

Sacred Underworld - Dexterity, Stomping Gladiator Guide

 darkmatters.org/forums/index.php

Hello! Welcome to my Gladiator guide!

PDF version of this guide:

<https://archive.org/download/sasave/gladStompDexGuide.pdf>

Game: Sacred Gold purchased at gog.com; no mods.

Videos are recorded at 1024x768, and then upconverted to 1920x1080 for better viewing experience.

Short description:

Main skill: Stomping Jump, all attribute points: Dexterity, weapon: Ettol'Rahc-Notwen's Breeze set.

Skills at level 216:

<https://archive.org/download/sasave/glad.jpg>

Hero save file:

<https://archive.org/download/sasave/Hero03.pax>

Video demonstration:

<https://archive.org/download/sacredSwamp/sacredEttol.mp4>

Long description:

Ettol'Rahc-Notwen's Breeze bow set: if you socket all rings into the bow, the extra bonus is -93% Reduce Enemy Physical Resistance. pctalk.info incorrectly shows 53%.

Dexterity increases attack, defense and ranged weapon damage, Ettol bow set deals heavy physical damage and reduces enemy's physical resistance by 93%. Stomping Jump uses equipped weapon as damage source and deals 1 extra hit for each enemy near to main target. Result is Niobium Anducar destroyed in single jump (both human and demon form).

Anducar pwnage video:

<https://archive.org/download/sacredSwamp/sacredBossG.mp4>

Sakkara Nest video:

<https://archive.org/download/sacredSwamp/sacredSakkara.mp4>

Bear Cave video:

<https://archive.org/download/sacredSwamp/sacredBear.mp4>

Equipment:

Ettol'Rahc-Notwen's Breeze: your main source of damage.

<https://pctalk.info/Games/Sacred2/Wolfes.Lair/SacredUnderworld/Pages/Item-SetAll-EttolRahcNotwensBreeze.html>

Egill's Vehemence: Projectiles Pass Through Enemy's Body, great for Stomping Jump, and also for Attack and Multi-Hit. You can always get Multi-Hit rune from Seraphim Rescue quest, so by exporting a hero and starting a new Ancaria campaign you can raise your Multi-Hit to 255 in 6 hours. Keep in mind that the more runes you learn, the less runes you find in game. I suggest going for Multi-Hit after you had upgraded all other combat arts to 255, or your desired level.

<https://pctalk.info/Games/Sacred2/Wolfes.Lair/SacredUnderworld/Pages/Quest-BellevueSeraphimRescue.html>

<https://pctalk.info/Games/Sacred2/Wolfes.Lair/SacredUnderworld/Pages/Item-SetAll-EgilsVehemence.html>

Andiell's Malevolence: the best set for Stomping Jump gladiator. Split modifier is annoying and can get you killed, it spawns behind your back a copy of the monster you just hit, the monster is not stunned by Stomping Jump and will attack you immediately. If it is something dangerous, like Hell Golem Warrior, it can kill you with a single hit, no matter how much health you have. You cannot remove the Split modifier, so your best bet is to move immediately after a Stomping Jump, it will also cancel the landing animation of the jump.

<https://pctalk.info/Games/Sacred2/Wolfes.Lair/SacredUnderworld/Pages/Item-SetGL-Andiells.html>

Reptileskin of Agility and **King of the Swallows** (best equipment I've found so far, but they can be replaced with better ones, if found):

<https://pctalk.info/Games/Sacred2/Wolfes.Lair/SacredUnderworld/Pages/Item-UniqueGL.html>

Lorgar's Bright Amulet:

<https://pctalk.info/Games/Sacred2/Wolfes.Lair/SacredUnderworld/Pages/Item-SetGL-Lorgars.html>

Rings, Sockets: Regeneration Special Move, or + Physical damage

<https://archive.org/download/sasave/rsmRing.jpg>

Attributes: put all points into **Dexterity**. You'll get + Attack Rating, + Defense Rating, + Ranged Weapon Damage for your Ettol's bow (and **Stomping Jump** with the bow equipped).

Skills:

Heroic Courage: Aura that grants huge attack and defense bonuses. You can put it on allies to increase their survivability. At Combo Master, exchange all the runes you find for **Heroic Courage**, except Fist of the Gods, Dagger Stare and Stomping Jump. You need to raise **Heroic Courage** to level 255 as soon as possible.

Stomping Jump: Your main attack. You don't want to raise it too high, because of higher recharge times. If you find a rune, read it, but don't exchange other runes for Stomping Jump. Ideally your recharge time should not be higher than 1.5 seconds. Pay attention to the chance to stun enemies in Stomping Jump's description. You want a low recharge time but also to be able to stun. That's why items and sockets with Regeneration Special Move are very important for this build. If you cannot jump directly on Cerebropod, jump on someone next to it, or to an empty space next to it (by holding Control key on keyboard and right-clicking with the mouse), this jump will stun Cerebropod, buying you enough time to jump on Cerebropod while it is still stunned. Make a combo of 4 Stomping Jumps and when your combat arts are frozen by Cerebropod, switch to the combo, drink yellow Potion of Concentration and immediately use the combo.

Dagger Stare: Deals small damage to all enemies in huge range. Enemies will counterattack immediately: mages will root you and Cerebropods will hit you with combat-art-depleting beam. Most of the time you don't want to use Dagger Stare, but occasionally it is useful, especially to get extra hits on enemies with Fadalmar's Counsel set to trigger more fireballs. If you find Dagger Stare rune - read it, don't exchange other runes for it.

Fist of the Gods: Huge damage against group of enemies in front of you, but you have to charge it. Read all Fist of the Gods runes you find, don't exchange other runes for Fist of the Gods. This is also your skill to get 6 skill and attribute points from guardians of the book (by destroying them all at the same time with Fist of the Gods, save the game before you talk to them, and **not** during the fight itself):

<https://pctalk.info/Games/Sacred2/Wolfes.Lair/SacredUnderworld/Pages/SeriesQuests-TrueFighter5.html>

The Niobium version of The Weapon of Legends requires you to be level 162 to equip it, you can defeat the Forest Golem with Platinum version of The Weapon of Legends if you will have it equipped as your weapon **before** the Forest Golem spawns (also put the Niobium version in your stash). The Forest Golem will be level 184 and can only be damaged by The Weapon of Legends. It will be hard battle, but you don't want to wait until you reach level 162 to get those 6 skill and attribute points from The Book of Wisdom quest.

<https://pctalk.info/Games/Sacred2/Wolfes.Lair/SacredUnderworld/Pages/SeriesQuests-TrueFighter1.html>

Hard Hit: Huge damage against a single target. Sometimes you want to use it, but you can always get it as a reward for For King and Country main quest (drops by Sergeant Treville), so by exporting a hero and starting a new Ancaria campaign you can raise your Hard Hit to 255 in 6 hours. Do this after you raise your other combat arts to the desired level.

<https://pctalk.info/Games/Sacred2/Wolfes.Lair/SacredUnderworld/Pages/Act1PoDAI1.htm#ForKing>

Socketing:

You can socket rings and amulets of other classes. If an item has some requirement, like Axe Lore 10, you can oversocket it with a ring, or amulet with higher requirement, like Weapon Lore 11. This is how you can get a full Fadalmar's Counsel set without Axe lore through Dual Wielding 2 axes. Each Fadalmar's ring must be in its own socket to get 35% Fireball bonus. If Fadalmar's Destiny is in socket number 1 and Fadalmar's Salvation is in socket number 2 in the first axe, then Fadalmar's Fiery Breath must be placed in socket number 3 in second axe. Socketing Fadalmar's Axes on the video:

<https://archive.org/download/sacredSwamp/sacredDualFada.mp4>

Don't sell those Aarnum's, Orla's, Solwemyr's rings. You can always socket that ring and next to it socket another ring with higher requirement. I really like using Aarnum's ring in my weapons.

<https://pctalk.info/Games/Sacred2/Wolfes.Lair/SacredUnderworld/Pages/Item-SetAll-AarnumsRegalia.html>

You can even put a ring with Concentration, or Weapon Lore 21 into Thain's Axe of Flames and use it without Axe Lore (or give it to Wilbur):

<https://pctalk.info/Games/Sacred2/Wolfes.Lair/SacredUnderworld/Pages/Eggs-ThainsAxe.html>

Generally for socketing you want maximum speed at 220 (Amulets with +Speed), then as much as possible of Regeneration Special Move.

Jason Items:

Battered Machete is a great weapon and I used 2 of them with Dual Wielding up to late Platinum, then I replaced them with something better, but still used them to get higher combo skill at Combo Master due to their + to all Combat Arts bonus. Right now I have 2 Niobium Machetes (minimum level to equip: 164). The problem with Jason Items is that they simply lay on the ground just like Thain's Axe of Flames, and if you get close to the location and then go away, they will disappear forever, until you export your character to a

new campaign. Particularly, if you pass through cave from Hedgenton and enter the area where you get Arogarn's Sword quest, you will be close enough to Jason Items for them to disappear. Just go for them from Highmarsh, or Mystdale portal (if you have it unlocked).

<https://pctalk.info/Games/Sacred2/Wolfes.Lair/SacredUnderworld/Pages/Eggs-JasonItems.html>

Weapons:

Slot 1: **Ettol'Rahc-Notwen's Breeze**.

Slot 2: Any dual weapons with high Regeneration Special Move, you will use these weapons to move around with Stomping Jump. Hold Control key on the keyboard and click with right mouse button to jump. The best weapon for this purpose is **The Finished Prototype of the Sword**. Dual prototypes were also my main weapon until Niobium where I finally found Ettol's bow. **The Finished Prototype of the Sword** has high Regeneration Special Move and high critical hit chance. Dual wielding them doubles the bonuses. You can get them from Unknown Warrior series of quests in Ancaria campaign. To have 2 swords you have to export the hero and do the quest again. The problem is, when Jacquaire drops the sword and you pick it up, the game glitches and the sword will replace the other **The Finished Prototype of the Sword** in your inventory, also removing all the socketables from it. It does not matter if the other sword is from different difficulty level, it will be replaced. It is probably safe to have other prototype sword equipped in your hands, but I don't want to risk it, I always put all my prototype swords in stash before doing Jacquaire's Revenge quest.

<https://pctalk.info/Games/Sacred2/Wolfes.Lair/SacredUnderworld/Pages/SeriesQuests-UnknownWarrior1.html>

Later on Niobium I found a better Regeneration Special Move weapon and replaced prototype sword with it:

<https://archive.org/download/sasave/rsmAxe.jpg>

Slot 3: Double **Enlightened Iron** swords for their Chance of Finding Special Items. Switch to them before opening any barrels and crates and before getting quest rewards. It is also a very good sword to get in the beginning of the game. You can even export your hero to Silver difficulty twice, get 2 Silver versions of **Enlightened Iron** and export back to Bronze difficulty, then dual wield the swords for smooth and easy gameplay.

<https://pctalk.info/Games/Sacred2/Wolfes.Lair/SacredUnderworld/Pages/Eggs-EnlightenedIron.html>

Slot 4: Double **Fadalmar's Axes**, how to get a full set I've already explained in "Socketing" above. When you collect full **Icons Set**, fire steps from icons together with Dagger Stare will produce a lot of fireballs. This is your alternate method of

destroying enemies and also when your combat arts are frozen by Cerebropod, just run around it, creating fire steps and fireballs will finish it off. I have found a full **Icons Set** with my level 158 Dwarf character, because he has Greed skill. On this Gladiator I'm level 164, but only found a single item: Grail.

<https://pctalk.info/Games/Sacred2/Wolfes.Lair/SacredUnderworld/Pages/Item-SetAll-FadalmarsCounsel.html>

<https://pctalk.info/Games/Sacred2/Wolfes.Lair/SacredUnderworld/Pages/Item-SetAll-Icons.html>

Slot 5: **Egill's Vehemence**. It has great damage against anything weak to poison, Projectiles Pass Through Enemy's Body, fun to use with Multi-Hit and also has Far Sight bonus. Video demonstration:

<https://archive.org/download/sacredSwamp/sacredEgill.mp4>

Skills: if you get all possible skill points (from side quests too), then at level 216 your skills should look like (in no particular order):

Weapon Lore 200

Concentration 140

Constitution 216

Armor 100

Agility 100

Ranged Combat 30

Parrying 1 + rest of the points (no more than 100)

Dual Wielding 1 + rest of the points (no more than 10)

Start by unlocking Constitution, then Armor, then put 12 points into Armor to deal with movement penalty of higher level equipment, then put points into Constitution, Weapon Lore, Concentration until Concentration reaches 140, then keep putting points into Constitution and Weapon Lore, get Agility up to 100, then Armor 100, then Parrying. You have to decide when to put points into Ranged Combat, and you need **Ranged Combat 30**, I did it when playing Underworld campaign on Gold. If your Parrying gets raised to 100 and you still have skill points left, put some into Dual Wielding, but raise it no more than 10. If my calculations are correct, at the end (level 216) you will have Parrying 100 and Dual Wielding 9 and no skill points left, but I may be wrong.

If you have two weapons equipped, the **Sword Lore** and **Axe Lore** bonuses will **not** apply, even if one (or both) of those weapons is an axe, or a sword:

https://www.sacredwiki.org/index.php/Sacred:Dual_Wielding

Miscellaneous:

You can rename your hero if you go to multiplayer menu, and you can add colors and icons to the hero's name, video demonstration and guide:

<https://archive.org/download/sacredSwamp/sacredColor.mp4>

<https://pctalk.info/Games/Sacred2/Wolfes.Lair/SacredUnderworld/Pages/GameBasics-NameIconsandColors.html>

If your stash disappeared, hold Alt button on keyboard, you will see the word Chest, just click on it.

If the game hangs, you can make a Windows shortcut to close Sacred.exe:

<https://archive.org/download/sasave/sgkill.txt>

Any skill that shakes the screen can crash the game, in case of a Gladiator it's Stomping Jump. I changed SCREEN_QUAKE to 0 in Settings.cfg located in game folder to fix it on my PC.

In Settings.cfg you can set DEFAULT_SKILLS to 0 to be able to choose your 2 starting skills of a new character. My Settings.cfg:

<https://archive.org/download/sasave/Settings.cfg>

In Skills menu you can assign keys from F1 to F6 to skills, simply hover your mouse pointer over a skill and press the key on keyboard, then use F1, F2, F3, ... keys to quickly switch between skills.

Once you complete **all** the Braverock Side Quests, go back to Moca's cave, talk to Moca and he will join you. Moca the Honorable cannot die and if you lose him, he will be waiting for you in Bellevue. Moca has the Disarming skill and can disarm enemies for their weapons and shields. You can get lightsaber and lightwhip from ice elves in Tyr-Fasul & Tyr-Hadar and other interesting items. Just hold the Control key on keyboard and jump around enemies to stun them and let Moca do the disarming. You may want to equip Moca with combat gauntlets to lower his damage, this way he will land more hits before destroying the enemy, for better chance at disarming. Open your inventory and hover the mouse pointer over Moca's portrait to see his damage. Don't forget to buff Moca with **Heroic Courage**. Video demonstration of Moca disarming:

<https://archive.org/download/sacredSwamp/sacredMoca.mp4>

Interesting items I've got by disarming medusa bosses and ice elves:

<https://archive.org/download/sacredSwamp/sacredDisarm.mp4>

You can trade for **+ requirements** rings and **+ speed** amulets at **Bravemart**, you don't need a Trading skill for that as Trading only reduces prices and increases chance to get Blue and Yellow items. You get the same amount of rings and amulets with Trading and without Trading. I tested it with my Trading Dwarf character and No-Trading Gladiator character.

<https://pctalk.info/Games/Sacred2/Wolfes.Lair/SacredUnderworld/Pages/Misc-Bravemart.html>

As a **bonus**, my Dwarf character (focused on Flame Thrower, Cannon Blast, Mortar Grenade):

<https://archive.org/download/sasave/Hero00.pax>

Dwarf on video:

<https://archive.org/download/sacredSwamp/sacredSwamp.mp4>

Have fun!