

Grim League Season 2 mod

This document will not cover league rules or related questions.

1. Installation & Play

- Download the mod from discord or website
- Navigate to Grim Dawn install directory -> mods folder
- Place the downloaded archive file in the mod folder
- Right click on the archive and user "Extract Here" option
- Run the bat file as admin! (**perform if you want access to GD campaign as well**)
- Start Grim Dawn, on the left side, click Main Campaign > Custom Game select "GrimLeagueS02 ~ world001.map" and press Accept.
- When you are ready for the new boss fights, switch to "bossfights.map"

Note #1: If you are playing in the HC ladder the mod is called GrimLeagueS02_HC

As an additional step here is how to confirm the mod has been installed correctly: Ensure this is how your folder structure looks like, after installation steps.

```
Grim Dawn/mods:
├─ GrimLeague_Install.bat
└─ GrimLeagueS02 ( folder )
   └─ database ( folder )
      ├── GrimLeagueS02.arz
      └─ templates.arc
   └─ resources ( folder )
      ├── FX.arc
      ├── Items.arc
      ├── Maps.arc
      ├── scripts.arc
      ├── sound.arc
      ├── text_en.arc
      ├── ui.arc
      └── Levels.arc (have to run .bat file)
```

A common occurring issue with extraction is that the mod is contained in 2x GrimLeagueS02 folders and will not work correctly:

- Grim Dawn/mods/**GrimLeagueS02**/GrimLeagueS02

Copy the inner GrimLeagueS02 folder to "Grim Dawn/mods/" and re-run the bat file

Levels.arc is created after successfully running the .bat file. If you are missing the file, refer to the FAQ section.

Note #2: For issues with the .bat file refer to FAQ section

2. Quick Feature Overview:

- New characters start out with a merit, S02 token, reputation boosting items and experience potions
- Mogdrogen/Ravager/Callagadra/Crate fights are now on a 22m 30s time limit, else they heal to 100%.
- Vanquisher set pieces and Prime Ring of Morgoneth have been made untradeable.
- Dark One set pieces have been moved to global loot tables.
- Reduced Legendary gambling iron bits cost
- Reduced Vanilla Legendary (level 50-75 items) gambling cost - iron bits and rare materials.
- 3 new bosses have been added. To access play on the bossfights map
- Each boss comes with its own music track, Crank that volume up!
- Completing league tasks, grants you a token. Transfer to a level 4 character in Devil's Crossing and you will earn points.
- Inbuilt feature for recovering lost tokens.

Note: To earn tokens on Hardcore you will have to use the HC mod version.

3. Detailed Feature Overview

Starting Items:

When starting the mod, player will find themselves with a few more items than usual. The items are only awarded on Normal Difficulty. All new character start with the following items:

- A Salt Bag
- Mandates for all the factions
- Warrants for the following factions: Kymon's Chosen, Order of Death's Vigil, Cronley's Gang
- 26 Soulbound Experience Potions
- A Savior's Merit
- SR 50 waystone blueprint
- Grim League S02 token

Earning Tokens and abouts:

- Tokens are awarded to the player upon completing the league quests.
- Tokens are not tradable and cannot be sold or dropped. However, they can be placed in the transfer stash.
- **IF YOU DO NOT HAVE INVENTORY SPACE, A TOKEN WILL NOT BE AWARDED AND YOU WILL HAVE TO REDO THE FIGHT.**

- **The starting “Grim League S02” token is to be kept in the inventory at all times!**
- Tokens are granted per character ONLY ONCE and can be redeemed ONLY ONCE per character
- Actions that will grant you a token:
 - opening the final chest in a skeleton key dungeon;
 - Entering the reward room in Shattered Realms
 - Killing any of the target bosses.
 - Additional league condition will also have to be met: beating the timer for all SR related challenges, level and difficulty requirements
- Tokens are a component item and can be auto transferred into the stash.
- Blacksmith in Conclave of the Tree can craft you a “Recovery Token” if you happen to lose any of them.
- League Quest Items do not follow the above, but they are treated as a token for final scoring.

Redeeming Points:

- Redeeming tokens can only happen on a level 4 character standing in Devil’s Crossing in Normal difficulty. When a token is in the character’s inventory the player will be awarded with the respective amount of points.
- The mod will also check for any of the league quest items and award points accordingly.
- You do not need to redeem all of your SR81+ tokens, only the highest achieved is enough.
- You only need to redeem Zantarin or Iron Maiden token, you will not be receiving points for both.

Shattered Realms Tokens:

- These tokens are granted on entering the chest reward room with the timer beaten.
- To get the SR50 Challenge token the highest level you can enter SR is 74.
- ~~To get the SR50 Challenge token the highest level you can be in the treasure room is 75, to account for experience from quest rewards. This means entering the Shattered Realms at max level 74 and 75% to level 75 (anything beyond that is untested waters)~~
- Tokens for SR80 plus follow the same principle and start dropping in rewards room 81,82 ect.
 - You only need to redeem the token for the highest achieved shard.

- Completing higher shards will also award you tokens from the lower level ones. Example: Completing Shards 30/31 will also reward you with 15/16 token

NEW BOSSES:

- Here are the names of your new adversaries:
 - Rolderathis, The Shatterer Of Wills
 - Galakros, The Devastating Mountain
 - Ballog'Nath, Harbinger of Eternal Hellfire
- To access the new bosses you will have to play on the bossfights map.
- The map will contain 3 portals, each leading to one of the bosses.
- To unlock the portal you will have to collect it's 3 keys (9 total keys)
- Keys can be found during main campaign play and have 100% drop rate
- A separate document will be created, which will list the bosses skills. It will be posted randomly during the league, chances will increase as people beat the new bosses.

4. FAQ

Q: I did not receive any of the starting items. What now?

OR

Q: I do not see the new bossfights map. What now?

A: Refer to installation Section.

Note: Starting items are granted only on Normal difficulty.

Q:I ran the bat file and I do not see the main campaign map.What now?

OR

Q:How to complete the installation on Linux?

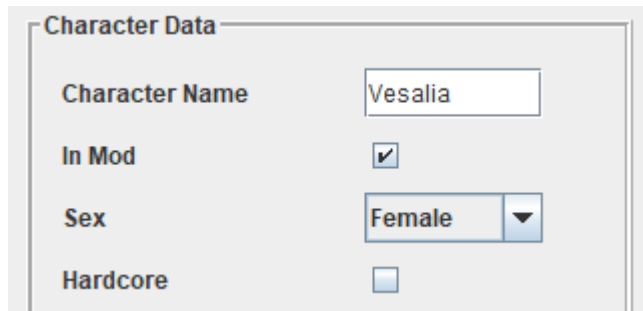
- Navigate to Grim Dawn Install Folder -> gdx2 -> resources
- Copy the Levels.arc file
- Navigate to Grim Dawn folder -> mods -> GrimLeagueS02 -> resources
- Paste the file you copied

Note: If you are playing in the HC ladder the mod is called **GrimLeagueS02_HC**

Q: How do I upload my build to grimtools?

A: Follow these steps:

- make sure to perform this on a **copy** of your save file
- You will have to use GDStash -> Char Editor.
- Simply remove the “in mod” checkmark and save.
- Upload the save to Grim Tools.
- Once done, restore the “in mod” checkmark to continue using the character in the mod.



Q: How do I move my characters to the main game after the league is over?

A: Uncheck the “in mod” checkmark as described in the “How do I upload my build to grimtools”.

Then simply move the character save folder from:

C:\Users\USERNAME\Documents\My Games\Grim Dawn\save\USER

To:

C:\Users\USERNAME\Documents\My Games\Grim Dawn\save\MAIN

This will move the character, their inventory and **personal** stash to the main game.

Q: What happens, if I load a character from mod X into mod Y?

A: Any item/changes native to mod X will not show, because mod Y does not know how to load them and mod Y will not be able to save them back. Any changes not native to the mod will be “deleted” upon save & exit.

Use ALT+F4 as soon you realise you are using the wrong mod.

All token items and your starting experience positions , created for the Grim Dawn League mod, fall under this category.

Q: I lost the League Tokens :(Is there a way to get them back?

A: The mod comes with an inbuilt feature to recover lost tokens. Here are the steps:

- Confirm the mod you are playing is GrimLeagueS02.
- Visit Devil's Crossing on **Normal Difficulty**
- Go to the Forgotten Gods area and speak with the blacksmith.
- Craft yourself a "Recovery Token".
- Visit Devil's Crossing on Ultimate/Elite, with the recovery token in your inventory.
- All tokens earned by that character will be placed in your inventory.

Note: Tokens can only be recovered on the difficulty they were earned on

Q: I died to Ballog'Nath fight and now the door to the arena is gone. What now?

A: This is intended. Re-login

Q: Can I reuse the bosses/content for my mod/project

A: As long as credit is given to their creator, Touma_san

Q: Can I poke around the mod files.

A: Yes, but keep discoveries to yourself, during the duration of the league