

HOTKEYS

Camera left	A
Camera right	D
Camera up	W
Camera down	S
Zoom in	= (EQUAL SIGN)
Zoom out	- (MINUS SIGN)
Drink health potion	H
Drink mana potion	M
Character window	I
Journal	J
Game menu	ESC
Activate powers 1-6	1-6
Previous power	0
Next power	9
Select party members 1-6	F1-F6
Party orders: Rampage	G
Party orders: Mirror	F
Regroup party	R
Pick up all items	Z
Increase game speed	CTRL + = (EQUAL SIGN)
Decrease game speed	CTRL + - (MINUS SIGN)
Chat window	ENTER

AN ACTION-RPG FROM CHRIS TAYLOR

DUNGEON SIEGE BROKEN WORLD



SAFETY WARNING

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.



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GETTING STARTED

Installing the Game

Insert the **Dungeon Siege II: Broken World** disk into the CD-ROM drive, and then follow the on-screen instructions. If Setup does not begin automatically, follow these steps on Microsoft® Windows® XP:

1. Left-click **Start**, and then left-click **Control Panel**.
2. In the **Category View**, under **Pick a Category**, left-click **Add or Remove Programs**.
3. Under **Pick a Task**, left-click **Add a Program**.
4. In the **Add or Remove Programs** dialog box, left-click the **CD or Floppy** button, and then follow the on-screen instructions to install the game.

AN IMPORTANT NOTE REGARDING GRAPHICS AND HAVING THE BEST POSSIBLE EXPERIENCE

Dungeon Siege II: Broken World uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience. The game was largely developed and tested on NVIDIA® GeForce™ FX, 6 Series, and 7 Series graphics cards and the intended experience can be more fully realized on NVIDIA GeForce 7 Series graphics hardware. On a GeForce 7800 or better you will be able to turn on all of the NVIDIA special effect features at higher resolutions in the game.

WHAT'S NEW IN THE EXPANSION?

A NEW ACT THAT CONCLUDES THE STORY

You and your party must unravel the secrets of the mysterious Dark Wizard, but your battle with Valdis has broken the world and unleashed horrific new foes that block your path. The future of Aranna depends on your success.

NEW MULTICLASS CHARACTERS

The Fist of Stone and Blood Assassin combine the powers of two classes to create deadly new allies for your party.

RIGHT-CLICK ENCHANTMENT ICONS ON PORTRAITS TO REMOVE THEM

You can now remove helpful enchantments and dismiss summoned creatures by right-clicking their icons on your character portrait.

TWO MORE AUTOCAST SPELL SLOTS

Spell books can now hold four autocast spells, giving you more flexibility when configuring your mages.

RESET YOUR SKILLS

For a small fee, Trainer Vireni in the Dryad Outpost can reset a character's skills, allowing you to reconfigure their specialties.

NEW MAGICAL ITEMS

New Magical Properties

There are many new types of magical items in this expansion. You'll find weapons that enhance specific schools of magic, and armor that casts spells at your foes when you are struck.

New Set and Unique Items

Dungeon Siege II: Broken World introduces a host of new unique and set items for both high and low level characters, including items specifically designed for Fists of Stone and Blood Assassins.

Reagent Recipes

Keep an eye out for recipes on your adventure. They'll teach you how to enchant items with specific reagents to create many of the unique and set items in **Dungeon Siege II: Broken World**.

NEW RACE

You can now play as Dwarves - a short, but sturdy race from western Aranna. Dwarves are strong and durable, and they make excellent Fighters and Fists of Stone.

NEW PETS

There are two new pets in the expansion. Dwarven Pack Rams can carry almost as much as Pack Mules, and are much stronger in battle, while Kohl Beasts are extremely aggressive fighters.

MORE CHALLENGING VETERAN AND ELITE MODES

Monsters in Veteran and Elite modes have been increased in level and power, especially the bosses. Though these modes are now more difficult, your party will be able to grow stronger as well, eventually reaching level 100 by the end of Elite mode!

PLAYING DUNGEON SIEGE II: BROKEN WORLD

Welcome to **Dungeon Siege II: Broken World**! This expansion is filled with exciting new adventures, powers, monsters, and treasure

that make **Dungeon Siege II** feel like an entirely new game. This manual assumes you have played **Dungeon Siege II**. If not, please at least read the manual to familiarize yourself with the game concepts before proceeding.

Dungeon Siege II: Broken World features a new Act that concludes the story of the game. This Act is a new map, and only parties that have defeated Valdis in the **Dungeon Siege II** map can enter it. To get started right away, you can import a party from **Dungeon Siege II** or choose one of several pre-generated heroes. Follow these steps:

1. Click **Single Player** or **Multiplayer**
2. Choose a hero that has defeated Valdis
3. Select **Dungeon Siege II: Broken World** from the map list
4. Select desired world difficulty
5. If you chose a pre-generated character, explore the town and talk to your companions to form a party

Pre-Generated Characters

Pre-generated characters are level 39 heroes with appropriate equipment and skills that you can use to play the new act of **Dungeon Siege II: Broken World** right away. There are six from which to choose:

- Grigori, a Half-Giant Fighter
- Korian, an Elven Nature Mage
- Alanna, a human Combat Mage
- Sasha, a Dryad Ranger
- Osric, a Dwarven Fist of Stone
- Hadrian, a human Blood Assassin

You cannot fully delete a pre-generated character. If you play with a pre-generated character and then delete it, the character and its attributes will simply reset to their original state.

Converting Dungeon Siege II Parties

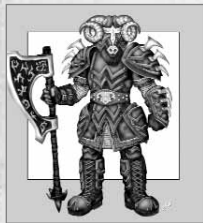
Dungeon Siege II and **Dungeon Siege II: Broken World** have different party save formats. That means that parties created in **Dungeon Siege II** cannot be played in **Dungeon Siege II: Broken World** games, and vice versa. Fortunately, you can convert **Dungeon Siege II** parties, which creates a copy of that party that you can play in the expansion.

When you install the expansion, copies of all of your parties are converted for you, so you can play them in the expansion right away. To convert additional parties, start **Dungeon Siege II: Broken World** and click **Single Player** or **Multiplayer** to go to the **Select Party** screen. Click the **Convert Hero** button to view your **Dungeon Siege II** parties. Select one and click **Convert** to make an expansion version of that party.

Veteran and Elite Difficulty Rules

Expansion pack parties must complete Act IV on Mercenary difficulty before they can restart their adventure in Act I on Veteran difficulty. Also, they must complete Act IV on Veteran difficulty before they can restart Act I on Elite difficulty.

NEW CHARACTERS



Dwarves

Short in stature, but strong in character, the Dwarves of Aranna are known for their intelligence and fortitude. Their society is based on justice and fairness, and most Dwarves are very noble and generous. Fierce Fighters and resilient

Mages, they combine melee skills with earth magic to create a new class of protector knights called Fists of Stone.

Dwarves are native to the Kingdom of Ehb, and are rarely found in eastern Aranna. Occasionally, adventuresome Dwarves cross the mountains between Ehb and the Plain of Tears, but most stay close to home and family. Since the second cataclysm shook Aranna, however, more Dwarves now travel the world to see its impact first-hand.

PLAYING A DWARF

To play as a Dwarf in the original **Dungeon Siege II** campaign, simply create a new character and select "Dwarf" as your race. To play as a Dwarf in the new **Dungeon Siege II: Broken World** levels, you can use the pre-generated Dwarven Fist of Stone. You may also meet a Dwarf in your adventures who will offer to join your party.

Pack Ram and Kohl Beast Pets

There are two new pets that you can hire on your journey: Pack Rams and Kohl Beasts.

Pack Rams are hardy pets, capable of carrying more treasure than most, but still formidable combatants. Dwarves have great respect for rams because of their durability and strength.



Kohl Beasts are wily, bird-like creatures. Morden warriors in Valdis' army used them as war beasts because of their extreme speed and strength. They can be fitted with metal armor and throw themselves into any battle with gusto.

NEW CLASSES

Multiclass characters are the next step in the evolution of the **Dungeon Siege II** character system. They use the existing class system to create two new multiclass character archetypes; each of them is a combination of two existing classes. Their unique spells enable them to split their experience: 70% to their primary class and 30% to their secondary class.



Fist of Stone

Fists of Stone are Fighters that draw upon the magical powers of earth and stone. Their Nature Mage training lets them enhance their defenses, cause earthquakes with their attacks, and strike down their foes with massive claws of stone. Some Fists of Stone focus on aggressive powers and other learn stronger protective abilities, but all of them are

noble and trustworthy companions.

SPELLS

Petrifying Weapon: This spell gives the Fist of Stone's weapon a chance to encase his victims in stone, briefly freezing them in place.

Rejuvenating Weapon: When a Fist of Stone's weapon is enchanted with this spell, every attack he makes will also replenish his health and heal his wounds.

SKILLS

Tremor: Fists of Stone with this skill can cause minor earthquakes with their attacks, damaging nearby enemies.

Chant of Stone: Fists of Stone can draw power from earth and stone to fortify their armor and health.

POWERS

Earthquake Aura: This power causes the ground around the Fist of Stone to ripple and shake with his rage, destroying everything around him as he wades into battle.

Fault Line: Fists of Stone can create a deadly crack in the earth that stuns and damages any enemies that try to cross it.

Blood Assassin

Blood Assassins are Rangers that enhance their abilities with dark combat magic. Specializing in blood magic, they are willing to pay any price for power. They cause tremendous damage from a distance, but they must pay the price for that power with their own blood. Blood Assassins can also mark their victims with magical runes, then strike them all down with their Execute power.



SPELLS

Mana Shot: This spell infuses the Blood Assassin's every shot with mana, increasing the damage she does but draining her resources with every attack.

Mark of Rending: This enchantment increases the damage of the Blood Assassin's attacks and also allows her to "mark" enemies with a deadly, magical rune.

SKILLS

Bloodsoaked Shots: Blood Assassins will sacrifice everything for power. They anoint their weapons with their own blood, enhancing their damage with dark blood magic.

Rune Mastery: Blood Assassins are masters of rune magic, and use it to create deadly traps for their foes. This skill improves the Assassin's traps, allowing her to place them more frequently.

POWERS

Execute: Blood Assassin attacks "mark" their enemies with magical runes. When the Assassin uses her Execute finishing move, it activates the runes on all nearby monsters, unleashing their energy on the marked victims, rending, cursing, or burning them, depending on the mark.

Rune of Blood: This power creates a deadly rune trap. If a monster draws near, the rune is activated, and after a short delay, it tears the blood from everything around it.

NEW ITEMS

Reagent recipes

Keep an eye out for reagent recipes on your adventure. You can earn them for completing quests, or find them on slain monsters and in chests. When you find a recipe, it is added to your journal's lorebook.



Each recipe shows you how to enchant a specific type of item with a particular combination of reagents to create a powerful weapon or piece of armor. Reagent recipes are the only way to get many of the new unique and set items in **Dungeon Siege II: Broken World**.

REAGENT RECIPE EXAMPLE ITEM #1: BEASTMASTER STAFF

The Beastmaster Staff is the most powerful item in the Beastmaster's Set. It inspires and invigorates the wielder's summoned creatures, making them tremendously powerful protectors. The staff can be constructed from a combination of powerful totemic reagents, but the precise recipe has been lost, and generations of Nature Mages have been unable to recover it.

REAGENT RECIPE EXAMPLE ITEM #2: CHROMATIC ROBE

Chromatic Robes harness the elements of fire, lightning and ice and use those elements to both protect the wearer and harm their enemies. When a Combat Mage wearing a Chromatic Robe is attacked, the robes unleash waves of fire, freezing blasts, and bolts of lightning at the attacker.

Unique and Set Items

There are many powerful, new, unique, and set items that were revealed by the second cataclysm, and rumors are circulating about their amazing powers:

GLITTERDELVE HEIRLOOMS

The Glitterdelve Heirlooms are a set of relics passed down through the generations of the Glitterdelve family. The Glitterdelves are renowned Dwarven Fists of Stone, and the heirlooms are imbued with their fortitude and nobility. The heirlooms have been lost for centuries, but even if they could be found, only a Fist of Stone who is as wise as he is strong could hope to wield them.

Complete Set:

- Armor: Glitterdelve Plate
- Gloves: Glitterdelve Gloves
- Amulet: Glitterdelve Signet
- Hammer: Glitterdelve Hammer

THE CORRUPTER'S MARK

One of the most powerful weapons of the Blood Assassin is her ability to "mark" her enemies with deadly runes when she attacks them. The Corrupter's Mark is a deadly bow that is designed to maximize this ability, allowing the wielder to mark crowds of enemies in just a few shots.

FAMILIAR'S EYE

This ring is set with the eye of one of the Overmage's Familiars. It is ancient beyond measure, and how its creator obtained the eye of such a powerful being is a mystery. It reeks of power, and fills its wearer with energy and strength, but the Familiars are loathe to share their power. Its creator disappeared immediately after he completed it, and the ring hasn't been seen since.

STORY

Long ago, Zaramoth the Unmaker and his Dark Wizard allies controlled all the magic of Aranna, and used that control to rule the world. Many were unhappy with Zaramoth's rule, but the immortal giant's power was unquestioned for a thousand years. Over the years, a rebellion began to take shape, led by the human Azunai the Defender. Carrying a magic shield with enough power to stand up to Zaramoth's sword, Azunai led his armies against Zaramoth's in a battle on the Plain of Tears.



When the Sword of Zaramoth and Azunai's Shield met on the field of battle, their power was released in a tremendous wave of force that obliterated both their armies, cracked the ground, and spread magic throughout the world. It was known as the First Cataclysm.

One thousand years later, a warlord named Valdis found the Sword of Zaramoth and used its power to create an army to crush the world. You and your companions rose against him, decimating his plans and traveling the world to find the pieces of Azunai's Shield. With the assistance of a wise, old Azunite Scholar, you were able to recreate the shield and confront Valdis.

There, atop Zaramoth's Horns, your ally the scholar betrayed you, revealing himself as the Overmage of the Dark Wizards. He took the shield from you and tricked Valdis into breaking the sword against it, creating a wave of force and causing the Second Cataclysm.

For a year, you and your companions have traveled the blasted world, seeking the Overmage and helping victims of the cataclysm where you can – but the situation is bleak. The landscape is battered beyond recognition, and terrifying mutilated beasts have laid siege to survivors, wiping out entire villages overnight. People are losing hope.

On the latest leg of your journey, you have followed a lead on the Overmage to a strange Dryad Outpost. Like everything else, the Dryads seem to have been dramatically changed by the Second Cataclysm, but perhaps they will be able to help you on your quest...

CHARACTERS

Taar

Taar was trained by her Dryad sisters to be a caretaker and healer. Her adventures have strengthened her resolve to improve the lives of others, no matter the sacrifices she has to make.

Finala

Finala has become a combat mage of epic power. She has been trying to return to her hometown of Aman'lu for the last year, and is desperate to find out what became of her people in the cataclysm.

Amren

Amren is a diplomat and adventurer of great renown, but like all Elves, he lost his visions of the future in the chaos of the second cataclysm. Now he struggles with depression and seeks his place in the new world.

Deru

Though she is young and impulsive, Deru is also a powerful Ice Mage. She brags about her role in Valdis' defeat at every opportunity, not realizing that many people blame her for the state of the world.

Vix

Vix is a veteran blademaker who has lived through countless horrors. He is relentlessly hunting the Dark Wizard, but there are signs that his

mission is taking its toll on his sanity.

Evangeline

Now that Eva is truly ready to lead her people, her kingdom has nearly disappeared. Though the task seems impossible, she's determined to defeat the Dark Wizard and return her people to their former glory.

Lothar

Lothar's great size and rumbling voice often hide his keen intellect and noble character. He says very little, but sees everything, and he can't ignore the suffering the Dark Wizard has caused.

Sartan

According to Sartan, women swoon when he walks past, and monsters cower in fear when he draws his sword. There are countless tales of his feats, and for a tankard of ale, he'll regale you with all of them.



Yoren

As a member of the Glitterdelve mining family, an accomplished Fist of Stone, and a judge in good standing, Yoren is accustomed to being respected as an exemplar of Dwarven society. He travels the world, seeking fugitives and helping those who need it. If he weren't so pompous and tactless, it's possible that what others think of him would be closer to what he thinks of himself. But oblivious as he is, his moral integrity and dedication to justice are unquestionable.

Ressa

Like a spider, this sultry Blood Assassin is beautiful, but deadly. She is a master of forbidden blood magic and rune rituals, and believes that nobility is a weakness. She will sacrifice innocents or commit atrocities

if that is what is required to achieve her goals. She is well aware that she is not what most would consider a "hero", and though she was exiled from Aman'lu for her methods, she continues to fight on behalf of the Elves.



NEW MONSTERS

The monsters of **Dungeon Siege II: Broken World** are extremely lethal. Many of them have powerful special abilities and spells. Some use shields to protect themselves, some react violently when they die, and some are extremely difficult to kill! Watch them carefully to see when they use those abilities, and be ready to dodge their attacks or alter your strategy.

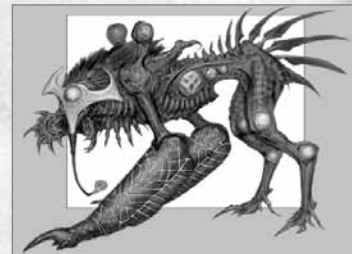
The Dark Wizard's Familiars

The Overmage's Familiars are mysterious creatures. They have only been glimpsed by the rare survivors of attacks on settlements and towns. Their coming is heralded by waves of twisted, misshapen minions, bound in metal and consumed by bloodlust. Through the smoke of burning buildings and fields, survivors reported flashes of orange light playing around hulking, indistinct forms.

It is said they cannot be truly killed. It is also said that their silence and beastly forms hide a sinister intelligence and that they have been to Aranna before. But nothing is known for certain, least of all how to overcome them.

Bound Husk

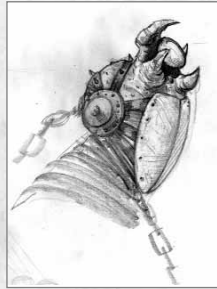
Whatever this monstrosity used to be is lost beneath layers of binding



straps and chains. It's uncertain whether they even still have arms, or if they were simply removed because they were no longer necessary. They walk like puppets and attack mindlessly, channeling tremendous magical energy through the jewels installed in their heads.

Incinerating Bound Elf

Elven mages are naturally intelligent and skilled in combat magic. Something sinister has modified these elves to magnify those traits, rewiring nerves, removing unessential body parts, and grafting on metal to make their bodies ideal for conducting fiery power. No longer able to walk or even move, these soulless creatures float along, immolating every living thing they see.



Decaying Bound Taclak

These hideously mutated Taclaks are deteriorating from the inside. They're held together with leather straps and metal bolts, and are possessed with frenetic strength that seems impossible, considering the decayed state of their bodies. When they're killed, their rotten blood spills out in a toxic cloud that poisons and dissolves anything it touches.



Volatile Boggrot

Volatile Boggrots are a vicious, spiteful breed that has evolved with highly unstable body chemistry. When slain, they generate a fiery reaction within themselves, creating a violent explosion that hopefully kills their attacker.



TROUBLESHOOTING

If you are experiencing technical problems with **Dungeon Siege II: Broken World**, first ensure that you have the latest drivers installed for your computer's hardware, including video and sound cards.

If you are trying to use a power that is not working, check to see that you have the appropriate weapon selected to perform that power.

INSTALLER ISSUES

Corruption errors during installation process	Close all active programs, including anti-virus applications
"Windows Wrong Volume" or "Windows No-Disk" in title bar	<ol style="list-style-type: none">1. Ignore messages (do not select cancel, continue or try again).2. Move box so that it does not block other installation screens.3. After installation is complete, return Disk 1 to tray and cancel any posted error messages.

VISUAL ISSUES

Graphic corruption	Download latest drivers for your video card from the video card manufacturers' website and reboot.
Shaders not displaying properly	Check the shader settings for your video card. It is recommended that it support at least pixel shader 1.4.

SOUND CARD ISSUES

Reduced volume voiceovers during game play while the master volume is turned up	Go into the Windows Volume/Playback Controls and set the Wave volume to max. This can be found in the Start/Programs/Accessories/Entertainment/Volume Control.
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MULTIPLAYER ISSUES

Heavy lag or frequent disconnects	DS2 and Gamespy ports that need to be open both for the computer as well as the Router. -OR- Check firewall settings to confirm that Dungeon Siege 2: Broken World is not being blocked. The game installer adds itself to the Windows firewall, but the user will need to update any personal firewall settings.
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