

Might and Magic® VI

THE MANDATE OF HEAVEN

LIMITED EDITION



Strategy Guide

NEW WORLD COMPUTING®

Might and Magic VI

THE MANDATE OF HEAVEN

STRATEGY GUIDE

NEW WORLD COMPUTING®

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KLAVIS' STRATEGY

You've come back to old Klavis, have you? Wisdom is a magnet, a flame, a beacon to light the way down the darker roads of an adventure! And it comes in handy when playing a game of Three Scroll Monte at the bazaar. Point being, what I know of Enroth's tricks and traps not only can serve your party, it can help them survive. But you have to have the courage to put this knowledge to work!

There's nothing in here for you if you're going to sit by the side of a dungeon entrance and sniff nightshade. If you're willing to brave the dangers within, however...

I can't help you everywhere your journey will take you. Still, these lessons can sharpen your mind to thinking like an adventurer: steeped in cunning, and two steps ahead.



MIXING POTIONS

The right mix means everything. Bring together the best party of adventurers, and your quest leads to victory. Combine water with a handful of dirt gathered at midnight at the crossroads and you get mud. Nowhere is the discipline of blending more important than in dealing with potions, mystic and potent allies in your battles.

Mixing potions is possible by picking up first one filled potion bottle, and then right-clicking on a second. This action will leave you with one empty bottle, and another bottle filled with the often powerful result of your experimental union. A few rules may guide your alchemy:

Potions of the same color do not mix. Don't even bother trying.

The more complex the potion, the more severe the consequences if you bring together incompatible ingredients.

Black potions are terribly powerful - but the emphasis can be on "terrible": they often carry unwanted side effects.

Blue, Yellow, and Red potions can be achieved by mixing phirna root, poppysnaps, or widowweeps berries with an empty potion bottle. On its own (without a potion bottle), phirna root will restore 2 spell points; widowweeps berries will revitalize 2 hit points; and poppysnaps will act as poison!

I can provide you only with secrets regarding colored and white potions. The recipes for the black brews are trade secrets of the International Brotherhood of Alchemists, and are only available to guild members - or risk takers who are willing to experiment with potentially lethal concoctions!

Blue potion (phirna root in a potion bottle) is a Magic Potion, restoring 10 spell points.

Red potion (widowweeps berries in a potion bottle) is a potion to Cure Wounds, restoring 10 hit points.

Yellow potion (poppysnaps in a potion bottle) is an Energy brew, increasing an adventurer's seven main statistics by 10 - but only for a short time.

Yellow and Blue potions combine to make Green potions, increasing Resistance by 10 on a temporary basis.

Red and Blue potions unite to form a Purple potion, which Cures Poison.

Yellow and Red potions blend into an Orange potion, which affords Protection by increasing armor class by 10 for a short time.

Further compounds can lead to 1 of 8 White Potions.

White Potion #1 achieves Supreme Protection (increasing armor class by 20 for a short time) by mixing Green and Orange potions.

White Potion #2 grants Restoration - curing all conditions except dead or stone - by combining Purple and Green potions.

Blending Orange and Yellow potions leads to White Potion #3, delivering Extreme Energy: a temporary boost of 20 to an adventurer's statistics.

Green and Blue potions will combine into White Potion #4, a form of Super Resistance that temporarily increases resistance by 20.

Orange and Red potions unite into White Potion #5, which achieves the same effect as the Heroism spell and lasts for 6 hours of Enroth time.

White Potion #6 is made possible by mingling Green and Yellow potions, and provides the same effect as the Haste spell for 6 hours of Enroth time.



TOWN OF MIST

White Potion #7 comes out of joining Orange and Blue potions, awarding the same result as the Stone Skin spell for a period of 6 Enroth hours.

Finally, Purple and Blue potions come together to form White Potion #8: its effect is the same as the Bless spell, and it continues for 6 Enroth hours.

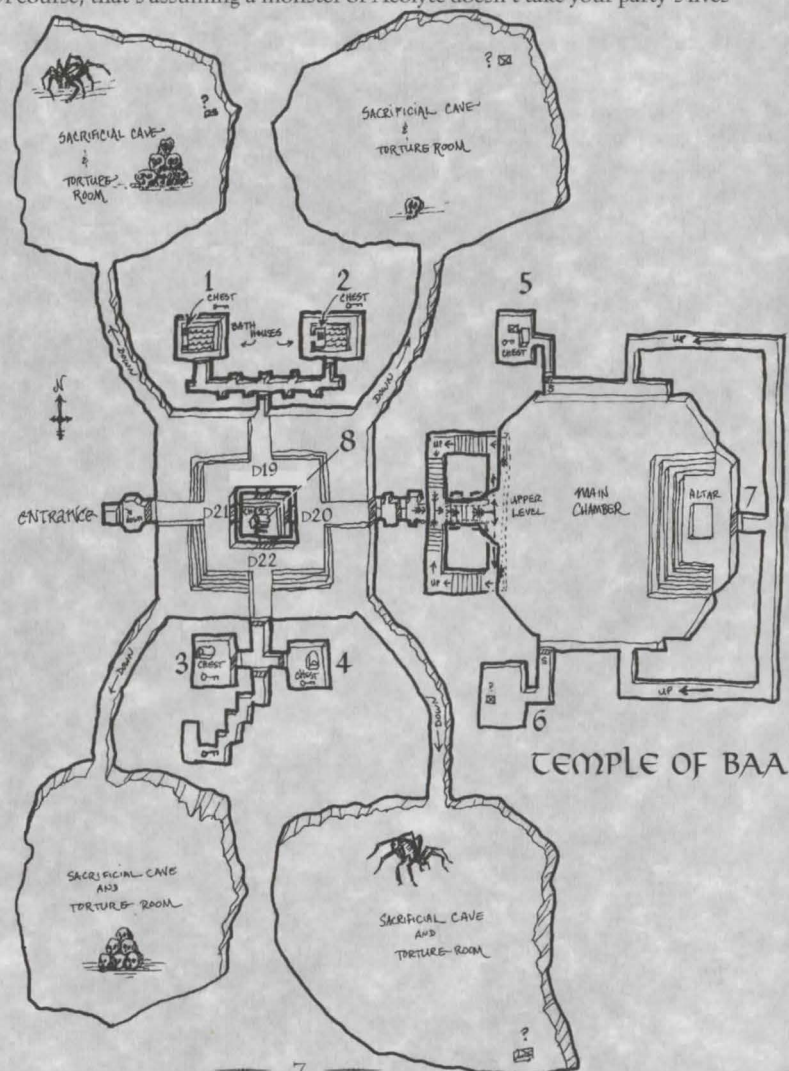


CASTLE IRONFIST AND SURROUNDINGS

TEMPLE OF BAA

The taverns are full of whispers about the Temple of Baa just outside the city, and the fear that the Acolytes of that blighted cult are to blame for the many tragedies that have been plaguing the town. Hmm - sounds like an opportunity! A visit to the Town Hall should lead to an offer from the clerk, on behalf of the city council. Their solution to the problem plaguing them is practical, but far from political: destroy the temple's evil by killing off the darklings within its deadly walls! As proof of your deed, you must return their sacred Chime of Harmony.

A quick hand with a sword or spell is the real key to achieving the grim end of this quest. A little greed doesn't hurt: the temple is rife with treasure, yours for the taking. Of course, that's assuming a monster or Acolyte doesn't take your party's lives first!



TEMPLE OF BAA

Enter the temple, and continue east to the first, outer chamber. Sacrificial caves, always a popular tourist attraction, extend down to the north and south. Brave them if you dare: they contain much in the way of treasure ... and danger.

Another treasure room is at the center of the outer chamber, but heretics such as you and your party are barred from entering! In this case, brains rather than brawn will overcome the obstacle. (My brains if you're still reading instead of figuring it out on your own!) The room has four doors, each bearing a sign that reads, "As the winds blow, the seasons change, and only at the end of all can the doors be opened." Hmm...four corners? Or four compass points! Open the doors in this order: North, East, West, South and enter freely! Try even a single door out of the sequence and your party's in for quite a shock!

Among the treasure room's riches is a key, the first of many you'll find in chests within this temple: Baa's followers certainly don't have an open-door policy. This first key provides access to the room labeled as #1 on the map I painstakingly conjured for your benefit.

Destroy the monster in #1, and find the key in the chest that opens a secret door to chamber #5 (northwest of the main chamber). More treasure, ripe for plundering (assuming you survive the monster guarding it!) along with the key to unlucky #6, southwest of the main chamber. The treasure therein will be yours too, provided you make it past the evil creature crouched behind the door.

A devilish creature lurks south of the outer chamber, near the room I've marked as #3: show the beast no mercy, and take the key from behind the statue at the end of the hall. This will open the door to chamber #4, east across the corridor. The key within will let you into room #2, northeast of the main chamber.

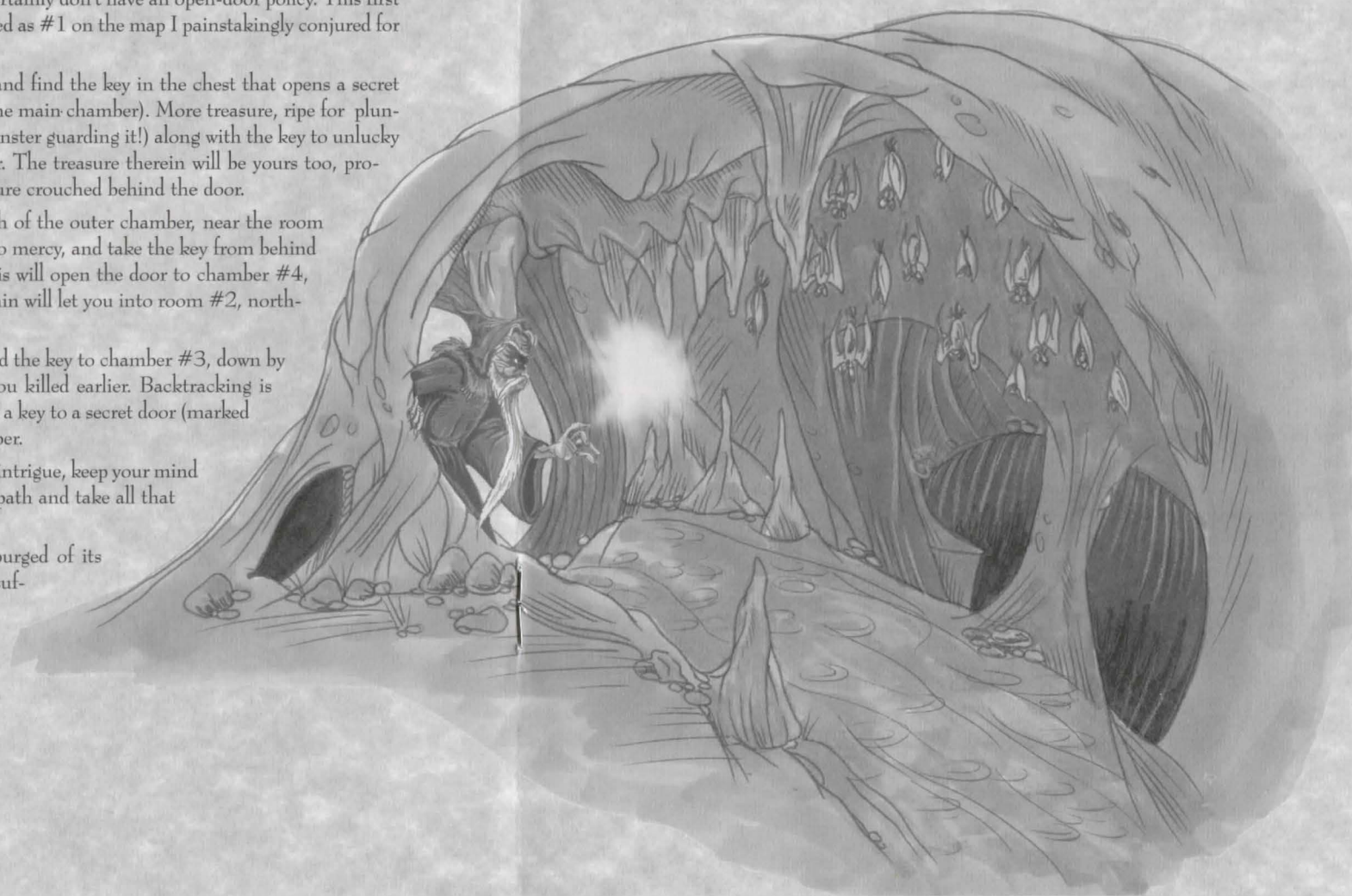
Room #2 contains a beast and the key to chamber #3, down by the rotting corpse of the monster you killed earlier. Backtracking is worth the trouble, as this room holds a key to a secret door (marked as #7), off the temple's main chamber.

Amidst all this unlocking and intrigue, keep your mind on two tasks: kill what crosses your path and take all that you can carry!

When the temple has been purged of its evil, the followers of Baa will have suffered a major blow. Now they'll really hate you!

SILVER HELM OUTPOST

Nothing is perfect. And the more one stretches to reach that unattainable goal, the greater the fall. Consider Sir John Silver's Fraternal Order, founded to persecute evil wherever it spawned. Unmatched in their success, they became obsessed by their zeal, and began to condemn others for insufficient effort against the forces of darkness. Now the Order of Silver has gone on a rampage: their "Persecution Squads" kill everyone accused of being evil! The Constable in Mist knows the truth, but needs



proof of the corrupted Order's atrocities. That's where you and your party come in. It's a race against time, however, as the mayor of Mist is being swayed by promises and bribes to let the dread Order bring their brand of "justice" within the town's borders.

As you might expect, the Order will be in no mood to admit to their malignancy, so match their bad attitude with your weapons and magic. Rushing headlong west from the entrance, follow the corridor as it takes you through the refectory and into a horde of angry men with sharp weapons. Scatter them across the floor (or splatter them on the walls) and go through the last door on the east wall. Move south through the next room to a small adjoining room containing a bed and a chest. Inside the chest is a letter detailing a conspiracy between Mist's mayor and the tainted Order, all the proof the Constable needs! To make it all worth your while, a button on the wall opens a door into a secret treasure chamber in the room you just left.

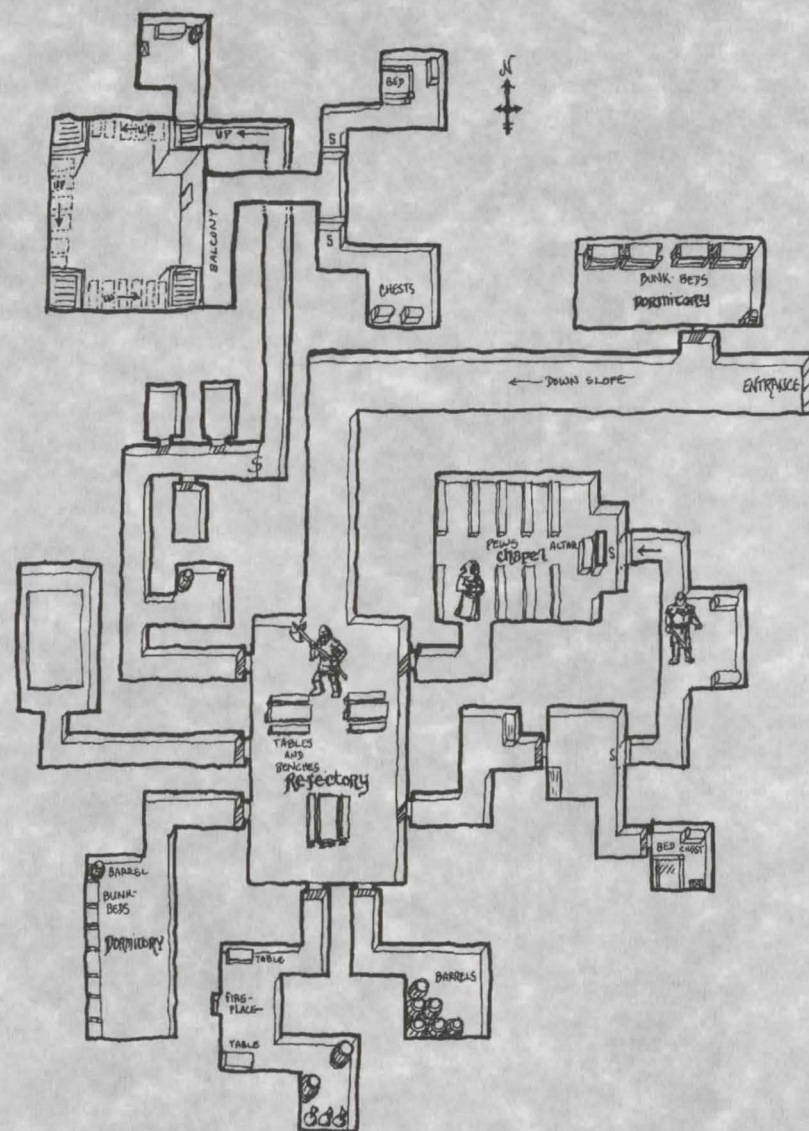
You can leave now...or will you brave further danger for the sake of human lives at risk? The Order is not above bringing its dirty work home.

Pass back through the refectory, and take the door at the northwest corner. Up the hall and around the corner, in a room on the right-hand side, a monk is held prisoner. Free him, and he'll reward your party with news of another of the Order's prisoners: Melody Silver, who herself holds the truth about her uncle John's assassination. After that, he can take care of himself: I hope the same can be said of you and your adventurers!

Don't stop now: keep going north, and bear to the west. In a room to the right is a button that activates a series of ramps in the large room next door. Make your way across the ramps, timing your advance as they rise and fall. If you negotiate them well, you'll reach an elevator that takes you to an upper level. In a room to the north you will find the Order's most prized possession: Melody Silver. Getting her out is a particularly good deed: she is a perverse object of desire for the Order's current leader.

You'll have noticed (assuming your eyes are open) two murals on your way up here. The one directly outside of Melody's prison contains a spell that will teleport your party to the guard room with the ramp button, located on the outpost's lower level. Not so incidentally, this will also immediately summon members of the Order to the attack. The mural in the room with the ramps also has a spell to summon guards, but its teleport will send your party directly to the outpost's entrance/exit. Thus, it can hasten a speedy retreat from the Order's hostile embrace.

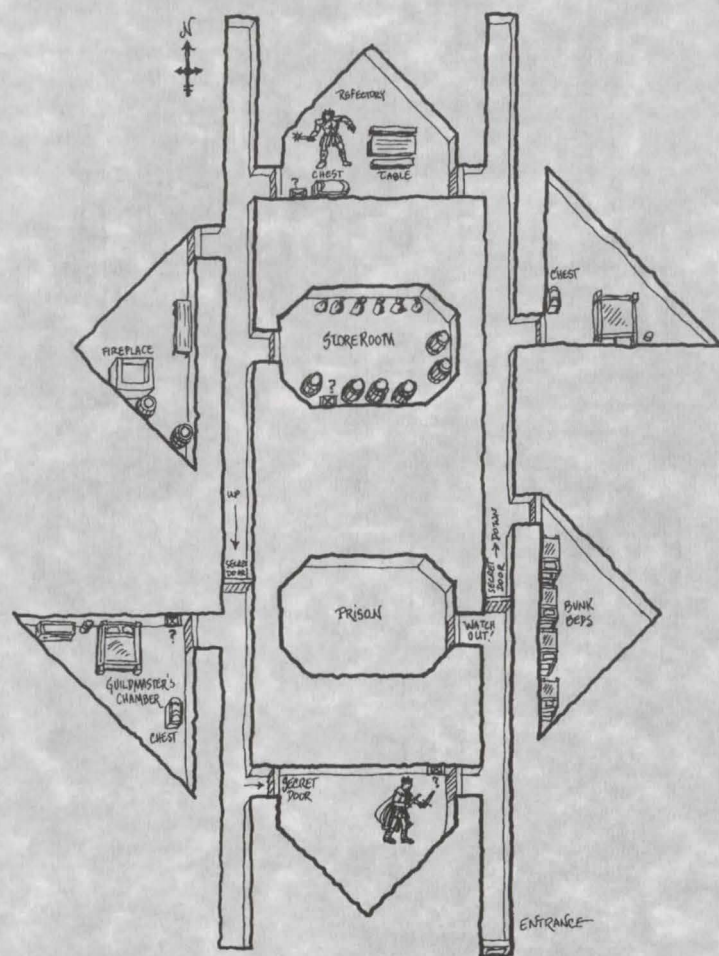
The letter will help the good Constable drive out the graft-ridden mayor. Success is not without its price, however. The Persecution Squads are your enemy now, and they are always eager to live down to their name.



SILVER HELM OUTPOST

SHADOW GUILD OUTPOST

Everything isn't about saving the entire world, you know. Sometimes saving one life can mean a world to a person. Take the mayor of New Sorpigal, Frank Fairchild, and his concern for Sharry, the town's healer. She's been kidnapped by the Shadow Guild of Castle Ironfist. The Guild has grown greedy; regulated activities no longer turn enough profit to slake their thirst for gold. Now they hold innocent men and women for ransom ... and if the asking price isn't paid, the Shadows sell off their captives as slaves. The townspeople can't raise the ransom the guild is demanding in time, so Sharry needs a miracle. And isn't that part of your party's job description?



SHADOW GUILD OUTPOST

Head north from the outpost entrance. Just a few short steps in is the prison holding the Guild's victims! Can it be so easy? If you're asking that question, I have to ask, "Are you living in the same world I am?" The prison is protected by devastating fireballs. Only the Guildmaster himself has the key to open the door and disarm the trap. Meanwhile, a large block prevents you from moving in past the prison.

Head back south, and then west into the room right off the entrance. Show whoever's on the other side of the door the price of abusing power; then hit the switch on the wall inside. It will move down the block that was closing off the Outpost. Move on down the corridor, dispensing a purer form of justice than these watchmen have ever dreamed of! At the end of the corridor, go west into the refectory. The button there also controls the guildhall block. Exit the refectory on the other side, and head south down the hallway.

The storeroom to your left is worth a visit. Check out the peculiar barrels the Guild keeps in stock.

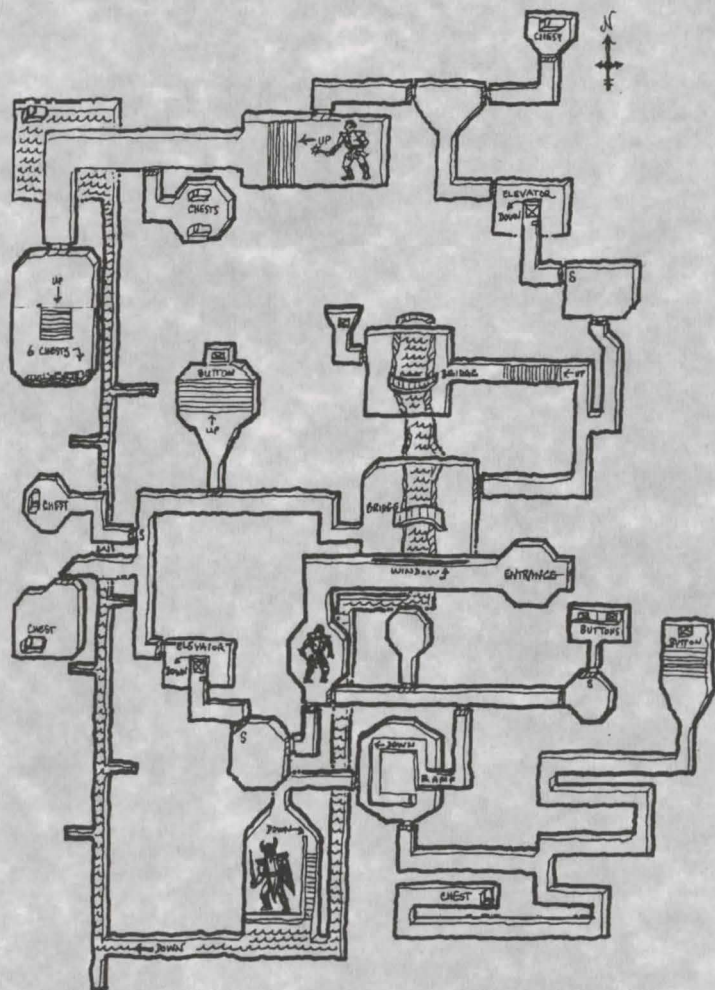
Don't neglect the button on the south wall: it moves aside another troublesome block, this one in the corridor to the south. Head out of the storeroom (wiping your mouth first) and travel over the lowered block: the Guildmaster's private chambers are just beyond, to the right. Smash in the door and give the dog what-for. His chest will give up the key you'll need to disarm the trap protecting the prison and unlock the door, allowing you to free Sharry and the other prisoners within.

Mayor Fairchild can't reward you with much in the way of gold, but by way of gratitude he'll extend your party a 15% discount to all shops of New Sorpigal, in perpetuity.



DRAGOOONS' CAVERNS

The road between New Sorpical and Castle Ironfist has been plagued by a group of raiders called "The Dragooons." Your party's reputation has grown to the point where some folks believe you have a chance to outwit this band of rogues. At least, one merchant who's had a magic harp stolen by these villains thinks that: he'll hire your group to steal back the harp, and end the Dragooons' plunderous rein by killing their leader.



DRAGOOONS' CAVERNS

The Dragon's keep is a deceitful maze of threats and teleportational doublebacks, so take care not to stray from my guidance. Then again, you are supposed to be leading a pack of adventurers, so there's something to be said to living up to that description, too! Go west from the keep entrance, and turn south into menace: a foul example of the raider's power blocks your path, and needs a quick lesson in funerary preparation. Finish the beast off, and bear east through the doorway. Take your first right, heading south down a ramp that leads ever deeper into the keep's perils.

At the bottom of the ramp, search out the door to the south, and follow the corridor east. When you hit the "T" intersection, go north along a snaking passageway that will take you to the switch you're after. Flip the switch to open a door elsewhere in the keep, leading even further into the Dragooons' lair.

Backtrack up the ramp to the point where you dispatched that first Dragon. Go south, angling down a short hall and across a larger room. Here, the door you opened with the switch allows you access to an elevator that can carry you down to a new level of ordeal.

Coming off the elevator, go through the west door. Travel north along a corridor that then cuts to the east. Stray from this passage at your own risk! If you want to score points with a grateful merchant, continue ahead to where the corridor opens into a chamber with a bridge. Cross the bridge over troubled waters, and pass through the door on the other side. Take this new passageway north; note the opening off to the east midway along its length.

Avoid this opportunity for the moment. Continue north and then west, across a second bridge. On the other side is a doorway leading to a switch once again, this opens a distant keep door. Now retrace your steps across the bridge, take that eastern passage I steered you clear of just moments ago. (I'm getting on in years, I don't have to be consistent!) Follow it north to another elevator (now accessible, since you flipped the switch), and another descent into the Dragooons' evil abode.

Exit the elevator and go west, dealing harshly with anyone and everything that crosses your path. The corridor widens out and then turns south, leading into a chamber holding 6 chests. Go ahead: rush forward and throw them open with abandon! But expect to pay the price for your careless yearning. Five of the boxes are enchanted, and their spell will transport your party to some remote corner of the twisting keep. And I don't know about you and your party, but I'm fairly sickened by the place without getting further lost in it. As you face the line of chests, go directly to the second one in from the left: that's the one that holds the merchant's harp.

Explore the Dragooons' refuge further, if you'd like: it holds a few secrets and some treasure. Take care to know where you're going, so you can find your way back out!

Return the harp to the merchant for your reward. But be warned: the keep also holds a flute, in a treasure trove far easier to get to than the harp's hideout. Don't be so tone deaf as to try and pass the wind instrument off on the merchant: his anger will not be music to your ears!

SKILL CHART

Skill	Apprentice	Expert	Master
Staff	Increases bonus to hit by skill	Increases armor class by skill	Gives chance to stun
Sword	Increases bonus to hit by skill	Reduces attack recovery rate	Allows use of a sword in left hand
Dagger	Increases bonus to hit by skill	Allows use of a dagger in left hand	Gives chance to make triple damage attack
Axe	Increases bonus to hit by skill	Reduces attack recovery rate	Increases damage by skill
Spear	Increases bonus to hit by skill	Increases armor class by skill	Increases damage by skill
Bow	Increases bonus to hit by skill	Reduces attack recovery rate	Fires two shots per attack
Mace	Increases bonus to hit by skill	Increases damage by skill	Gives chance to stun
Shield	Increases armor class by skill	Doubles effect of skill	Triples effect of skill
Leather	Increases armor class by skill	Reduces speed lost from armor	Reduces speed lost from armor
Chain	Increases armor class by skill	Reduces speed lost from armor	Reduces speed lost from armor
Plate	Increases armor class by skill	Reduces speed lost from armor	Reduces speed lost from armor
Identify	Gives chance to identify an item	Doubles effect of skill	Triples effect of skill
Merchant	Gives better prices at shops (both buying and selling)	Doubles effect of skill	Triples effect of skill
Repair	Gives chance to repair an item	Doubles effect of skill	Triples effect of skill
Bodybuilding	Increases hit points	Doubles effect of skill	Triples effect of skill
Meditation	Increases spell points	Doubles effect of skill	Triples effect of skill
Perception	Gives chance to avoid traps	Doubles effect of skill	Triples effect of skill
Diplomacy	Reduces reputation cost for evil deeds	Doubles effect of skill	Triples effect of skill
Disarm Traps	Gives chance to disarm traps on chests	Doubles effect of skill	Triples effect of skill
Learning	Increases experience received by 1% per point of skill	Doubles effect of skill	Triples effect of skill



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