

MM 8,5 - update from 24 september 2011

Written by Maestro

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Wanna try new classes?



Missed about MM7 monks with their unarmed and dodge skills?



Wanted to try something new?



Wanna try new skills, spell point restoration skill?



What about new magics and new spells?

Might & Magic VIII Create Character

Name: Nelix

Class: Shaman

Voodoo
Primary magical skill of all the Shamans. Voodoo magic was born earlier than Dark Magic appears in the old underwater lizardmen settlements. This forgotten knowledge allows lizardmen to hunt much more stronger pray and helps to survive. Voodoo masters could drain life from opponents, weak them with curses and destroy with powerfull cruel spells. At higher ranks you can learn more powerful spells and cast the ones you know with greater effect.

Normal : Effects vary per spell
Expert : Effects vary per spell
Master : Effects vary per spell
Grand : Effects vary per spell

Bonus Pool 15

Might	-	11	+
Intellect	-	11	+
Personality	-	11	+
Endurance	-	11	+
Accuracy	-	11	+
Speed	-	11	+
Luck	-	11	+

Bow Leather
itcrafting Regeneration
Disarm Trap ID Monster
Armsmaster

Clear Cancel OK

New Spells



Missed druid with his abilities to use both elemental and clerical spells?

Might & Magic VIII
Day of the Destroyer

Create Character

Name: Thrax

Class: Druid

Portrait Voice Default

Bonus Pool 15

Might	-	14	+
Intellect	-	7	+
Personality	-	7	+
Endurance	-	14	+
Accuracy	-	11	+
Speed	-	11	+
Luck	-	11	+

Skills

Dagger Earth Magic
Fire Magic Body Magic

Available Skills

Staff Leather
Fire Magic Air Magic
Water Magic Spirit Magic
Mind Magic Body Magic
Meditation

Clear Cancel OK

one style can fit a few good looking armors for both male and female characters! One armor

Identical armor look

Male Armor

Female Armor

