat computations.

Computation example

Vanilla

Dagger = 60 base recovery

500 speed = 30 recovery bonus

haste = 25 recovery bonus

result = 5 recovery which is actually capped at 30

This mod

Total recovery bonus from above example: 40 (dagger) + 30 (speed) + 25 (haste) = 95

Resulting attack rate: $100 + 95 = 195$

Converting back to recovery: $100 * (100 / 195) = 51$, cap is not reached

To cap Melee Speed you would need 1000 speed: $100 * (100 / 1000) = 10$

Spells

General changes;

- Low cost spells have been significantly buffed, to be relevant throughout the game
- Medium-low cost spells (4-10) have altered casting costs at master, making them viable late game
- Very high cost spells (cost 30-65) have been buffed somewhat

- Max resistance has been reduced to 120 and immunity removed from the game, this makes it possible to specialize in a single school while still making damage much lower vs high resistance. It also makes spells like finger of death viable.
- Magic resistance is still very common but magic damage spells (mind magic, mass distortion) have been balanced to deal +50% damage
- All stat boost spells affect the whole party at novice level.
- Spells that incapacitate monsters have been buffed significantly, reducing either cost or casting time
- Spells that have been buffed significantly are arrow spells/mind blast, ice blast, sun ray
- Day of protection has been significantly nerfed making Dark magic an option among others.

Spell name	Vanilla damage	New damage/effect	Comment
flame arrow	1d8	6+1d2 pr rank	Arrow spells were unusable doing less damage than bows at cost. Now they are usable for most of the game
static charge	1d5+1	5/12/20+1 pr rank	Arrow spells were unusable doing less damage than bows at cost. Now they are usable for most of the game
magic arrow	1d6+2	6+1 pr rank	Arrow spells were unusable doing less damage than bows at cost. Now they are usable for most of the game
cold beam	1d5+1	1d3 pr rank	Arrow spells were unusable doing less damage than bows at cost. Now they are usable for most of the game
Spirit arrow	1d6	1d5 pr rank	Arrow spells were unusable doing less damage than bows at cost. Now they are usable for most of the game. +50% damage for being magic
Mind Blast	5+1d2 pr rank	6+1d6 pr rank	Manacost reduced to 2 at expert and 1 at master. This balances Mind blast with the elemental arrow spells including a +50% for being magic damage
Sparks	2+1 pr rank	3+1d3 pr rank	at master cost is increased to 13, while strong in early game sparks lacked the punch for lategame viability.
Harm	8+1d2 pr rank	8+1d2 pr rank	damage type changed to physical. Damage is low compared to most spells since body is a healing school but physical makes it much stronger

Deadly Swarm	5+1d3 pr rank	2+1d4 pr rank	damage changed to 8+1d4/rank, at master cost is increased to 6 and casttime halved, to keep it relevant lategame. Earth magic has been balanced so that low cost spells have high DPM but low DPS due to the cost. This is balanced by mass distortion being arguably the strongest spell in the game.
Fire Bolt	1d4 pr rank	8+1d4 pr rank	damage changed to 8+1d5/rank, at master cost is increased to 8 and can be cast thrice as fast, to keep it relevant lategame
Poison Spray	2+1d2 pr rank	1d5 pr rank	at master cost is increased to 13, while strong in early game sparks lacked the punch for lategame viability.
Blades	1d5 pr rank	12+1d8 pr rank	very high damage pr mana
Fireball	1d6 pr rank	1d6 pr rank	at master damage becomes 12+1d9 pr rank, while cost is doubled
Ice Bolt	1d7 pr rank	12+1d8 pr rank	at master cost becomes 11 and the spell can be cast twice as fast makes the spell more relevant lategame
Lightning Bolt	1d8 pr rank	12+1d9 pr rank	at master cost becomes 14 and the spell can be cast 1½ times as fast, makes the spell more relevant lategame
Ring of Fire	6+1 pr rank	10+1d3 pr rank	modified to account for monster hitpoint being doubled
Rock Blast	1d8 pr rank	1d8 pr rank	unchanged
Fire Blast	4+1d3 pr rank	2+1d5 pr rank	makes the spell more relevant lategame
Acid Burst	9+1d9 pr rank	20+1d12 pr rank	damage adjusted
Implosion	10+1d10 pr rank	18+1d13 pr rank	damage adjusted
Meteor Shower	8+1 pr rank	1d3 pr rank (x8-16)	increased damage at higher ranks; accounts for monster hp being doubled and rewards high rank more
Flying Fist	30+1d5 pr rank	30+1d15 pr rank	damage type changed to physical, keeps damage low since body is a healing school but physical makes it much stronger

Death Blossom	20+1 pr rank	1d10 pr rank	along with better targeting the massive damage boost makes this spell usable
Inferno	8+1 pr rank	1d4 pr rank	increased damage at higher ranks; accounts for monster hp being doubled and rewards high rank more
Psychic Shock	12+1d12 pr rank	47+1d30 pr rank	Due to being magic damage psychic shock gets +50% damage
Ice Blast	12+1d2 pr rank	6+1d9 pr rank	High damage boost, while it sometimes miss small targets entirely, at this damage it just needs to hit twice which it will often against large targets or groups
Starburst	20+1 pr rank	1d6 pr rank	increased damage at higher ranks; accounts for monster hp being doubled and rewards high rank more
Toxic Cloud	25+1d10 pr rank	20+1d20 pr rank	damage adjusted
Incinerate	15+1d15 pr rank	32+1d21 pr rank	damage adjusted
Destroy Undead	16+1d16 pr rank	50+1d40 pr rank	damage adjusted
Shrap Metal	6+1d6 pr rank	6+1d6 pr rank	unchanged
Prismatic Light	25+1 pr rank	25+1d7 pr rank	damage adjusted
Sun Ray	20+1d20 pr rank	60+1d40 pr rank	damage adjusted
Moon Ray	1d4 pr rank	1d4 pr rank	unchanged
Dragon Breath	1d25 pr rank	1d30 pr rank	damage adjusted
Armageddon	50+1 pr rank	1d5 pr rank	150
mass distortion		cast time doubled	effect is unchanged, however with double monster hitpoint and max resist at 120, even casting it half as fast its still one of the strongest spells in the game
dark containment			cost reduced to 100
charm		Casts 10 times as fast	Even at max 120 resist spell is too often resisted to be worthwhile. Casting it very fast makes it a strong spell with high chance of taking effect

mass fear		Casts 2 to 3 times as fast	Even at max 120 resist spell is too often resisted to be worthwhile. Casting it very fast makes it a strong spell with high chance of taking effect
turn to stone		casts 4 times as fast	Even at max 120 resist spell is too often resisted to be worthwhile. Casting it very fast makes it a strong spell with high chance of taking effect
shrinking ray		cost reduced from 60 to 16	Essentially a kill spell, but one that requires spending a lot of time killing the target. To make it worthwhile cost is greatly reduced
paralyze		cost reduced from 60 to 25	Essentially a kill spell, but one that requires spending a lot of time killing the target. To make it worthwhile cost is greatly reduced
Finger of death			spell is unchanged, however with double monster hitpoint and max resist at 120, it is much stronger

Several debuff heal spells have been given a heal hit point effect, aside from at the rank just when you get expert or master they are somewhat worse than dedicated heal spells.

Mind has been given some fairly powerful heal spells and while Spirit is still stronger for healing, and Body stronger still, Mind is a good option for an offhealer.

Healing Touch	5/7/9	5/10/15+2/3/5 pr rank	cost 3/6/12
Remove curse	N/A	5/30/70	cost 3/6/12, since spirit can be master even at rank 4, spirit becomes a decent healing school for few skillpoints thanks to this spell
Shared Life		cost reduced to 12, casts 3 times as fast,	due to high cast speed is now the second best heal spell in the game with good value for skillpoints
Resurrection		150+15 pr rank	Cost increased to 200, recovery time reduced from 1000 to 300 (around 4 times Cure Wounds)
Remove fear	N/A	2/10/50	Cost 2/4/6
Cure Insanity	N/A	15/25/35+4/5/6 pr rank	Cost 20/30/40
First aid	5/7/10	5/15/100+0/0/12 pr rank	Cost 2/3/100, at master it takes twice as long to recover from casting

Cure wounds	5+2	10/15/25+3/4/5 pr rank	Cost 5/8/16, stays relevant longer
Cure poison	N/A	15/30/65	
Cure disease	N/A	25/45/90	
power cure	10+2 pr rank	10+3 pr rank	Buffed to better keep up with high monster damage
Day of protection	4 pr rank	2 pr rank	Still a very strong spell, but no longer enough to make Dark a necessity

Monsters

- Monster hitpoints have been doubled
- Monsters deal double damage early on, and keep pace with increased player hitpoint and defenses, ending up at around 7 times vanilla damage, so you will need to balance both the offensive and defensive part of your build.
- Most monster, melee in particular, have increased speed
- Most ranged attacks now have homing, making dodging shots difficult. You can only dodge ranged attacks by running in and out of range or dodging behind an object/wall. (see below)
- With monsters automatically hitting and outrunning player, carefully pulling monsters becomes essential to survival.
- Monster resistance capped to 120, removing magic immunity.
- Some melee monster will now occasionally do a ranged spell.
- Many annoying skills have been removed or chance heavily reduced (dispel for example)
- Monsters will now walk toward you linearly, instead of going zig-zag.
- Monsters now have accurate tooltips showing all you might desire.
- Engaging enemies will now increase the pull range of around 20%, making 1 by 1 pull harder, unless you use walls to separate packs.

Some monsters/dungeons have been relocated when players consistently entered the area at too high or low level, or when the gap in monster level in the same area was too high for a consistent challenge. As few as possible of such changes have been implemented:

- Silver helm outpost in mist is now a level ~9 dungeon
- Thieves and monks have reduced level, making Shadow Guild Hideout and Free Haven Sewers, as well as the temples in Booty Bay level ~13 dungeons.

- The path to Castle Stone has been made lower level (but it's wise to be level 20+ before attempting it)
- Monks have replaced the clergy of baa in Temple of Baa, and the clergy of Baa have been made level ~50, making the superior and the supreme temple of baa late game dungeons.
- Swordsmen have been made much higher level making Silver Helm Stronghold much harder (level ~38 but doable with difficulty from 30 or so), as well as Lair of the Wolf

Miscellaneous

Quest xp

Most noncombat quests give reduced XP, while delivering the memory crystals will reward you more. This serves the dual purpose of making running around for free XP early on much less interesting - although still an option, and to make sure the characters gain levels at roughly the same pace as the monsters they face.

Economy

Higher level spellbooks are now really expensive

Increased cost of some of the strongest followers.

Inn and Temples cost now depends on missing health and level.

Balance

MAW has been designed to be somewhat challenging gameplay for the experienced player, however, until you find your footing it may be too hard. Furthermore then last dungeon(s) have been balanced to present a reasonable challenge to even a very strong party, leveled to 100 or more. You might not want to kill all those dragons and titans needed to rise to quite so high level, however. At the same time the existence of "of X spellschool" items (of Dark etc) and the wells that increase level are impossible to balance around since we don't know when or even if the player will use them. For that reason the game has been balanced as if these things didn't exist but we haven't removed them from the game. Their use is optional. The game has been designed to be challenging but possible to clear without them, but if you wish to finish early or faster they are still around for you to use. Think of them as mildly abusive cheatcodes that help you speed things along if you need them.

Attributes

Attributes will now be relevant during all the game and from 25 on, every 5 attribute points grants +1 effect, up to 300 attribute points (+60 effect). Check here for an accurate description of effects. (credits to grayface) <https://grayface.github.io/mm/mechanics/> .

Pilgrimage can now be done at any time of the year. Even if years pass you can take all years' bonus.

New Sorpigel Portal to dragonsands moved into the Oasis, instead of the shrine of god obelisk.

Hirelings

We've changed the probability of different professions appearing based on nice analysis here. Some useless professions should not appear at all. Some professioncosts are adjusted.

Hireling	Cost
ArmsMaster	1500
WeaponsMaster	3000
Squire	3000
Burglar	500
Factor	100
Banker	200
Instructor	1500
Teacher	800
Apprentice	1500
SpellMaster	2500
Mystic	4000

Bringing needed hirelings to party

This is a convenience fix. I am tired of reloading game hundreds of times just to find the needed hireling. Time waste. I have implemented a keyboard shortcut that brings available outside walking peasants to the party and set their professions. I've added just two now but can do more if people need more shortcuts.

- Works outside only and brings outside peasants only if they are available.
- Hiring peasant NPC removes them from the map so you may run out of them on a particular map.

shortcut	hirelings	comment
Alt+1	Weapons Master, Squire	physical offense and defense
Alt+2	Spell Master, Mystic	magical offense and buffs
Alt+3	Enchanter	magical defense
Alt+4	Instructor, Teacher	experience

Alt+5 Banker, Factormoney collected
 Alt+6 Merchant, Trader trading selling/buying
 Alt+7 Pathfinder, Tracker travel speed = food reduction in transit
 Alt+8 WindMaster, WaterMaster reaching to places

Party composition

Class	hitpoint pr level	mana pr level	Melee weapon	ranged	healer	secondary skill
knight	4/6/8	N/A	excellent	bow (ca 75% damage)		shield
paladin	3/4/6	2/3/3+	good	mind/light (*)	extra hp, less mana	spirit
archer	3/4/6	2/3/4+	good (and Dark/cold/fire)	bow+elemental +dark		elemental (dark)
cleric	2/3/4	3/4/5	bad (Dark)	mind/dark/light	lots of mana, shield, chain	spirit, light (dark)
sorcerer	2/3/4	3/4/5	bad (Dark)	elemental/dark/light		elemental, light (dark)
druid	2/3/4	3/4/5+	bad	elemental/mind	extra mana, no shield	spirit+elemental

Characters fall roughly within 3 roles; melee, ranged, healer. the party can be combined by any number of melee or ranged, but its highly advisable to always include a healer.

Similarly a water caster with master/12 is a key component of a strong party
 secondary roles might be tank and offhealer, even debuffer. Offhealer is very helpful, the others are more optional

Every class can be a ranged character although knights have low damage with bow even at master rank, but their bonus to shield makes them a great asset in ranged fights however
 Melee usually means either weapons or dark magic, a few elemental spells (ice blast, fire blast, ring of fire) reward fighting at close range, but non archer casters are fairly brittle in close combat

Roughly, paladins/archers have 20% less hp than knights, and 20% less damage in melee at the same skill rank. They have access to spells, while knight have a bonus to shield
 Similarly, paladin/archer have 15% more hp than casters, and 25% less mana. Its possible to make a archer/paladin spellcaster with low or no ranks in weapons but especially early on you will run low on mana fairly fast.

"Secondary" skills are skills that even with low skill investment can be hugely beneficial for the party. Prime among these are spirit (raise dead, healing touch, shared life - strong even at expert/4), and Water (town portal which even at expert/4 can save party)

Earth has stone to flesh, mind cure paralysis, body, earth and spirit can heal a host of minor status effects, air gives fly, jump shield and since it can be trained to master at rank 4 can give a lot of resistance with the right followers

dark follows somewhat within this group because if the party doesn't have a lot of elemental casters Day of Protection can offer huge benefit even at relatively low rank like master/12

Some sample parties

PACS/paladin, archer, cleric, sorcerer

The default party in party creation is still fully viable. However, note that while both paladin and archer can deal good damage in melee, especially if the archer uses dual daggers, having two low hitpoint characters and no knight will be a problem because in MAW monsters deal so much more damage. Replacing either the archer or the sorcerer with a knight might be preferable if you wish to use weapons. Using plate armors' cover a knight can be a strong tank for the party while still dishing out a lot of damage. You CAN make a melee party without including a knight but a good rule of thumb would be to have as many plate users as casters (meaning cleric/druid/sorcerer).

If you don't include a knight, PACS is best played as a ranged party with cleric or paladin offhealer using either mind or spirit magic at master rank or higher (spirit can be mastered at rank 4). Paladin makes an excellent healer but also has a strong ranged attack using mind magic. Cleric can also function as main healer, and for ranged attack can use mind magic or dark. Light magic has some interesting options for either class as well. Archer can either use primarily his bow or one of the magic schools for his ranged attack. Bow goes well with dark magic to provide a strong free ranged attack and using shrap metal in melee, but any combination can be used.

You can still make a ranged party even including the knight, while knights are not as strong with bow as archers they still deal more damage with them than most and can rival the damage of most spells, while providing some robustness to the party.

SSCC/ sorcerer sorcerer cleric cleric

The old standard party of the powerplayer. Triple dark caster is still a very strong option if not the powerhouse it was in vanilla. Dark lacks early spells however and much of the free early XP in vanilla has been removed from the game, so you are going to need at least some of the characters to rank another skill to make early game efficient. A secondary school ranked to 12/master won't mean much for your dark magic skill in later levels. Once you get to high rank in

Dark, however, it's a strong school. Finger of Death is a very strong spell, especially when the whole party is casting them, and shrap metal is still the strongest damage spell in the game. However, with the high monster damage in MAW you will find a Dark caster party much more fast paced and challenging. Replacing a sorcerer with a knight, or at least a cleric with a paladin, will make the party much more durable and help the transition into later game.

PPAA/ paladin paladin archer archer

A very versatile party. The double paladin is enough to provide the needed tanking and archers and paladins deal great damage in melee. Paladins have about 20% less hitpoint and deal about 20% less damage than knights, but make up for this with access to healing and raise dead. Due to how ranks are costed it's possible to get a decent damage as well as healing by ranking both, but there's also the option of having one of them rank offense (melee weapon) with either mind or spirit ranked to master but no further. Both classes also have the ability to deal strong ranged damage. Hybrid classes have about 25% less mana than the casters, but make up for this by an extra 20% hitpoint, so an archer with high rank in an elemental school will deal the same damage as a sorcerer or druid, although they will need more downtime to regain mana.

Another interesting option is a Crowd-Control party using paralyze and shrinking ray to neutralize enemies and weapons and bows to kill them.

Any combination is possible though

Ranged, melee, combined arms, specialized in dark or fire AOE, Crowd-Control. The options are endless. It's a good idea to think about the pace of mana consumption; a single dark user will be difficult to use alongside characters that don't use mana because Dark needs almost constant replenishing of mana, but otherwise, other than the need for healers pretty much any combination can work and will have its own strengths and weaknesses.

Customized modes

In your main game folder you will find mm6.ini, and at the bottom of this this list, is the following, simply change =false to =true to enable a customization.

[Skill Emphasis]

MoreLinkedSkills=false - links more skills for less min/maxing, like all spellschools. A sizable buff.

ImprovedQuestItems=true

MonsterExperienceMultiplier=1 - to progress faster increase this to any number

RandomizeMapClusters=false

ResistancesDisplayMode=default - changes how resistances are displayed in the monsterinfo box

ShowDiceInSpellDescription=false

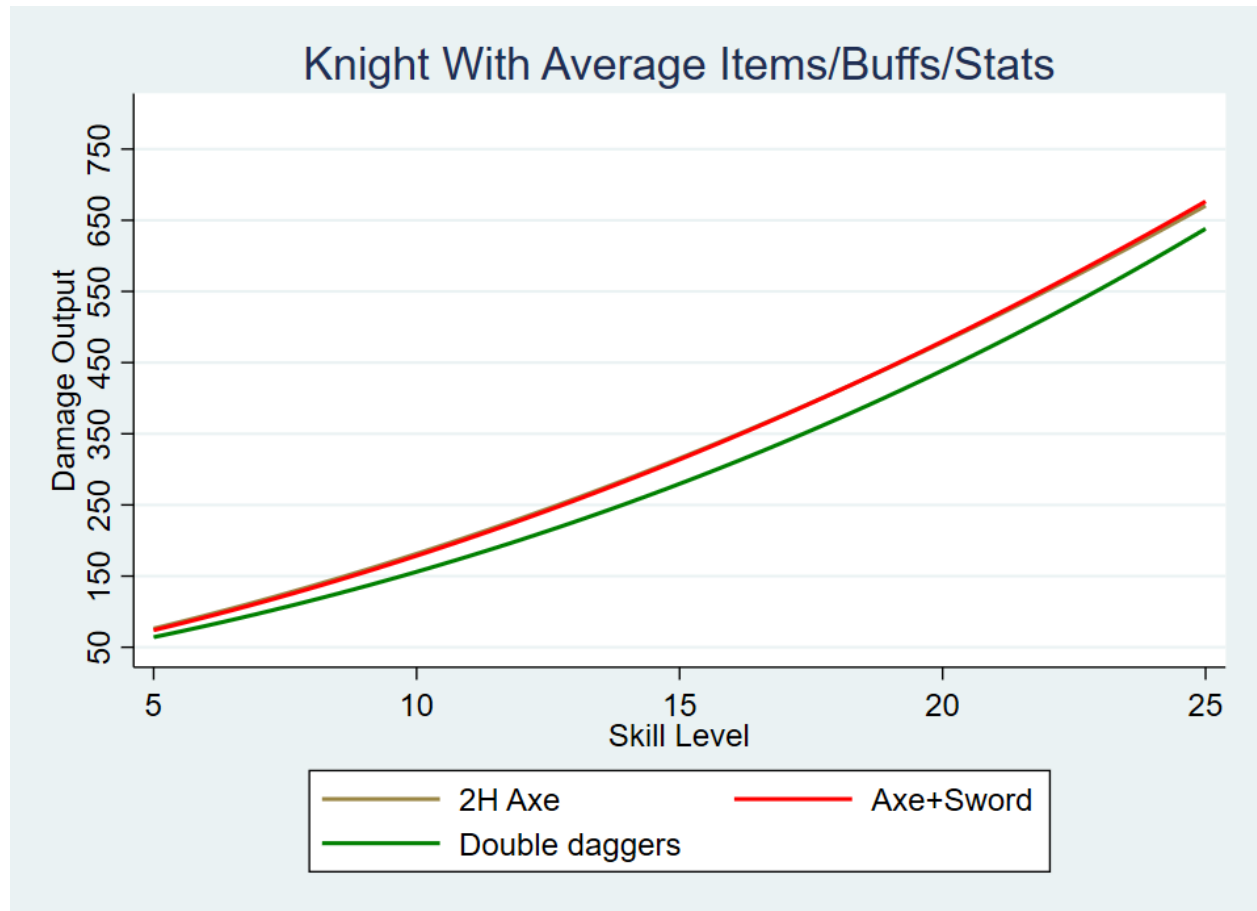
EasierMonsters=false - This is the easy mode setting, reduces monster damage by about 33%

GlobalMapResetDays=default - number of days between map resets. Set to 0 to instantly reset a map, every time you load the game or enter the area

AdaptiveMonsterMode=default in development, will eventually allow fighting random monsters tweaked to be appropriate challenge, so level 10 dragons, level 100 goblins etc

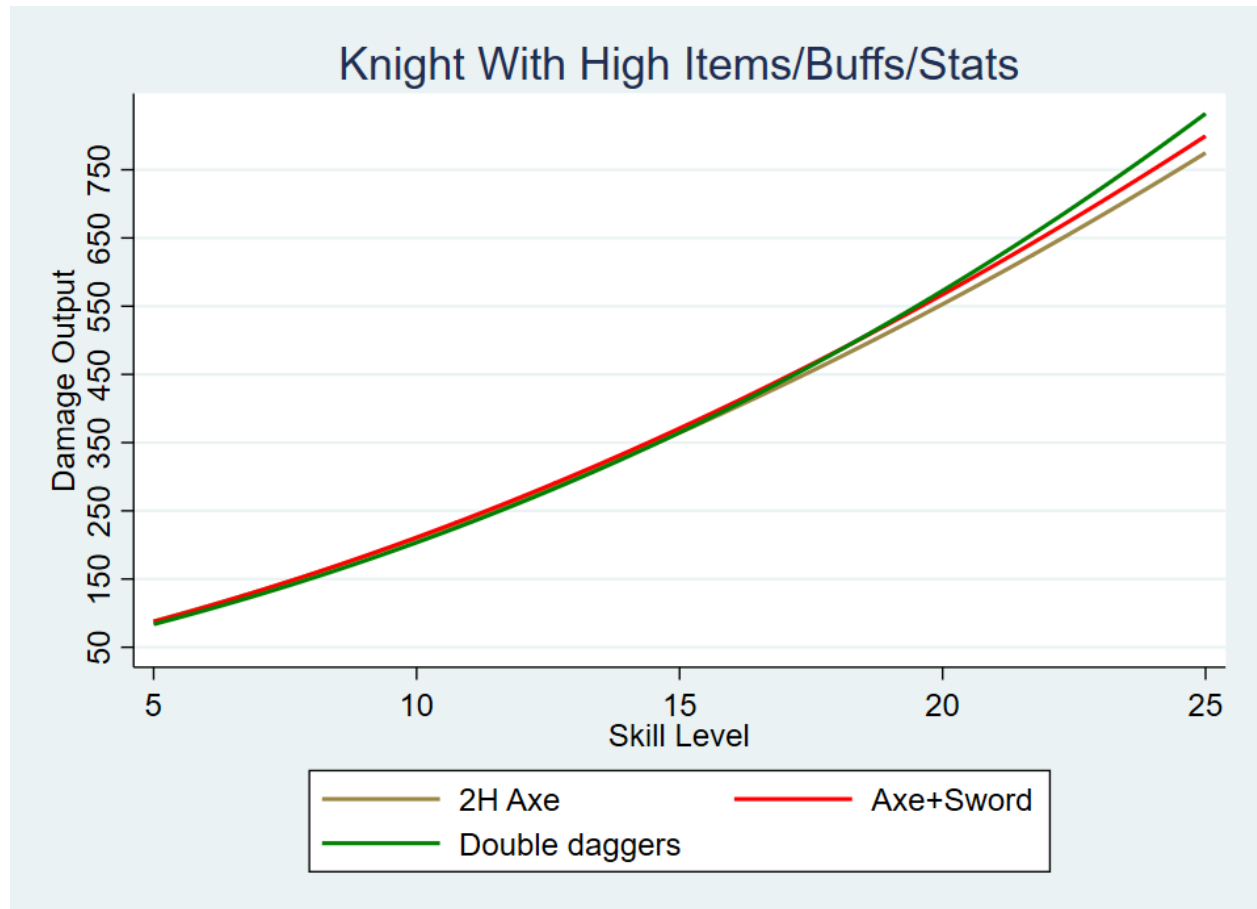
Some Graphs

The Following Graphs take in consideration that investing in 2 separate skills requires more skill points, so for example 20 skill in Sword+Axe is equal to 28 skill points in 2hAxe.



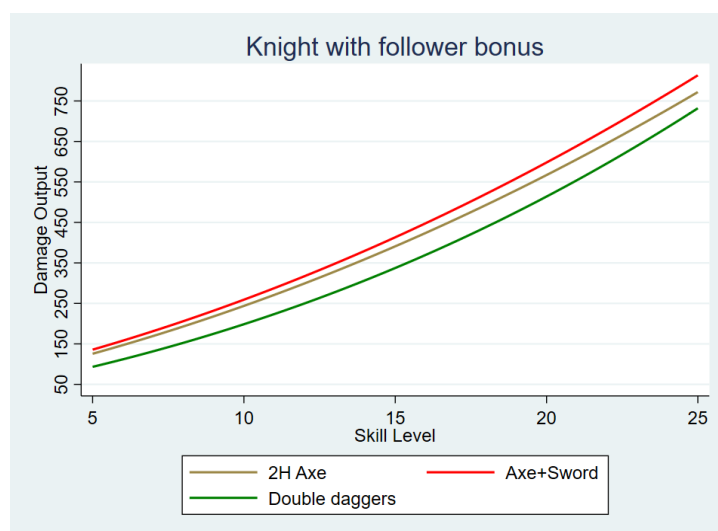
This Graph shows How much damage will do a Knight with an average Item/Buffs/Stats relative to Skill Level.

Meaning that if you have a lot of strength items, a spirit healer with heroism or a really good weapon, the damage will look more like this:



You can see that investing just in Dagger skill isn't enough to make it shine: you will need a lot of external support.

You could also hire followers, giving an extra boost to Build who use Dual Wield with 2 different weapon types:



Down here there are the same graphs but for Archer/Paladin, who have less bonus class damage:

