XBOX 360
LIVE
FALLEN ANGEL
SACRED 2
ASCARON
DEEP SILVER

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WELCOME TO SACRED 2: FALLEN ANGEL!

On the following pages we would like to guide you through your first steps in the fantastic world of Ancaria.

Lead Ancaria back into the light or plunge the realm into darkness. The decision is entirely yours. No matter which character or which path you choose, Ancaria's unique world will continuously surprise you with its many dangers, adventures and wonders. It is a living world with peaceful inhabitants and abysmally evil creatures. The courageous and lucky hero will find power, respect and riches beyond their imagination. But for those who waver, there will be only death. It could be anywhere! Around the next bend, in dark crypts, deep woods or icy caverns. Sacred 2: Fallen Angel is a fantastic and detailed action roleplaying game. Whether you play two epic campaigns as a single adventurer or engage in exciting multiplayer combat, Ancaria offers everyone a wide variety of possibilities. It can be played with up to two players on a console or up to four on Xbox LIVE. To play with or against other players a gold account is necessary. Whatever path you choose, playing alone, in a team, or against other players, we hope you enjoy Sacred 2: Fallen Angel.

Yours Sacred 2 Team

INTRODUCTION

The time of judgment is near!
Ancaria is on the verge of war, a war that will determine the future of the realm. Only a hero can avert this war and lead Ancaria back to order or deliberately plunge it into chaos. From time immemorial the angelic warriors of the Seraphim guarded the T-Energy, but one day they passed this responsibility on to the High Elves. Through the use of T-Energy this civilization began to flourish and after a while emerged as the dominant culture in Ancaria.

The use of T-Energy was very controversial. Even some High Elves opposed it, as did most of the other peoples. This conflict culminated in a great war in which dragons, Temple Guardians, Humans, and Orcs joined forces against the High Elves. The High Elves were far too powerful and defeated their enemies. It was however a costly war. All of Ancaria lay in ruins. The Dryads separated from the High Elves and withdrew to an island. The other High Elves also left in search of a better land, and finally settled at a fertile river delta where they built a new civilization founded on T-Energy. To keep the Humans out of their territories they erected a large wall. Ancaria's suffering didn't end there. In the ruins of the once proud empire of the High Elves aristocrats and clergy now fight for control over T-Energy.

Their ever widening conflict could push Ancaria into a new war, a war far more devastating than the last. T-Energy itself could turn out to be Ancaria's worst enemy. It is spreading across the land out of control, poisoning great swathes of fields, forests and villages. Its original God-like power of creation is now causing the beings in these lands to mutate into wild creatures. Giant mutated monsters destroy villages and settlements. This is the time of the final war, the war that will dwarf all others and fulfill the fate of Ancaria. It is a war that must be averted to restore order, or fought to plunge Ancaria into chaos. Which will win, order or chaos?

Chose your path!

Choosing a Hero

When you start Sacred 2: Fallen Angel for the first time, you will be asked to select a character, then you will be taken to the main menu.

Hint: *The character you have created can be played as often as you like. It can be used in all the game modes, offline and online. Please note however that you cannot switch between campaign types (Light or Shadow) or deities.*

CHARACTER CLASSES

This is where you pick your character. Each one has very specific strengths and weaknesses and will develop accordingly throughout the game.

Hint: *You will find a detailed description of character classes and their development in the chapter "Character Development."*

SERAPHIM
Their unearthly beauty fools many. In reality, the Seraphim are dangerous opponents who are equally skilled in the use of weapons, technology, and magic. A Seraphim may only play the Campaign of Light.

HIGH ELF
Magic is their calling! These young master students of magic come fresh from the Academy of Thylysium armed with its ancient knowledge. They seek adventure in the hope of unlocking mysteries and finding honor.

DRYAD
Dryads live as one with nature and are masters of if its magic. They are also skilled warriors when fighting with ranged weapons like bows or blowguns.

TEMPLE GUARDIAN
This character relies heavily on technology and can tap directly into T-Energy. His built in battle arm is his most important weapon. It can be used in ranged as well as in close combat.

SHADOW WARRIOR
This elite warrior, once trained by the High Elves for close combat, was reanimated after his death on the battlefield. But he is more than a close combat specialist. He also has a tactical side and can contact the realm of the dead...

INQUISITOR
The Inquisitor is the high priest of the High Elves. He is deadly and arrogant and cares about no one but himself. He may specialize in either close combat, dark magic, or conjuring. Only the Campaign of Shadow is available to the Inquisitor.

MAGIC OF THE GODS

At the beginning of the game you can choose the path your hero will walk (Light or Shadow) and a God to worship. It's important to notice that characters who come with an allegiance to either Light or Shadow cannot choose a God from the other faction as their patron God. Thus, a Seraphim cannot choose Ker whereas an Inquisitor won't be protected by Lumen. Your chosen deity can influence certain quests and will grant you a special protection spell that is incredibly powerful, but also has a very long regeneration time. You can shorten that time by praying to a statue of your God or visiting a temple.

The God of Light lets powerful light beams shoot from the character. Opponents become petrified, damaged and may even burn.

Nature itself grants the character and all allies part of its life force. The character is instantly healed, and the effect of current afflictions is reduced.

The power of philosophy makes the character deflect almost all attacks back to the attacker for a certain time.

The God of Science fills the character with energy, making him shoot out T-Energy balls that heal allied units and damage opponents for a while.

The God of War confuses all nearby opponents making them attack each other.

The Goddess of Chaos calls upon a powerful, magically shackled demon who fights for the character. But the shackles won't hold forever.

After creating your character you will be taken to the main menu.

CONTINUE PLAYING

Pressing this button lets you continue the campaign of your chosen hero. If the character has just been created, this option cannot be selected.
"Continue Playing" starts a single player game, but during the course of the game you may add another player to your console. Please read the chapters "Online Mode" and "Two Players at One Console."

START GAME

Here you may start a new games with your character, continue an existing game or join a game via Xbox LIVE. With "Start Game" you can enter more preferences than with "Continue Playing", you can for example specify, if other users are allowed to join your game.

GAME MODE

When creating a game you can choose whether you would like to start a new campaign or continue an existing one (this option resembles the "Continue Playing" option from the main menu).

You can also choose free mode which lets you discover the world without a campaign.

Side quests will still be available. A game in free mode starts at a special place in the world.

PVP MODE

PvP mode which lets characters fight against each other is available in free games. Please look at chapter "Multiplayer Games."

LEVEL OF DIFFICULTY

Depending on the level of your character you may choose between different difficulty levels. If you have just created your character only "bronze" and "silver " are available.

Hint: *If you're playing Sacred 2: Fallen Angel for the first time, it's best to choose "bronze."*

Hint: *In each difficulty Level, the campaign can only be started once per hero. Example: if you're playing the bronze-campaign and you want to start a new campaign, you have to select another difficulty level before.*

Every difficulty level has its own level limit. You can only create or join a game with a certain difficulty level if it corresponds to the level of your character:

Level 1...200:	**Bronze**
Level 1...200:	**Silver**
Level 40...200:	**Gold**
Level 100...200:	**Platinum**
Level 140...200:	**Niob**

Please note that you will be able to select Gold mode only if you have previously completed a Silver campaign. This applies to Platin and Niob accordingly.
The higher the difficulty level, the more experience a character gains from a defeated opponent. Details on difficulty levels can be found on page 45.

ONLINE MODE AND JOIN POLICY
Please specify here, if you wish to play as single player or if other players may join your game via Xbox LIVE.

Hint: *If you start in online single player mode, you can still invite friends later on or switch the mode while playing. Please refer to chapter "Online Mode."*

LEVEL RANGE
Please enter here the maximum level range of characters joining your game.

CHARACTER SELECTION

This button takes you back to the character selection screen. Here you may create a new character or select an existing one.

Hint: *Your account may contain up to 10 different characters.*

Sacred 2: Fallen Angel contains a fully featured multiplayer mode making it easy to create and join games. Up to four characters can form a party to play the campaign or other game modes.

Hint: *Your characters can be used in all game modes. A character that has at the start only been played offline can later also be used in online games.*

Xbox LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries.**

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. And now, LIVE Family Settings and Windows Vista Parental Controls work better together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings.**

MULTPLAYER GAMES

- When starting the game with the "Start Game" button you can choose if you wish to play alone or if others may join your game. You don't have to wait for other users when starting a multiplayer game. The game starts right away. When other players join the game their characters appear right next to you and join in the fun.

- Starting the game in single player mode still allows you to invite friends while playing. As game leader please press the guide button on your controller while the game is running and select "Friends."

- Other players may join or leave your game anytime. Only the game creator needs to stay, otherwise the game ends

- The game leader's console (that of the user who has created the game) is the server for all other players. Therefore, it should have a fast and stable internet connection.

GAMEPLAY SPECIFICS

Multiplayer games have the following specifics:

- Characters always join the game near the game leader (the user who has created the game).

- All characters belong to the same team and can teleport to the game leader at any time using the worldmap.

- In campaign games players are in the world and in the campaign of the game leader. Their own campaign statistics remain unaffected. However, all players have the same rights in the campaign of the game leader and can for example advance a story mission.

- The spawning of opponents is adjusted to the current number of players. Experience points and loot are also adjusted according to the number of players.

FORMING PARTIES

Generally, all users who enter a game will join the host's party. There is no need to split up the party as all heroes can contribute to advancing the campaign.
In PvP mode, heroes in the same party cannot harm each other. Therefore, new users entering a game in „Free World PvP" mode will each start a new party.
The host is able to change party allocations from the „Options" menu during an active game.
While forming parties, you need to bear in mind that:

- Heroes of opposite alignments ("good" or "evil") cannot join the same team
- Party selection is available for "Free World" and "Free World PvP" only.
- In campaign mode, all players will be in the same party (all "good" or all "evil")

TRADING BETWEEN USERS

Heroes will be able to trade with each other when they are in the same game. In order to initiate a trade, approach the hero whom you want to trade with and press the interaction button. The other player has to confirm the trade by also pressing the interaction button. Trading between two heroes is only possible when both heroes are online (Gold account is not required). For security reasons, the respective games will be saved during the trade and a quick game check will be conducted online. Therefore, you should not switch off your console or remove the network cable during an active trade.

During a game the "Start" button on a second connected controller may be pressed at any time. If the second player registers as a guest, a character may be selected from the game leader's character screen. If the player has an account as well, a character from it can be selected. Both players share the screen.

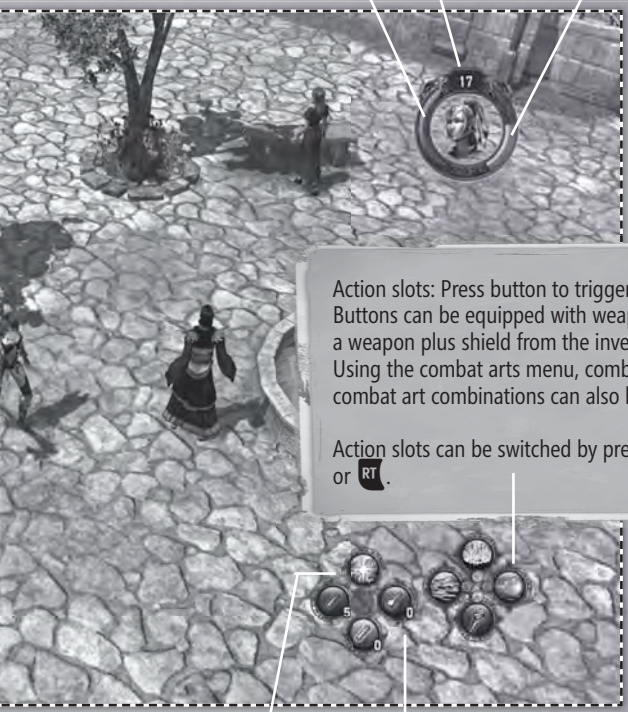
Hint: *The two player mode is compatible online games, so that two users on one console can be connected with two more users via Xbox LIVE, etc.*

Game Controls

RT
Switched action slots to set 2
Action Menu
RB
• Attributes
• Inventory
• Combat Arts
• Overview
• Quest Log
• Summon Mount / Mount / Dismount
4 action slots (set 1)
Y
X
B
A
Options Menu
START
Camera
Stick Button:
Gear toward North
R

The minimap shows:

- Position and direction of the character
- north
- direction for current quests (distinguishing between mainquest and sidequest)
- nearby quest destinations
- merchants
- opponents
- friends



Character portrait with current level

The green bar shows how much experience has been gained. When the bar is full, the character reaches a new level.

The red bar shows the current health.

Action slots: Press button to trigger action. Buttons can be equipped with weapons or a weapon plus shield from the inventory. Using the combat arts menu, combat arts and combat art combinations can also be added.

Action slots can be switched by pressing LT or RT.

Triggers the Divine Gift

The three potion slots can be used for potions in your inventory.

MINIMAP

	There are three different types of quests: Main quests (gold arrow) derive from the campaign, silver arrows point out side quests and blue arrows denote special quests for your hero's character class.
	Question marks are different Colour based on the quest type and are reserved for quest givers. Exclamation marks are typically used for people who will reward you whereas circles show the quest target. Character quests, are as the name implies character specific tasks. These will be shown in the character colours.
	These four symbols stand for the most important service providers (from left to right): Merchant, blacksmith, runemaster and horse trader.
	You will find resurrection monoliths all over the world. They are shown as dark gray. If you activate a monolith your character will be resurrected at this location. Activated monoliths are shown in blue.
	An active teleport portal is shown in blue. Use the worldmap to transport your character to activated teleports.
	Entry to a jail, cave, tunnel or any other dungeon is marked by a dark stone door.
	In some towns and villages you will find a hero chest. Everything you store in there will be accessible from every hero chest. When you have different heroes, they will all have access to the same chest. That way, you can exchange items between your heroes.

WORLD MAP

Use BACK to access the map of Ancaria. It uses the same symbols as the minimap.

Using the worldmap you can teleport to active teleports at any time. You will find these teleports all over Ancaria. They are activated when you get close.

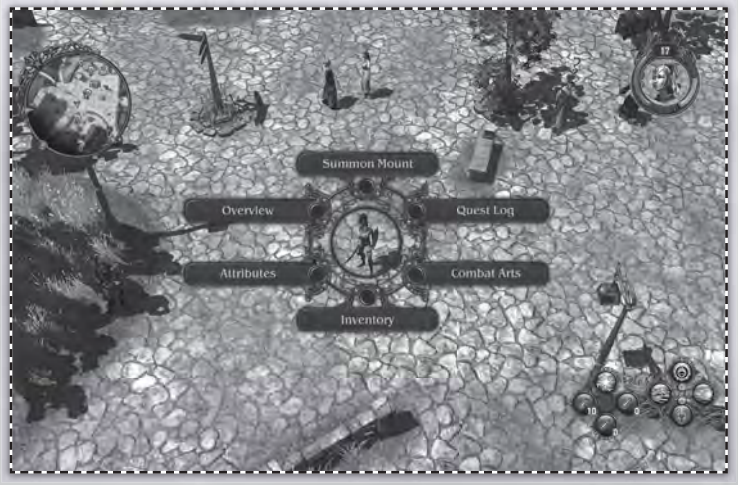
You can switch between active teleports with LT and RT. In multiplayer games you can also teleport to the game leader.

The teleport function can be used anywhere and anytime, unless opponents are close to you.

Note: *You can use the teleporters wherever you are, as long as no enemies are nearby. You can also teleport to the active resurrection monolith at any time.*

Action Menu

Press RB to access the action menu.



The action menu contains the different game menus (please check the next chapter) and allows you to call your mount, to mount and dismount (see chapter Mounts).

The character menu contains the inventory, attributes, skills and combat arts menus. Use the analog shoulder buttons to switch between menus.

INVENTORY

There are lots of items to be found in this world. Opponents also tend to drop things when you defeat them. The inventory contains all the items you have collected. It is separated into the categories weapons, armor, potions, relics and miscellaneous. Switch between categories with the left stick by moving the stick to the right or left. All items that have been added since your last look at the inventory are highlighted.

WEAPONS

The weapons category contains all the weapons your character owns. If your character cannot equip a weapon because it is meant for another character class, the weapon's name will be shown in red.

In the inventory you can drag weapons to the action slots, so that you can use them in battle. Information for every weapon is also available.

Hint: *Make sure that the weapon's level corresponds to your character's level. A weapon with a much higher level will considerably slow down your character.*

Hint: *The inventory is sorted. More valuable items are shown higher up in the list. Equipped items are always shown at the top.*

ARMOR

The armor inventory contains all armor pieces your character has collected and those he has currently equipped. On the right side you can see which he has equipped and which are still missing. If you own armor that is better than the one currently equipped, this piece will be highlighted. Your character's armor protects against physical damage. Better armor means better protection. In Sacred 2 there are however other kinds of damage against which relics (see below) grant protection.

REGENERATION TIME

The regeneration time is displayed at the bottom of the inventory. Here you can see when a combat art that you have executed becomes available again. The rule of thumb is: The heavier the equipped armor, the longer the regeneration time. There are also items that may decrease your regeneration time. You should always monitor it.

POTIONS

Potions can be dragged to the potion slots for quick and easy access during battle.

RELICS

Relics play a special role as they increase your armor protection. You will find four different types throughout the game, offering protection against magic, poison, fire or ice damage respectively. Remember to activate relics in your inventory otherwise they will not increase your resistance. You can activate up to six relics but no more than three of the same type.

Hint: *Damage channels and resistances are especially important at higher difficulty settings. Your choice of relics is not that important when playing in bronze mode. You'll find details in the chapter "Opponents."*

INGAME OVERVIEW

The ingame overview lists some of your character's statistics for quick access. Amongst other information, you can see how much damage your hero inflicts with the different damage types (physical, magic, fire, poison and ice) and how well his armor protects him from these damage types. Additionally, you can view your hero's bonuses as well as the values of the last three opponents.

CHARACTER ATTRIBUTES

Attributes describe your character's general physical and mental characteristics. They are raised automatically when you gain a level. Whether they are raised significantly or slightly depends on character class. When gaining a level you can also distribute points manually.

CHARACTER SKILLS

Every character in Ancaria can learn skills. They are separated into four categories: "Combat Arts" are skills that strengthen a character's combat skills. Additional useful skills fall under the categories "Offensive", "Defensive" and "General." When your character gains a level, skills can be manually improved or new skills gained.

COMBAT ARTS

ASPECTS

This menu shows your character's combat arts. Combat arts are usually special attacks or spells. Every character class can make use of three combat arts aspects, for example, defensive, aggressive, magical. Find and read runes in order to learn or advance combat art aspects.

Collected runes will be placed under "Miscellaneous" in your inventory. You can read them there.

***Hint:** Please read the subsection "Runes" in the "Character Development" chapter for more information on runes and rune swapping.*

MODIFYING COMBAT ARTS

Advancing a skill connected to an aspect (usually lore or focus) unlocks modification points.

Each combat art can be modified up to three times. You will receive modification points when your relevant aspect skills reach these combined values: 3, 5, 9, 14. 22, 31, 42, 55, 70, 87, 106, 126, 173, 199.

Example: Increasing your High Elf's skills „Delphic Arcania Lore" to 1 and „Delphic Arcania Focus" to 2 will give you 3 skill points in the aspect „Delphic Arcania" and you will be granted a modification point. With this point you can modify any combat art within the aspect „Delphic Arcania".

COMBINATIONS

You can combine combat arts in the lower area of the combat arts screen. At the start of the game you may combine two. Learning the skill "Combat Discipline" lets you combine three, and if you become a master of "Combat Discipline" (level 75), the number rises to four combinations that you can use in battle just like a normal combat art. The regeneration rate of a combination depends on the kind and the number of combined combat arts.

ASSIGNING ACTION SLOTS

Combat arts and combinations can be assigned to action slots just like weapons. The combat arts will always be executed with the equipped weapon.

MISSIONS

The quest log contains all accepted missions. There are tasks relevant to the story, sidequests and hero specific missions. You can never have more than one story mission, but you can have a number of sidequests.

To advance the story the one story mission has to be completed. Story missions are colored in gold. You can accept several sidequests. These are marked white. Please remember that the arrow on your minimap always refers to the last sidequest you have accepted. However, you can change the active sidequest at any time.

Hint: *If there is more than one incomplete sidequest in your quest log you can choose which one should be shown on the minimap. By default the last accepted mission is shown.*

BOOKS

Here is where all the books the character finds on his adventures are listed. You can read all of them. The Hints and tips can also be found here.

SERAPHIM

The female Seraphim warriors look like angels wearing winged armor and carrying specific weapons.

Their general appearance adds to this impression: They are of an unearthly beauty, have long flowing hair and eyes without pupils.

Appearances can be deceiving though. The Seraphim are dangerous opponents, skilled in the use of weapons as well as in that of technology and magic.

Sabertooth

The Seraphim may look like angels, but their mounts have nothing angelic about them. Their large fangs not only look dangerous, but are indeed deadly weapons.

Too good to be true

The Seraphim is an ideal all-around character well suited for beginners and veterans alike. They can use most weapons and wear heavy armor. Their aspects Exalted Warrior, Celestial Magic and Revered Technology reflect a mix of offensive combat arts and solid protection spells. Efficient buffs like Warding Energy complete the profile of a versatile, strong character class. The Seraphim fights for the light and can therefore only choose the Campaign of Light. She may also not choose a dark God.

EXALTED WARRIOR

In close combat the Seraphim doesn't seem quite as elegant, but strength does not matter here, only her perfect fighting technique counts.

- *Soul Hammer*
- *Pelting Strikes*
- *Assailing Somersault*
- *Dashing Alacrity*
- *Battle Stance (buff)*

CELESTIAL MAGIC

Due to her mystic background she has the gift of holy magic that can turn her into a magic fighter.

- *Baneful Smite*
- *Radiant Pillar*
- *Instill Belief*
- *Hallowed Restoration*
- *Cleansing Brilliance (buff)*

REVERED TECHNOLOGY

The Seraphim have a highly advanced technology at their disposal which grants them exceptional powers in battle.

- *Archangel's Wrath*
- *Flaring Nova*
- *Divine Protection*
- *Warding Energy (buff)*
- *BeeEffGee (buff)*

HIGH ELF

The aristocratic High Elf belongs to the ancient race that is partly responsible for the conflict that is unsettling Ancaria.

Long years of studying elemental magic has turned the High Elf into a master of sorcery.

She considers the control over T-Energy as a birthright and approaches members of other races with arrogance.

Wind Serpent

The Wind Serpent would seem almost cute, if it weren't for its glowing eyes.

The Wind Serpent's appearance is not as commanding as that of a Dragon, but its powers are no less devastating.

Magic for magic's sake

Of all the character classes in Sacred 2: Fallen Angel the High Elf comes closest to being a "classic mage." She has three magic based aspects at her command: Arrant Pyromancer which is especially useful for learning fire spells. Mystic Stormite, which grants her access to a number of ice-based spells, and Delphic Arcania which contains special protection spells such as a teleport spell and a banishing circle. The High Elf's constitution is relatively weak and therefore, she is easily wounded by melee attacks. In a fight she is dependant on the use of her combat arts, so playing her requires more strategic thinking than playing a melee class.

ARRANT PYROMANCER

She completely controls the element of fire. This aspect is useful for playing her as an offensive mage.

- *Ancestral Fireball*
- *Blazing Tempest*
- *Incendiary Shower*
- *Fire Demon (buff)*
- *Incandescent Skin (buff)*

MYSTIC STORMITE

Here she specializes in ice magic, putting emphasis on her own protection while also weakening the opponent.

- *Frost Flare*
- *Glacial Thorns*
- *Raging Nimbus*
- *Cascading Shroud*
- *Crystal Skin (buff)*

DELPHIC ARCANIA

This is the school of classic magic, well suited to support one of the other aspects.

- *Cobalt Strike*
- *Magic Coup*
- *Shadow Step*
- *Expulse Magic*
- *Grand Invigoration (buff)*

DRYAD

The Dryads are descendants of renegade Elves who withdrew to the western islands in ancient times.

Dryads live as one with nature and are masters of nature magic. They're also well-skilled with ranged weapons such as bows or blowguns.

What is a shrunken head?

Some slain opponents drop a shrunken head that can be equipped by the Dryad (only one at a time). Shrunken heads can give several possible bonuses to armor and attack values, for example the shrunken head of an Orc grants the Dryad an attack bonus against Orcs.

Monitor Lizard

The Dryads respect nature and ever since the Great War they have hated T-Energy.
It makes sense that their special mount is a Monitor Lizard because these giant lizards compliment the Dryad's preference for ranged weapons very well.

Bow and Arrow

The High Elves work mainly with elemental magic, but their enemies, the Dryads, focus on nature. Capricious Hunter, Cabalistic Voodoo and Nature Weaver are the aspects used by the Dryad. She is also the ranged combat specialist among the character classes. She starts out with a blowgun and a better than average dexterity value. No one can beat this character when it comes to bows and blowguns. At the same time her magic is relatively weak at the start of the game, which means the Dryad is mainly a character for advanced and veteran players.

CAPRICIOUS HUNTER	CABALISTIC VOODOO	NATURE WEAVER
This combat art aspect provides her with everything that is useful for ranged combat. Her combat arts are the best of all ranged fighters.	The Dryad's dark side. This magic drains the life from her enemies. She can also use their ghosts to fight for her.	This aspect derives its power from nature and uses natural forces for battle.
Ravaged Impact	*Twisted Torment*	*Edaphic Lances*
Darting Assault	*Viperish Disease*	*Tangled Vine*
Forest Flight	*Black Curse*	*Goldenglade Touch*
Dust Devil	*Malicious Totem*	*Acute Mind*
Sinister Predator (buff)	*Moribund Animus (buff)*	*Ancient Bark (buff)*

TEMPLE GUARDIAN

The Temple Guardian is almost as old as the Great Machine and T-Energy itself. The creator of the Great Machine also created Temple Guardians to protect the machine and the temple that was built around it.

Parts of the Temple Guardian consist of organic matter which must be protected by armor, but he is mainly a kind of cyborg. A cyborg driven by T-Energy. A machine that has dedicated its "life" to the protection of T-Energy.

The Seraphim and the Temple Guardian are the two characters who use technology the most. Due to his unique abilities and his use of T-Energy, the Temple Guardian is an ideal character for multiplayer games.

Mobiculum

All characters except for the Temple Guardian have a "biological" special mount. He on the other hand uses a modern, T-Energy powered monowheel, a machine that is as imposing as it is dangerous. The Temple Guardian can use his combat arts even when sitting inside the Mobiculum.

Man and Machine

The Temple Guardian is a special character who can access T-Energy directly. In contrast to the other characters one of his most important weapons, his weapons arm, is already built in, which means that his left arm changes with whatever combat art is used at the time. He is always able to fire a bolt of energy from his left arm. When engaging in close combat he uses the arm to strike his enemies down. Due to his unique abilities he's an excellent support character in multiplayer games. In a campaign this character is better suited for experienced players.

Battery

Throughout the course of the game the Temple Guardian might come across something called a battery. This piece of armor determines the kinds of shots that can be fired with the arm cannon.

DEVOUT GUARDIAN

The Temple Guardian is very strong in close combat. His futuristic technology adds to his deadliness.

Dedicated Blow

Battle Extension

Deathly Spears

Combat Alert

T-Energy Shroud (buff)

LOST FUSION

The Temple Guardian uses a number of weapon arm attacks for ranged combat, thereby destroying opponents before they even get close.

Amplifying Discharge

Furious Emblazer

Jolting Touch

Archimedes Beam

Propelled Levitation

SOURCE WARDEN

The Temple Guardian was once part of the Great Machine and can still use T-Energy as a weapon. With it he can change the attributes of opponents and even those of his environment.

Primal Mutation

Fiery Ember

Icy Evanescence

Charged Grid

Untouchable Force (buff)

SHADOW WARRIOR

Shadow Warriors are soldiers who fought valiantly on the battlegrounds of Ancaria until their death. They were respected and feared by friends and enemies.

High Elves or Inquisitors employed a very dangerous ritual to cheat this warrior out of his last reward and brought his body back into the world.

The Shadow Warrior can wear heavy armor and weapons, and he is the deadliest melee fighter in all of Ancaria. No one knows combat like he does.

Hellhound

The Hellhound is the perfect companion for a warrior trapped between life and death.

When this monster appears from the underworld it strikes fear into the heart of every opponent.

Death Becomes Him

New to Ancaria? Then the Shadow Warrior should be your first choice. He is robust, hard to kill and a skilled fighter, which makes him the perfect character for beginners. He is able to use the largest swords, heaviest war axes and maces. His strikes and blows are deadly. He keeps calm when battle rages around him and always tries to get close, so his opponents can get a taste of his close combat skills. The undead part of the Shadow Warrior adds something very special to his classic fighting skills as it enables him to call forth his dead comrades for support.

DEATH WARRIOR

The fighting specialist. No subtle conjuring, just raw strength and violence.

Demonic Blow

Scything Sweep

Ruinous Onslaught

Rousing Command

Grim Resilience (buff)

MALEVOLENT CHAMPION

The Shadow Warrior is also capable of applying a more strategic and agile close combat style that relies less on sheer strength and armor and more on dexterity and tactics.

Frenzied Rampage

Belligerent Vault

Augmenting Guidon

Killing Spree

Reflective Emanation (buff)

ASTRAL LORD

The Shadow Warrior's link to the afterlife allows him to call forth his dead comrades in order to fight for him.

Spectral Hand

Skeletal Fortification

Rallied Souls

Shadow Veil

Nether Allegiance (buff)

INQUISITOR

The Inquisitor is the High Priest of the High Elves. He is as deadly as he is arrogant and he has only his own interests at heart.

The fate of the other inhabitants of Ancaria does not concern him. He is determined to see the High Elven clergy in absolute control of T-Energy.

The Inquisitor doesn't even respect the dead and he does not hesitate to call upon them to aid him.

Shroud Spider

The dark powers have provided a very special mount for the Inquisitor.

He rides on the back of a large dark spider while weaving his powerful spells.

Death Follows Him

The Inquisitor is to the powers of Darkness what the Seraphim are to the powers of Light. The combat arts of his aspects Gruesome Inquisition, Astute Supremacy and Nefarious Netherworld, for example Callous Execution, speak for the mindset of the Inquisitor. Just like his counterpart - the Seraphim - he is a versatile character, but specializing in the aspect Nefarious Netherworld requires an experienced player as the Inquisitor will not even stop short of utilizing the dead for his purposes.

GRUESOME INQUISITION

The Inquisitor is an excellent melee fighter. He is not defensive; instead, he prefers to attack relentlessly with no regard for his own protection. He knows very well that his best defense lies in preventing a second blow from his opponents.

- *Callous Execution*
- *Ruthless Mutilation*
- *Mortifying Pillory*
- *Frenetic Fervor*
- *Purifying Chastisement (buff)*

ASTUTE SUPREMACY

His command of magic is so extensive that he can turn his opponents or their attacks into weapons.

- *Levin Array*
- *Raving Thrust*
- *Clustering Maelstrom*
- *Zealous Doppelganger*
- *Reverse Polarity (buff)*

NEFARIOUS NETHERWORLD

The Inquisitor is also proficient at dark magic that drains the souls from his opponents and even turns the dead into tools.

- *Dislodged Spirit*
- *Inexorable Subjugation*
- *Eruptive Desecration*
- *Paralyzing Dread*
- *Soul Reaver (buff)*

RUNES

In some of Ancaria's cities you will find runemasters. There you can exchange a rune for the one you need, for a fee, of course.

Hint: *Every character can learn fifteen combat arts, five per aspect. It is not advisable to learn all of them as you can only truly master a combat art by advancing it. You should also choose combat arts from different aspects because every aspect has its own recharge rate. That way you can use several combat arts in succession during combat.*

RUNE EXCHANGE

For a fee, a runemaster will let you exchange runes that you don't need for others. You can give a runemaster up to four runes. The number of runes you have to offer influences the fee for the exchange. The more runes, the cheaper the exchange.

BLACKSMITHING

All weapons feature a gray socket intended for a damage modifer. You will find these modifiers throughout the game and they can be forged into the socket at a blacksmith. Once they have been forged into the weapon, they will convert some of the physical damage into another damage type. You can find damage modifers for fire, ice, poison and magic. Some weapons and armor items also feature a colored socket. You can forge the following items into these sockets:

- **Bronze:** Runes and Blacksmith Arts (e.g. Whet)
- **Silver:** Runes, Blacksmith Arts and Rings
- **Gold:** Runes, Blacksmith Arts, Rings and Amulets

With increasing socket quality the effect of the item that you forged into the sockets will also increase. Generally, the weapon or armor item will receive the effect of the item that has been forged in as a bonus.

If a ring is forged into a sword, for example, the sword assumes the ring's attributes. If there is more than one slot, different attributes can be combined. It is even possible to remove an item (ring or amulet), but all other items, including the one they were forged into, will then be lost.

The forging of items works like this: When you visit a blacksmith, switch to the forge-menu, then first select the weapon or armor item that you wish to enhance. Then you select the item that you want to forge in. Your choice will include Blacksmith Arts such as Whet, Anneal and Enhance. Strictly speaking, these are not items but they will still take up a socket. In order to sharpen a weapon, place the Blacksmith Art „Whet" in one of the sockets (available from Bronze).

OPPONENT STRENGTH

The glowing circle around an opponent shows its strength in relation to your character.

1 Green indicates that the opponent is weaker than your character.
2 Yellow means the opponent is of equal strength.
3 A red circle indicates that the opponent is stronger.
Gray circles denote much weaker opponents that will give you almost no experience.

You can recognize elite opponents by the golden glare on their bodies.

DAMAGE CHANNELS AND RESISTANCES

Armor protects against physical damage, relics protect against all other kinds of damage.

Press the left stick button to display information about your opponent. You will see the damage channels and resistances of the opponent. The following colors are used:

	Yellow:	Physical
	Red:	Fire
	Blue:	Magic
	Green:	Poison
	Light Blue:	Ice

The same damage channels are shown in the detailed display of your inventory. Of course, it is best to hit the opponent with the kind of damage he has the least resistance to.

Your character should try to wear as much armor and the best armor that is possible, as this affects its armor ratings which in turn affects his resistance against physical damage – the most common kind of damage in Sacred's world. But there are also resistances against other kinds of damage. These are affected by the relics your character equips.

The importance of damage channels and resistances becomes more apparent at higher difficulty settings. In bronze mode it is possible to defeat an opponent with ice damage even though he has a high resistance to ice. Additionally, good armor will protect against poison. At higher difficulty settings (gold, platinum) choosing the right armor becomes essential.

EFFECTS ON DAMAGE AND RESISTANCES

Some items that your character equips will affect the damage and armor values. Relics that have been activated in the inventory are the most important modifiers of armor values. You will find more on relics on page 24.

The character summary screen that you can access through the character menu shows your current ratings. They take into account all modifiers including the weapon your character currently equips (meaning holds in hand).

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