

Dungeon Siege 2 Legendary Mod

Manual

v Beta33a | 07/04/2016



# DUNGEON SIEGE 2 LEGENDARY MOD

## Welcome

Welcome to the Dungeon Siege 2 Legendary Mod which recreates the original Dungeon Siege 1 maps in the Dungeon Siege 2 engine. Both maps that originally shipped with Dungeon Siege 1 (Kingdom of Ehb and the Utraean Peninsula) have been converted as well as the expansion, Legends of Aranna, and the free digital download, Yesterhaven. There's also two other converted maps, the free digital download of Return to Arhok and the third party map, Diabloish by Dr. Smooth, both which have been converted by KillerGremal.



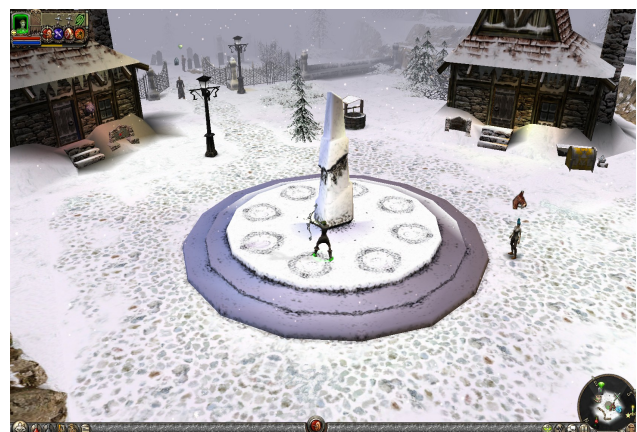
1. Kingdom of Ehb



2. Legends of Aranna



3. Utraean Peninsula



4. Yesterhaven

These maps are far beyond mere ports of the original maps from Dungeon Siege 2. They have been remade and enhanced with better graphics, most of Dungeon Siege 2 features (skills, pets, quest improvements, radar map, more varied storekeepers, etc) and some additions like the three different ways monsters and loot can level up through the maps (traditional, local regional levelling and levelling up with the hero).

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## Setting Up and System Requirements

1. Both Dungeon Siege 1 (either Retail Boxed, Legends of Aranna expansion or Steam versions) and Dungeon Siege 2 (either Retail Boxed, Broken World expansion or Steam versions) are required to install the mod.  
*Note: Both of these games must have been played at least once.*
2. Download the latest DS2 Legendary Mod setup program to anywhere on your computer.
3. Run the DS2 Legendary Mod setup program. It will prompt you for the location to install the mod. If the default location (C:\Program Files (x86)\Steam\steamapps\common\Dungeon Siege 2) is different then please use the browser to locate the folder where Dungeon Siege 2 is installed.
4. After installing the files required by the mod, you will be given a chance to install Elys All\*Saves launcher which enables the game to recognise savegames from any version. This is important when playing mods as otherwise if the mod is upgraded or removed, savegames made using the mod/s will be disabled and disappear from the save game menu.

It is recommended to make backups of any existing savegames, especially if a lot of time have been invested in them. That way if there's any issues with the All\*Saves Launcher or you decide to remove the mod/s, your savegames can be restored to normal.

Save games are stored by default in My Documents\My Games\Dungeon Siege 2\Save\SinglePlayer.

If you choose to install Elys All\*Saves Launcher, then click the check box for the version of Dungeon Siege 2 you are using.

For future use copies of the All\*Saves setup programs are stored in the base Dungeon Siege 2 folder in case you decide to install the launcher at a later date.

5. DS2 Legendary Mod will run perfectly well on any system that Dungeon Siege 2 or Dungeon Siege 2 Broken World will run on. The mod files are located in the Dungeon Siege 2 Resources folder.
6. Should you wish to uninstall the DS2 Legendary Mod, there's an uninstaller in the Dungeon Siege 2 Legendary Mod folder in my programs (Windows 7) or all apps start menu (Windows 10).





## Gameplay Differences

Most features in the mod are the same as found in Dungeon Siege 2 except for the following.

### 1. Teleporters.

Teleporters operate differently in the original Dungeon Siege 1 maps (Kingdom of Ehb and the Utraean Peninsula). Instead of the traditional DS2 Teleporters, there's Direct Connecting Teleporters which operate similar to town portals. Click on one to activate it (which releases a ray of light designating that the D.C. Teleporter is now active), and games saved from that point will cause a portal to appear near the player's starting position when they restart the game. Clicking this portal will transport the player to the position of the last Direct Connecting Teleporter they activated.



1. Direct Connecting Teleporter that's inactive



2. Direct Connecting Teleporter that's been activated



3. Regular Town Portal on the Left, Direct Connecting Portal on the Right that will transport the party to the last Direct Connecting Teleporter they activated.

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Teleporters in Legends of Aranna look different to those in DS2 but operate the same way while the traditional teleporters can be found in the other 3 maps.



4. Teleporter from Legends of Arhok. Works just like a DS2 Teleporter.

## 2. **Monster Level Adjust Mod.**

The Monster Level Adjust Mod (Mod-Erthos-MonsterLevelAdjust-Beta5s.ds2res) can adjust the stats/levels of monsters and containers towards the average party level. The MLA Mod defaults to Local Mode, which means that the levels of monsters and containers are linked to the regions they are located. So parties can level up more than the monsters if they are thorough in clearing out each area before going to the next. Alternatively, monsters can level up faster than the party if the party tries to storm through the map as fast as they can.

Local mode is especially useful for when playing a map with a new and inexperienced party as it provides a more varied playthrough than All mode.

Modes can be changed by clicking a button found on the Player's Stash. This cycles the modes of the MLA mod from **Local** > **Off** > **All** > **Local**, etc.



1. Player's Stash with a button on the side that can be used to cycle through the various modes of the Monster Level Adjust Mod.



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Off deactivates the MLA mod so that the levels of monsters and containers are defined like in DS2 and Broken World. Also is useful when playing a map for the first time.

All mode cause monsters and containers to level up with the party. It is particular useful when playing one of the maps with an experienced party.

## FAQS

*How do I change the levelling of the monsters. They are too hard or too easy.*

Click the button on the Player's Stash. It cycles the modes from **Local** > **Off** > **All** > **Local**, etc.

*I did that but the levels of the monsters hasn't changed.*

Any monsters or container already loaded in the game world around your character won't changed levels until you either reach a new area where the world has just been loaded or save/quit and reload your saved game.

*Local mode for the Monster Level Adjust Mod doesn't seem to be working in Return to Arhok or Diabloish. What am I doing wrong?*

Nothing. Maps need a regional level adjustment in order to support Local mode. Those two maps don't have one so Local mode won't work in them. Instead they default to All mode.

*Is the Monster Level Adjust Mod crucial to the mod. Can I remove it?*

Yes you can remove the MLA Mod and the DS2 Legendary Mod will still work but you will most likely have to start a new game for each map. Kingdom of Ehb, Utraean Peninsula, Legends of Aranna and Yesterhaven do support veteran and elite difficulties but aren't balanced yet for that in Beta33a.

*I have the required levels and have completed mercenary mode in one of those maps but I can't start a new game at the higher difficulty. What am I doing wrong?*

Veteran and Elite modes aren't working in the Broken World expansion. It appears there's further checking for the completion of Broken World before additional difficulty modes are unlocked.

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*I believe the DS2 Legendary Mod or Elys All\*Saves Launcher has ruined all of my saved games which I have spent years building up.*

See the disclaimer from Setting up the Game section. In their wisdom GPG introduced CRC checks in the save game algorithms in the stated desire to prevent cheating in multiplayer games but this prevents the player from freely using mods in singleplayer games as well. Once you save a game, all mods you are using must remain in the resources folder or the save game will disappear from the save game rotation. It's still there but the game won't recognise it.

Elys All\*Saves Launcher circumnavigates the CRC check so that the game will recognise all available games, though it won't prevent any possibly crashes that may occur in trying to load a saved game.

The launcher has been tested by numerous players over quite a few years with few issues. If in doubt make backups of all of your save games or don't use mods and the launcher.

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## CONTACTS

### **[DS2 Legendary Mod Forum Thread](#)**

The official forum thread on Siegetheday which tracks the beta development of the mod since the first beta versions 4 years ago. Probably the best place to post questions or comments about the mod as the developers and beta testers are sure to respond quickly.

### **[Original Utraean Peninsula Mod & Diabloish Mod Forum Thread](#)**

Where it all began over 6 years ago with the first playable conversion of the Utraean Peninsula map from DS1 KillerGremal to Dungeon Siege 2 by KillerGremal.

### **[Return to Arhok Map Forum Thread](#)**

A conversion of the free digital download of Return to Arhok Map from DS1 Legends of Aranna to Dungeon Siege 2 by KillerGremal.

### **[Dungeon Siege Official Group](#)**

A very active group for Dungeon Siege 1 and 2 which is located on Steam. If you want to support the games or are looking for people to play on-line with, then this is the place to go. New members are very much welcome.

### **[Siegetheday](#)**

One of the few active Dungeon Siege sites left and the place to go if you are interested in playing with mods, want to mod yourself or are looking for help with modding or the game in general. The home of the official forum thread for the DS2 Legendary Mod.

### **[Dungeon Siege 2 Outpost](#)**

KillerGremal's Outpost, a website that is home for some of his famous mods as well as plenty of information and media about Dungeon Siege 2, some of which can't be found anywhere else on the Internet.