

Intro

Hey, so there's this fun new game - Sacred - that everyone is playing. Okay, fine, but here is a viable niob. **dwarf build.**

There is one fast, awesome, mage in Sacred: The Dwarven Mage. The Dwarven Mage is everything the Battle Mage is not. He does high damage, has high defense, has armor, and has three of the most important buffs in the game. Plus he uses physical regeneration rather than mental regeneration.

Skills

Dwarven Mage is the best character out there:

1. The feel of mortar grenade on an amped bass. *poom* *explosion*
2. If you wear a dwarven leather helmet (like Kabelrinte's), he will pull his goggles down while using combat arts.

Let's start with the easy stuff:

All attribute points go to physical regeneration. It improves all your critical regen times plus health.

Skills, in no particular order:

Weapon Lore : **100** (you will get tons of bonuses here)

Dwarven Lore : **100**

Weapon Tech : **50**

Constitution : **100**

Armor : **100**

Parrying : **100**

Two choices:

Options: Agility, Trading, Forge Lore, Concentration (in that order)

If you have no **muling** or **friends with trading**, take **trading**.

If you have **no friends**, don't bother with **forge lore**.

Trading and **forge lore** should **not** be raised over **1**. You will have your 255 with **Thar Eros** bonuses. The minus side - sorta - of taking **forge lore** AND **trading** is that there is really no point of skill points after about level 120.

Agility is only useful for the defense and we'll be using a shield (and War Cry), so parrying is better.

Concentration is an interesting choice: this build can be totally converted into a nasty melee build if you take **concentration** and **agility**. If so, add **battle rage** and you won't need a weapon skill.

Combat Arts

The minus side of this build is that it is unbelievably combat art intensive. Make friends, mule, or **do all the quests**. Over and over again.

Flamethrower : **1**

Cannon blast : **1**

Mortar grenade : **1**

Dwarven Steel : **1**

Greed : **255**

War Cry : **255**

(Put a couple points in **Dwarven Armor** if you feel like it.)

Do **not**, under any circumstances, bring flamethrower over **1** (except with bonuses).

Your mass damage weapon will be **flamethrower** or **mortar grenade**. **Mortar grenade** is far superior in Underworld, but doesn't work as well in base Sacred. **Cannon blast** will seem like an inferior alternate - as it will be far and away the lowest bonus of your arts - but gets the double bonus and is all **physical**.

Greed is fun and will equip you very quickly at lower levels because your defense is not relevant.

And at platinum/niob it will not hurt much AS LONG AS YOU CAST IT **BEFORE** WAR CRY.

War Cry. What else is there to say? We're only interested in the **defense boost** but considering that your combat art bonuses all apply to war cry your art level will be in the 300s. So you're talking about +3000% to defense. And your friends, if any, get a +1500% bump. Fun stuff.

Dwarven steel. Ironically, this is your least used and most important skill. **Dwarven steel** increases your attack bonus - who cares - and decreases **enemy resistance to physical damage**. "This isn't a melee character," I hear you say. Yes, you're right - but it decreases resistance to all physical damage - including your **cannon blast** and **mortar grenade**. All you really want out of **Dwarven steel** is a high duration and you'll get that out of your equipment.

Equipment

In order of importance:

+ Combat Arts

+ Defense

High Resists

Critical

Life Leech (**8-15%** is all you need)

What to **avoid** at all costs:

Split

Suggested **equipment**:

1. **Kabelrinte's Howitzer.** This gives necessary art bonuses to mortar grenade and flamethrower, plus an overall damage bonus. You must have this.
2. **Thar Eros Armor of the Anvil.** Three socket with big combat armor bonus.
3. **Kabelrinte's Shoulder.** Here is your **Dwarven steel** bonus, a couple of sockets, and a nice skill bonus. It also gets you your armor bonus from the set.
4. **Kabelrinte's Helmet.** So **Rideg's Helmet** does more damage - but less than you might think when you include the dex bonus from the Kab set - but you can't beat the goggle graphic. I mean it.
- 5-8: **Goilomn's Gauntlets, Belt, Boots, and Brooch.** First of all, you get a chunk of RSM, Crit, WL, and Exp. Second, you get a massive chunk of your combat art bonus. Third - and you heard it here first folks - if you wear 4 pieces of Goilomn you will max your speed. Wearing the full set does more than give you **260 speed** - it also maxes your current speed. So if you have no speed bonuses AT ALL, you still go 260 with the full set. It turns out that that max actually applies with 4 pieces of the set. Yea, you're giving up some slots, but you really need the combat art bonuses of the gloves and belt. And you don't have to waste any slots on + speed items.

Weapons: Many sockets, defense if possible, + combat arts, + physical damage. I use a **Heridon's** but if I found a four-socket defense sword with a +100% phys damage I'd probably switch.

Shields: Same as sword. I use an **Ancient Defender. Kite Shield** of the guild is fine for the sockets and +def to ranged. A nice **three socket shield** could be okay. Really it depends whether you want to go damage or defense. You're probably fine on either front.

A brief aside about the difference between + physical damage and + weapon physical damage. The former applies to your arts, the latter does not. + to all damage types (the forge bonus) does help, but not as good as a combat art amulet.

Necklaces/Sockets: Random +combat art, +def, high resist amulets.

Rings: Random high defense, +% fire or physical damage, critical, life leech. The defense is the most important thing here.

Cross-class sockets you would drool over: Battle Mage Amulet of Earth (+ca), Dexter's Chrysopras (+ca, +fire damage), and Jagged Amulet of Darkness (the best possible item for a dwarven mage - but I haven't seen it in Underworld; I've only seen the far inferior amulet of darkness).

All told, you'll have a monster defense, monster resists, +50ish skills, and +70s arts (near 100 for **Mortar grenade** and **Flamethrower**).

Tactics

Like a Battle mage, it will take a while to get going. The plus side is that the dwarf can actually swing a weapon and you'll be putting points into weapon lore. So hit things with an axe for while. Through Sacred Gold, **Flamethrower** will be your bread and butter. It sets things on fire (multiple hits per creature) and sprays over an area (multiples creatures hit). Make some smores. Oh, and nothing will be able to resist flamethrower until platinum (even then, it kills everything, but they have an opportunity to hurt you). Bonus comment: if you flame an undead, the fire still burns when they pop back up.

Cannon blast is your big enemy weapon the entire game. Especially when coupled with **Dwarven steel**. Through platinum, as long as you make sure you're aligned to get the double hit, even dragons go down in a couple shots. Yay! Three second dragons! Oh, and because you'll have a decent amount of magic resistance, you don't have to worry about spell casting dragons as much.

The big boy skill is **Mortar grenade**. One caution: it can **crash your computer**. Don't spam it. Make sure it has at least a **1 second** regen time to keep the **game running**. **Mortar grenade** hits creatures over obstacles (it doesn't work as well in regular sacred - it's a peach in underworld) and hits creatures outside of their sight range for you. Plus at plat/gold you're talking blast damage of 150-200k. Probably more if you squeeze. Now, where might this be really, really useful? If you've got **Dwarven steel** sapping physical resistance, can you think of an area with tight obstacles between you and the enemies? One that has a lot of really dangerous high exp creatures? That's right. **Valley of tears**. The tears are what happens when a mortar grenade hits a pack of demons or hell golem warriors. I think the relevant quote is this:

Private: "Sir, what is the procedure if we step on a mine?"

Sergeant: "Throw yourself 50 feet into the air and then spread yourself thinly over a wide area."

I keep **regens** at **1.5/.4/.9** for **Flame thrower**, **Cannon blast**, and **Mortar grenade**.

Flame thrower : **1.5**

Cannon blast : **0.4**

Mortar grenade : **0.9**