Lightsaber v3.0 - By Kalibur

Install::
Unzip lightsaber.dsres from lightsaberv3.0.zip   to your Dungeon Siege resources folder. usually located at
"C:\Program Files\Microsoft Games\Dungeon Siege\Resources". Start Dungeon Siege as normal (or restart
if Dungeon Siege is already running)

Finding the items::
In version 3 the lightsabers can be found at the mage shop keep in Elddim
In single player mode talk to the mage shop keep in Stonebridge

The new stuff::
• Master Jedi / Dark Lord lightsabers
• LightDaggers
• Lightclaws
• New type of Chicken lvl (normal only)
• Sith Assassin set
• Mandalorian armor set
• New lightsaber icons
• Fixed some bugs
• New lightsaber damage formula (thx to Garand Jinn)
• Tons of new hidden items

Things planed for the future
• Laser Blasters
• Better icons for armor and different icons for double bladed sabers
• New sets of armor
• more ranged weapons
• and whatever else i can come up with

Coming Next::
Addons will be release about every week till Crimson Dawn is finished. these will be small mods that will change
monsters in a specific ereas, add new weapons/armor, new force powers, and new starter character skins etc.
also 3.5 will be released to fix several problems that people find and add some things that where going to be in this
release but didn't make it.

Thx to everyone that has e-mailed me suggestion and great ideas
Thermal Detonators are based on richards_throwing_weapons
Special Thx to Reed for hosting the lightsaber mods
May the force be with you.

This MOD hosted by the DS Net Guide
http://www.dsnetguide.com/

Note to Webmasters: You must obtain the permission of this mod's author if you want to mirror this file on your site.