

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. It is highly recommended to have patched both Dungeon Siege 1 and 2 to the latest versions which are v1.11.1462 for Dungeon Siege and v2.2 for Dungeon Siege 2. This doesn't apply if you have the Steam versions or the expansion packs which are already patched to the latest versions.  
Patches can be downloaded from Siegetheday or Gamefront (see listing at end of manual).
3. Download the latest DS2 Legendary Mod setup program to anywhere on your computer.
4. Run the DS2 Legendary Mod setup program. It will prompt you for the location to install the mod. If the folder where you have Dungeon Siege 2 is different from the default location (C:\Program Files (x86)\Steam\steamapps\common\Dungeon Siege 2) expected by the setup program then please use the browser to locate the folder where Dungeon Siege 2 is installed.
5. After installing the files required by the mod, you will be given a chance to install Elys All\*Saves v1 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 v1 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 v1, 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.

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).
7. The DS2 Legendary Mod will run on any system that Dungeon Siege 2 will. No extra requirements are necessary.



## 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 similarly to the summon teleporter spell, except in reverse. 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. This portal has a violet-green colour while a normal Town portal is green brown plus the mouse cursor will say Portal and the name of the destination. 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 and a Direct Connection Portal on the Right which will transport the party to the last Direct Connecting Teleporter they activated. Note the different colour between them and the description in the top message bar stating Portal and the name of the destination.



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Teleporters in Legends of Aranna look different to those in DS2 but operate the same way while the traditional DS2 teleporters are used in Yesterhaven. As well as Direct Connection Teleporters, the Utraean Peninsula also has the Utraean Basilicus Hub System which allows teleporting between towns once they have been unlocked for each town.



4. Teleporter from Legends of Aranna.



5. Utraean Basilicus. Both work like traditional DS2 teleporters, allowing teleporting between unlocked areas or towns.

## 2. Incantation Shrines.

The old Resurrection Shrines from DS1 have been converted into Incantation Shrines and operate the same way as DS2 Incantation Shrines. Resurrection is now handled by necromancers, who can be found in every town except for the start of the Kingdom of Ehb where there's a special Resurrection Shrine which operates exactly like a necromancer.



1. Incantation Shrine



2. Resurrection Shrine at beginning of Kingdom of Ehb



### 3. **Party Size**

The DS2 Legendary Mod allow the 5<sup>th</sup> and 6<sup>th</sup> party members to be recruited even in mercenary mode to fit better with the style of DS1 where 8 party members were allowed.

Innkeepers can be found in every town in each map to which you can dismiss a party member and later retrieve them if you wish. You can also permanently disband a character from the Inn if you wish but they will be lost forever. There is a maximum of about 20 characters that can be stored in the Inn so you may find this feature useful if you want to recruit a new character but are at the maximum limit of characters allowed.

Characters automatically adjust their level to that of the party when they are recruited and will also adjust their skills and gear to their new level. Characters can have any variety of skills and races, and many have the dual skills to fit the new Blood Assassin and Fist of Stone classes from Broken World. With over 40 character to recruit over all the maps there's plenty to choose from for your ultimate party.

### 4. **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 the levels of monsters and containers are linked to the regions they are located. **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.

**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 with a new hero and party.



1. Button on Player's Stash

**All** mode causes monsters and containers to broadly level up with the party based on the party's initial level when starting the map but from then on based on how many monsters are on the map. It is particular useful when playing one of the maps with an experienced party as otherwise the monster's levels would be vastly inferior to the party's.

By thoroughly clearing out monsters in each area before going to the next (or revisiting a previously visited region to train their skills with known enemies), the player can still level up more than the monsters. Conversely if the player tries to quickly play through the maps quickly and continually ignore optional areas, eventually the monsters will have higher levels than the party.

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## 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 change levels until you either reach a new area where the world has is newly loaded or save/quit and then reload the save.

*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.

*Where are the DS2 Legendary Mod files located?*

They are located in the resources folder of Dungeon Siege 2.

*I'm a modder or would like to learn to mod. Is it permissible to extract the files in the mod and make changes?*

Yes it is, none of the files are protected. A few simple tools and notepad are the only necessary basic requirements for modding. [Siegetheday.org](http://Siegetheday.org) is a good place for information and learning about modding Dungeon Siege. The only stipulation if using assets from the DS2 Legendary Mod is due credit to its authors.

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*I believe the DS2 Legendary Mod or Elys All\*Saves Launcher v1 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. If you're not using Elys All\*Saves, once you save a game all mods you are using must remain in the resources folder and no further mods added to the 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 v1 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.

*Isn't there a more recent version of Elys All\*Saves? Why isn't it used?*

Yes there is a more recent version of Elys All\*Saves called v2 and the main difference is the more recent version includes a seefar hack which allows the user to change the viewing distance and camera angles used in the game. As it has been proven that very high seefar hack values can cause some visual bugs in certain maps and suspected that even when deactivated it may contribute to other bugs, version 1 of the All\*Saves launcher was included with the mod instead as v1 only circumnavigates the CRC check, nothing else.

*What about Elys DS2 Succubus Mod? Can it be used with this mod?*

Yes it can as the DS2 Legendary Mod has been designed to be supportive of other mods. If you choose to use Elys DS2 Succubus Mod (or the version supporting the Broken World expansion), then you don't need to use Elys All\*Saves Launcher (either v1 or v2) as the Succubus Mod includes the features of the All\*Saves Launcher.

*What about other mods? Can the DS2 Legendary Mod be used with other mods?*

Full compatibility should be ensured with all mods. However incompatibilities between other mods that may be used in conjunction with each other and with the DS2 Legendary Mod can still occur. Please check the mod's readme or description before using it.

*Multiplayer doesn't work very well in this mod.*

There has been reports of monsters or bosses not appearing on client machines or impassable areas in Yesterhaven in particular but not sufficient feedback to allow the authors of the mod to track down and fix the problem. Feedback is welcomed in helping fix these issues.

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## CONTACTS AND USEFUL SITES

### **[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.

### **[Dungeon Siege v1.11.1462 Patch at Gamefront](#)**

The latest patch for the retail boxed version of Dungeon Siege 1. Gamefront also has the latest Mac patch as well. Not required if you're using the Steam version of Dungeon Siege 1 or Legends of Aranna expansion pack. Not technically required to install the DS2 Legendary Mod.

### **[Dungeon Siege 2 v2.2 Patch at Gamefront](#)**

The latest patch for the retail boxed version of Dungeon Siege 2. Not required if you're using the Steam version of Dungeon Siege 2 or Broken World expansion pack.