



Dungeon Siege II

PC Games

Developer: **Gas Powered Games**

Publisher: **Microsoft**

Rated: **"T" for Teen**

Strategy Guide & Walkthrou

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INTRODUCTION

Dungeon Siege II, like its predecessor, is a basic dungeon crawl--or "action RPG" in modern parlance. The game's focus is destroying hordes of enemies while completing a variety of quests (tasks) that are given you. As you lay waste the quivering mass of foes that press upon you, your character gains experience, which you can translate into extra power in the form of higher ability scores, new weapons and spells and additional skills.

As in the original, DS2 is a point-and-click game and you can pretty much run the whole show with just your mouse. Combat is real-time, but you just choose your attack (melee, ranged or spell) and right-click an enemy. AI-controlled characters will attack an enemy until it is dead. To make the player-controlled character attack an enemy until it is dead, hold down the right mouse button.

DS2 has a richer, more varied story than DS1, which makes it easier to motivate oneself to venture forth into the slaughtering fields. There are more conversations to be had in towns, and many more optional secondary quests. Also, DS2, while still quite linear, feels less confined as you can (and will) jump back and forth between areas to complete quests. All this makes DS2 a much better game than DS1 and will make it more accessible to some of the hardcore RPG players that normally eschew dungeon crawls.

Enjoy the guide!

BASICS

In addition to the game manual and tutorial stage (Chapter 1), DS2 has an in-game Handbook that is part of your Journal. (For ease of use, the Handbook is reproduced in this guide in section 5.1) If you want to know all the ins-and outs of playing DS2, refer to those resources. This section is intended as a quick-start guide for players who don't like lots of reading before playing.

Controls

Movement & Camera

- * Left-click accessible ground to move.
- * Scroll the mouse wheel to zoom the camera.
- * Move the mouse to the edges of the screen, or hold the mouse wheel button and move the mouse to rotate the camera.

Combat & Interaction

- * Right-click an enemy to attack, hold the right mouse button down to continue attacking until the enemy is dead.
- * Left-click doors, gates, levers, etc. to open/activate them.
- * Right-click containers to open/destroy them.
- * Press 'Z' to collect all nearby loot on the ground
- * Left-click friendly NPCs to talk to them (if they display the talk balloon icon).
- * Right-click an ally to cast a beneficial spell on him/her/it.
- * Press 'H' to drink health potions (all party members who are in need, drink).
- * Press 'M' to drink mana potions (all party members who are in need, drink).
- * Press 'G' to set the party in Rampage mode.
- * Press 'F' to set party in Mirror mode.
- * There are two other party modes: Defend and Wait. By default they do not have hotkeys, so you can assign whatever you wish.

Character Management

- * Drag a character's portrait to re-order the party.
- * Double-click a character's portrait to open that character's Character Window.
- * Left-click a character's portrait to set that character as the active character.
- * Press 'I' to open the active character's Inventory.
- * Press 'B' to open the active character's Spell Book.
- * Press 'P' to open the active character's Specialties (skills).
- * Press 'V' to open all character Inventories.
- * Press 'K' to autosort all Inventories.
- * Drag an item from one character's Inventory to a character portrait to give the item to another character.
- * CTRL-left-click while shopping to automatically buy or sell an item.
- * Right-click an item in Inventory to automatically equip it.

Game Control

- * Press SPACE to pause the game.
- * Press ESC to open the game menu.
- * Press J to open the Journal.
- * Press and hold TAB to view the overhead map.

10 Tips to Get You Started

#1 Pause the game. Frequently.

Don't try to play this as an action/combat game, relying on the twitchiness of your trigger finger to win the day. The combat in DS2 is very tactical, and pausing regularly during combat will help you assess your characters' positions, their health and mana status and the best available targets.

You should also pause every time you stop to manage inventory or add skill points--especially if you are in hostile territory where a monster could wander up and start beating on you while you're absorbed in whether or not you should equip the Sword of Uberness or the Axe of Leetness.

#2 Don't be afraid to use potions. And carry plenty around with you.

Whether you choose to invest in Natural Bond and Survival so you can harvest potions, or you just buy some from the friendly neighborhood potion pusher whenever you're in town; always keep plenty of health and mana potions in your Inventory.

#3 Versatility is a good thing.

Monsters are resistant--or flat out invulnerable--to different types of damage, especially as you get deeper into the game. You must have a variety of damage types available to you. If you've got a party of two fighters and a ranger and you run into a mob that's resistant to melee and ranged damage, you're in trouble.

The best way to handle versatility is to have one of each class in your party: fighter, ranger, combat mage and nature mage. Of the four, the combat mage is inherently the most versatile as she can fling death, fire or lightning damage as needed. Add a shield tank to Provoke mobs away from the caster and you've got all you really need. You can then add in ranged or healing/buffing/summoning support as suits your playing style.

#4 Don't forget the Summon Teleporter spell.

Summon Teleporter is a level-0 nature magic spell. That means any character can cast it to open a town portal for a quick rest and refit. The standard teleporters are rather thick throughout Aranna, but it never hurts to have a quick escape method at hand. Make sure every one of your characters has a spell book with Summon Teleporter in it, even if they never cast any other spell throughout the entire game.

Just remember that town portals do not last through a save/reload and are single-use only.

#5 You've got to know when to walk away, know when to run.

Sometimes, when you're being overwhelmed, a "tactical retreat" is in order. In other words: run away, run away! This is especially important if you have casters. If they get surrounded by brutish thugs, they'll end up unconscious pretty quickly. Since your mages are generally your highest-damage dealers, any time mobs gang up on them, running to a clear area and regrouping your party is a good idea.

#6 Backup your saves.

By default, your save games are stored in

My Documents\My Games\Dungeon Siege 2\Save\SinglePlayer

The game keeps your most recent save and the one save right before that. This doesn't allow a lot of leeway if you get stuck, hit a glitch, etc. Every time you start a new chapter, ALT-TAB out of the game, ZIP up your character's save game folder and archive it somewhere. If you hit a showstopper bug, replace your current save folder with the most recent archived save folder.

#7 Assign hotkeys to Defend and Wait.

The game basically assumes the Rampage and Mirror party orders are good enough. However, you may also want to use Defend and Wait. Defend causes all non-active characters to attack whatever is attacking the active character. Wait essentially puts the active character into solo mode--the non-active characters will hold their ground while the active character explores.

There are some specific situations where these party orders come in handy, but, by default, there is no way to issue the commands. You'll have to go in and assign hotkeys to these two party orders yourself.

#8 The toughest enemy isn't always the biggest enemy.

When in combat, try to identify the mobs that are hurting you the most. It might be the boss, or it might be the boss' minions. You can even get seriously injured by green-level mobs if you are especially vulnerable to their attack.

In boss fights, it is generally advisable to draw minions away from the boss and destroy them piecemeal before confronting the boss party-a-mano. You also need to be aware of any mobs that are hanging back casting nasty spells or summoning critters. Destroying a summoner also rids you of their summons, which is a good thing.

Again, use the PAUSE key a lot to keep an eye on the ebb and flow of battle. Figure out which mobs pose the gravest danger to your health and focus your attacks on them.

#9 Use the map.

If, for some strange reason, this guide alone isn't helping you find your way, keep an eye on your map. It is full of helpful icons:

- * Green dots point out friendly NPCs
- * Blue dots point out interactive items (buttons, levers, doors, etc.)
- * Gold stars mark primary quest objectives
- * White stars mark secondary quest objectives
- * The compass map always shows a gold arrow pointing you in the direction you need to go to complete your current primary quest task

You can zoom the maps (both small and large) using the slider under the compass map. Use it to search for secret switches and get your

bearings.

#10 Use your powers, Luke!

Don't try hording your powers for boss fights. Use them for fighting off standard mobs as well. They recharge pretty quickly, and the larger boss fights always have plenty of war pedestals scattered around for instant recharging. Area-of-effect powers are especially useful when you're surrounded, so use 'em up.

Strategy, Tactics and Quests, Oh My!

Calculating Damage Per Second

In order to truly understand how much damage you are doing, you must learn to calculate DPS (damage per second). Since weapon damage is dependant on your ability stats and class levels, it will vary from person to person. However, you can compare two different weapons for your character by equipping each and calculating DPS for each.

DPS can be calculated with this formula:

$$(((\text{MAX DMG} - \text{MIN DMG}) / 2) + \text{MIN DMG}) / \text{SPEED}$$

Where

MAX DMG = Maximum damage of the weapon

MIN DMG = Minimum damage of the weapon

SPEED = Speed factor of the weapon according to the following table*:

<u>Speed</u>	<u>Factor</u>
Slow	0.9
Normal	0.73
Fast	0.67
Faster	0.625

* These factors are the "reload" times of the weapons taken from the wpn_bases.gas game data file. It is the time, in seconds, it takes to "reload" the weapon and attack again.

For example, you want to calculate DPS between a bow and crossbow. Bows are Faster weapons while crossbows are Slow; but crossbows do more damage. Your 34th level ranger has a crossbow with a damage range of 97 to 165 and a bow with a damage range of 78 - 134. The speed factor of the bow is 0.625 and the crossbow is 0.9. The DPS of each weapon is:

Crossbow: $(((165 - 97) / 2) + 97) / 0.9 = 145.5$

Bow: $(((134 - 78) / 2) + 78) / 0.625 = 169.6$

As you can see, the bow in this case is clearly superior under normal circumstances.

Now let's consider a 34th level fighter choosing between a one-handed and two-handed weapon. The 2h weapon has a damage range of 90 to 143, the 1h is 67 to 105. Two-handed weapons have a speed factor of 0.9 and 1h is 0.67:

2h: $(((143 - 90) / 2) + 90) / 0.9 = 129.4$

1h: $(((105 - 67) / 2) + 67) / 0.67 = 128.6$

The DPS of the weapons are almost identical. However, the 1h weapon allows the fighter to use a shield, thus drastically increasing armor ratings. On the other hand, the 2h weapon can stun enemies and would be greatly superior used with Brutal Strike.

The upshot of all this: when choosing among several weapons, equip each one and run the formula. Take the one with the higher DPS or one with only slightly less DPS but more bonus enhancements. In the long run, the faster your enemies die, the better off you'll be.

It's all about the armor, baby!

No matter how much DPS you're dishing out, some enemies still take a long time to die because they have thousands of health points to your measly hundreds. So, while you're beating them to pulp, you don't want them returning the favor. There are three ways to keep your blood where it belongs (inside your veins):

- 1) Armor
- 2) Dodging
- 3) Resistances/Reflections

Now, why are they in that order?

Simple: Armor is king.

Yes, a chance to dodge melee/ranged attacks is nice. And all the various resistances are nice (especially physical damage resistance). But, when push comes to shove, you just don't want to get hit in the first place. Resisting 20% of an attack that does 500 damage still leaves you 400 health points poorer. Dodging 25% of four attacks launched against you still leaves you to grin-and-bear three attacks.

A well-armored tank can stand in the middle of a mob and lay about with his weapon and take almost no damage. See, the vast majority of enemies you face in DS2 are melee or ranged attackers. There really aren't that many spellcasters outside of the bosses. And they usually have such crappy armor and health (sort of like your own mages) that they go down pretty quickly.

It's all the mutant dogs and kangaroos and sword fighters and archers that come at you in droves that can really make your life miserable. That's why you need armor, and lots of it. When picking out equipment, favor the stuff that increases your armor rating over anything else.

Protect your combat mage

What do you do when you're in the middle of a mob and you notice some freak is drawing the blood right out of your veins? You identify the little git and give him what for! Well, your enemies do the same to you. Combat mages draw aggro like flowers draw bees. Even the stupid dogs will run right past your dual-flashy-pointy-thing-wielding monster of a tank and take nips at the heals of your CM.

Since your CM, like any other mage, has crappy health and armor, he or she winds up unconscious and you are deprived of the hundreds of points of damage he or she can dish out every cast. What do you do?

First, consider not putting curses in the autocast slot. Yes, curses are incredibly useful, but monsters don't like being cursed any more than you, so they go for the curser. Let your fighter(s) get the mobs attention--then curse them. They might still turn away from the fighter, but they'll likely not survive to run to the CM.

Second, use Drown or Infect as both do a certain amount of DPS. Yes, your CM will draw aggro from using them, but low-level monsters will be dead before reaching the mage and blue and yellow mobs won't last much longer.

Third, use a weapon + shield fighter and the Provoke power to keep enemies focused on your tank.

Fourth, have a nature mage with a good insta-heal spell in the autocast slot and plenty of mana potions to keep casting the spell. Your CM may still fall unconscious one in a while, but your NM will get him or her back up in no time.

CHEAT CODES

While playing, press [ENTER] and type:

Code	Result
+bushsux-oluaowr	Teleport (*)
+iraqsux-eszaryz	Silver Ring
+lvtana-aeviyaa	Silver Ring, Weapon, Garment
+krisrox-lzjlcoj	Less Chunky
+superchunky	More Chunky
+quwhba	Instant Kill (*)
+drlife	God Mode (-)
+movie	Record Movie (-)
+version	Show Version

(*) = Enter cheat again to deactivate.

(-) = Enter [-] in front of code to deactivate.

Note: Some cheats may become deactivated after cutscenes or the use of portals. Re-enter the cheat codes to reactivate.

Act 1 - Chapter 1: The Siege of Greilyn Beach

Primary Tasks

- * Get your orders from Morden Lieutenant Jerind
- * Destroy the training dummy using a melee weapon
- * Destroy the training dummy using a ranged weapon
- * Destroy the training dummy using a Nature Magic or a Combat Magic spell
- * Get your orders from Morden Lieutenant Kargack
- * Destroy the bracken shell
- * Make your way to the front lines
- * Reinforce the troops on the other side of the tunnel

Secondary Quests

- * None

Not much to talk about here. This is the main tutorial stage and the primary purpose is to get you used to the game interface and controls. Most of the creatures you will encounter during this chapter are weak to fire, so you should either use a fire spell yourself or have Drevin use it. Follow the trenches and the instructions given by the game.

Make sure you keep an eye out for barrels that can be opened. And, when you reach a makeshift hospital, there's a bookcase that holds items.

Once you start encountering ketril, you can switch away from the fire spell and concentrate on whatever class you want to be. When you finally reach the tunnel entrance, you'll want to have a hero power or two available to use on the Infused Ketril that's right inside. He's pretty tough. When you reach the end of the tunnel, there will be an extended cutscene and Chapter 2 will begin.

PETS

Most pets can simply be purchased from a pet seller in town. The dire wolf, mythrillhorn and light naiad require the completion of specific quests before you can purchase one. All pets go through six stages of development. They start as a baby, then grow to fledgling, juvenile, adolescent, young adult and finally reach mature.

Once a pet reaches maturity, they will no longer grow. Pets begin with an attack (which may be a spell) and four have another spell they can cast. The four pets with a separate spell--dark/light naiads (healing), lap dragon (buffing) and necrolithid (curse)--will autocast their spells.

When a pet reaches the juvenile stage, it will gain a power, which works just like character powers. At maturity, the pet receives an emanation, which is some type of bonus (or buff) applied to the pet and all within a certain radius.

Pets grow by eating, and what they like to eat is the loot you collect. The more valuable the swag you stuff down their throats, the faster they will grow. They will also receive various bonuses to their stats and abilities based on what you feed them. For a list, see Handbook Lesson #42.

Pets are always the same level as your player character. In order to progress to different stages of development, pets (and, by extension, your PC) must be a certain level. (Noted as Level Req in the pet stats.) Pets count as their listed class for the purpose of opening sanctuary doors.

Dark Naiad

Cost: 1,375 gold

Class: Nature Mage

Weapon: Duskbeam, "night energy" beam (death magic?), costs mana

Spell: Fade Wounds

Power: Arboreal Rejuvenation, casts healing/resurrecting magic in radius around naiad; Normal Recharge

Emanation: Regeneration, increases health regeneration of companions

Acquired: Purchase from Aman'lu and Kalrathia pet stores

Level Req: Baby - 20, Fledgling - 22, Juvenile - 25, Adolescent - 27, Young Adult - 30, Mature - 32

The dark naiad (and its cousin, the light naiad) are the only healing pets in the game. Dark naiads are small, fairy-like creatures with OK attacks, a healing spell that bounces from target-to-target and a healing power and emanation. They make a capable replacement for a nature mage, but you lose out on the summoning/buffing ability of the mage. The dark naiad has lower level requirements for maturation than the light naiad.

Dire Wolf

Cost: 500 gold

Class: Fighter

Weapon: Bite

Spell: n/a

Power: Furious Howl, cone-effect sonic damage; Normal Recharge

Emanation: Vicious Counter, 60% physical damage reflected to enemy

Acquired: Complete the Dire Wolf quest in Act I (Secondary Quest #9), then purchase from any pet seller

Level Req: Baby - 8, Fledgling - 10, Juvenile - 13, Adolescent - 15, Young Adult - 18, Mature - 20

The dire wolf is your first really good pet, and makes an excellent addition to your team. It's at least as good as any tank character, and can hold its own in the thick of battle. If you're looking for a pet, this one is hard to beat until you get much later in the game.

Fire Elemental

Cost: 1,000 gold

Class: Combat Mage

Weapon: Firestrike, costs mana

Spell: n/a

Power: Inferno, cone effect fire attack; Normal Recharge

Emanation: Fire Resistance, increases fire and magic damage resistance of companions

Acquired: Purchase from Aman'lu and Kalrathia pet stores

Level Req: Baby - 20, Fledgling - 22, Juvenile - 25, Adolescent - 27, Young Adult - 30, Mature - 32

The fire elemental is similar to its cousin, the ice elemental. Very good when facing enemies that are not resistant to fire, not so good otherwise. Their powers duplicate combat mages specializing in fire, but they are less versatile than such mages.

Ice Elemental

Cost: 500 gold

Class: Nature Mage

Weapon: Icestrike, costs mana

Spell: n/a

Power: Frost Aura, ice damage + freezing to nearby enemies; Normal Recharge

Emanation: Ice Resistance, increases ice resistance and mana regeneration of companions

Acquired: Purchase at any pet seller

Level Req: Baby - 3, Fledgling - 6, Juvenile - 9, Adolescent - 12, Young Adult - 14, Mature - 16

Ice elementals are the combat side of the nature mage. Their attacks are focused on ice damage and freezing enemies. Even though nature mage is their class, they aren't really a replacement for a nature mage because they have no healing, buffing or summoning magic.

Lap Dragon

Cost: 2,250 gold

Class: Nature Mage

Weapon: Dragon Fire, fireball, costs mana

Spell: Dragon Scales, party buff: protection from curses, lightning resistance, death resistance, increased power recharge rate

Power: Draconic Inspiration, increases damage of powers; Slow Recharge

Emanation: Dragon Vitality, increases all ability scores

Acquired: Purchase from Kalrathia pet store

Level Req: Baby - 33, Fledgling - 35, Juvenile - 37, Adolescent - 39, Young Adult - 41, Mature - 43

Don't be fooled by its name. A fully mature "lap" dragon is as big as a Half-giant. Their power, spell and emanation are focused on buffing their companions, making them a very good pet. You could build a very good party around a naiad (either light or dark), a lap dragon and a mix of rangers and fighters. You'll need plenty of mana potions, though, to keep their weapons active.

Light Naiad

Cost: 1,375 gold

Class: Nature Mage

Weapon: Duskbeam, "night energy" beam (death magic?), costs mana

Spell: Fade Wounds

Power: Arboreal Rejuvenation, casts healing/resurrecting magic in radius around naiad; Normal Recharge

Emanation: Regeneration, increases health regeneration of companions

Acquired: Purchase from Daesthai after beating the tenth, and final, round of the Aman'lu Arena

Level Req: Baby - 36, Fledgling - 38, Juvenile - 41, Adolescent - 43, Young Adult - 46, Mature - 48

The light naiad (and its cousin, the dark naiad) are the only healing pets in the game. Light naiads are small, fairy-like creatures with OK attacks, a healing spell that bounces from target-to-target and a healing power and emanation. They make a capable replacement for a nature mage, but you lose out on the summoning/buffing ability of the mage. As an advantage over the dark naiad, the light naiad has magic resistance (20% at maturity) and a more powerful Fade Wounds spell (+10% health restored).

Mythrillhorn

Cost: 1,750 gold

Class: Fighter

Weapon: Claw Strike

Spell: n/a

Power: Enrage, works like fighter power Provoke; Very Fast Recharge

Emanation: Defense Aura, increases party's armor ratings

Acquired: Purchase from Aman'lu or Kalrathia pet seller after completing Mythrillhorn quest (Act II, Secondary Quest #7)

Level Req: Baby - 30, Fledgling - 32, Juvenile - 34, Adolescent - 36, Young Adult - 38, Mature - 40

The mythrillhorn takes the place of a shield tank. It has heavy armor (that can be increased by feeding it fighter armor) and lot of health and a power similar to Provoke. If you're building pet-heavy party, the mythrillhorn is indispensable; however, a weapon + shield fighter NPC will be more versatile as a tank.

Necrolithid

Cost: 2,250 gold

Class: Combat Mage

Weapon: Deathstrike, death energy attack, costs mana

Spell: Necrosis, curse causes enemy armor to weaken

Power: Decompose, infects enemies, when enemies die, some of their essence heals party members; Normal Recharge

Emanation: Mana Steal, party members regenerate mana when they damage enemies

Acquired: Purchase from Aman'lu and Kalrathia pet stores

Level Req: Baby - 20, Fledgling - 22, Juvenile - 25, Adolescent - 27, Young Adult - 30, Mature - 32

The necrolithid is a particularly ugly pet, but has a wide range of useful abilities: death magic attack, curse, healing power and mana regeneration aura. This pet would be especially handy for a mage-heavy party.

Pack Mule

Cost: 300 gold

Class: Fighter

Weapon: Strong kick

Spell: n/a

Power: Staggering Kick, extra damage and a stunning effect; Normal Recharge

Emanation: Reveal Treasure, opens all chests and boxes and breaks all containers around mule

Acquired: Purchase from any pet seller

Level Req: Baby - 3, Fledgling - 5, Juvenile - 7, Adolescent - 9, Young Adult - 11, Mature - 13

The pack mule's biggest advantage is its ability to carry stuff. At fledgling level, the mule gets an additional page of Inventory (i.e. inventory space doubles). At adolescent level, the mule gets a third page (inventory space triples). Add to that the fact the mule can fight pretty well, and it becomes a valuable resource for pack rats.

Scorpion Queen

Cost: 350 gold

Class: Ranger

Weapon: Scorpion Sting

Spell: n/a

Power: Explosive Sting, an AoE ranged attack; Normal Recharge

Emanation: Evasion Aura, increase companions' chance to dodge attacks

Acquired: Purchase from any pet seller

Level Req: Baby - 3, Fledgling - 6, Juvenile - 9, Adolescent - 12, Young Adult - 15, Mature - 18

The scorpion queen is the only ranger pet, as such it has a special place. Its thunderous power can be very handy, as is Evasion Aura. As a replacement for a ranger, the scorpion lacks a bit in versatility, but makes up for this with its emanation and lack of requirement for equipment.

CREDITS

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