**DMFI 101: Enhanced Edition Guide**
**By [Carlo](#)**

This tutorial module demonstrates how to use the basic functions of the Neverwinter Nights: Enhanced Edition (NWN:EE) Dungeon Master (DM) client, as well as demonstrating some common uses of the DMFI Wands and Widgets. After completing this module, you will have the fundamental skills necessary to successfully run a multiplayer NWN session.

Brought to you by the [DM-Friendly Initiative](#).

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## I.  So You Want To Be A DM…

Welcome to the world of Neverwinter Nights DMing! This module can take you step-by-step along the road to learning the necessary DM skills to run your first adventure. Alternatively, it can be used as a knowledge refresher by more experienced DMs. This guide provides installation instructions, contains an outline of its contents, and has a [DM and Multiplayer Resources section](#) at the end.

To begin the module, make sure to first copy the "DMFI 101 - Enhanced Edition" .mod file to your Neverwinter Nights/modules data folder. Then you will need to launch the NWN:EE DM Client. If this is your first time using the DM Client, what you need to do is launch NWN:EE using a desktop shortcut, with " -dmc" (including a space before the -dmc switch) added at the end of the shortcut target line. If needed, there are step-by-step, illustrated instructions in the [NWC Multiplayer Connection and Hosting Guide](#) for the different NWN:EE game

installations. Since DMFI 101 is a solo module, you do not have to worry about any of the other technical requirements for hosting, beyond launching the DM client.

To load the module, click on "Multiplayer" once the DM client menu is visible and select the "New Internet/LAN Game" option at top. Click on the "Other Modules" button at the bottom to bring up a list of modules available. You will see the modules listed on the left, with server options taking up the rest of the interface.

The server options listed are not important for using this module; however, it would still be best to password protect the game and not post it to the internet, ensuring no random visitors drop by. (This actually happened to me during development testing!) You can always play around with the options on the main server interface screen and the advanced options to see what they're like; these are covered in detail in the NWC Multiplayer Connection and Hosting guide linked above. Once done, click on the DMFI 101 Enhanced Edition module and then Load.

You will be given the option to "Create New Character" or "Select Premade Character". If you don't already have a DM avatar saved, use the create option to make a new one, and make sure its appearance and portrait are what you want it to be. Your DM avatar's clothes and equipment can be easily changed in-game and then saved for future use, after you've completed the module and learned the necessary skills for creating items.

You may want to automatically create a text log of your in-game conversations. Instructions for how to do this are also in the NWC Multiplayer Connection and Hosting Guide.


## II. Tutorial Area Notes

### A. Entry Hall

This is the starting area, which has a welcome sign to be examined first. Once this is done, you will know how to talk to the Entry Warden NPC for an introduction to the module. For DMs, talking to an NPC requires an extra step - you can't just click on the NPC to start their conversation.

- Right-click in an empty quickslot to bring up the radial menu. then select the upper left option, "Other Actions" followed by upper left option "Socialize" and lastly the top option "Talk To."
- You can then use the saved quickslot "Talk To" command on all the NPCs you find in the module.

A player who is not a DM cannot pass through the door to the next area, the DMFI castle antechamber. The door is also locked and will need to be force unlocked by a DM using the door's right-click radial command menu.

## B. DMFI Castle: Antechamber

Talking to the Castle Page NPC starts his conversation on how to use the DM user interface (UI). He discusses the differences with the Examine radial menu, along with the Appear/Disappear, Pause, and Difficulty Slider commands.

Exiting through the door behind the Page brings you to the Main Hall.

## C. DMFI Castle: Main Hall

Here, the Castle Jester (a real fun-loving guy) informs you how to continue your instruction, by going to the Wilderness Road portal, and on how to check your status, by using the Status Board. DMs need to complete the Wilderness Road, Cave Entrance, and Creepy Cave area tutorials, then return here to check their status. After that is completed, they will receive their DMFI 101 diploma and be treated to a final sendoff party.

## D. Wilderness Road

This is the first of the main instruction areas. Here, as in the other three main areas, a guidebook is placed in the DM's inventory on entry to the area.  When used, the guidebook will start the area tutorial conversation with the DM.

Area guidebooks cannot be used outside of their intended area. Once a guidebook has been used for the first time, you can exit the tutorial conversation and use the book again to restart the conversation at selected points.

The tutorial in this area covers: the Show/Hide Triggers commands, special DM movement abilities, an introduction to the Chooser, taking control of individual NPCs, selecting a group of NPCs and having them attack, and Limboing NPCs. The intrepid NPC adventurers Huey, Dewey, and Louie make their first appearance here.

**E. Cave Entrance**

This is the second main instruction area, reached by using the Chooser at the end of the Wilderness Road tutorial.

The guidebook tutorial covers:  Retrieving NPCs from Limbo, introduction to the DMFI DM wand - changing Time of Day/Weather, finding and deleting encounters and traps in the Chooser, group NPC movement, and the DMFI Sound wand.

DMs enter the next area (Creepy Cave) by using the Cave Entrance.


**F. Creepy Cave.**

This is the third and last of the core instruction areas.  Once the area is completed, DMs are instructed to use the Chooser to return to the DMFI Castle's Main Hall.  Once there, they can use the Status Board to confirm they have finished the tutorial areas and receive final instructions.

The guidebook tutorial covers: introduction to the Creator, creating and re-creating creatures, DM-killing creatures, the DMFI FX wand, creating placeable objects, creating items, examining and managing inventories, and using the DMFI Emote wand.


**G. Adventure Start Area**

Once the Status Board in the Main Hall area confirms that the tutorial has been completed, NPCs from the module will be waiting in this area to congratulate the DM, who will be sent a message to go to the area via the Chooser. The DM receives a DMFI 101 Enhanced Edition diploma and a fireworks display is also waiting to be activated.  Save your character (DM avatar) by hitting ESC - Save

Character. Before saving, you may want to outfit yourself with new clothes and equipment and rearrange your quickslots to suit your personal preferences.

The Adventure Start Guidebook gives the DM some tips on how to run their first adventure, including a short description of new PC-related commands available. This guidebook works in all areas of the module. It also suggests going to the Forest of Encounters for bonus content.

### H. Forest of Encounters

This is a large forest area with three waypoints keyed to a series of additional, more advanced encounter tutorials in the Forest of Encounters Guidebook.

- At the Forest Start waypoint, tracks on the forest floor need to be followed and a Search check rolled using the DMFI DM Dicebag, to see if the trail can be followed. The DM spawns and controls a neutral group encounter from the DMFI encounter area.
- At the Bandit Camp waypoint, a placeable bandit camp is created, along with a treasure map using the DMFI Naming Wand. The DM spawns a neutral bandit encounter from the DMFI encounter area, then turns them hostile with the DMFI NPC Control Wand.
- At the Treasure waypoint, spider webs must be cleared using the DMFI Destroy Objects widget. Creating placeable FX is also covered. The DM goes to the DMFI Custom Encounter Area to set up a hostile encounter and returns to spawn it. The treasure site is "dug up" and a treasure chest created.

### I. DMFI Custom Encounter Region

This area is used to set up group encounters for spawning with the DMFI Custom Encounter widget. It is visited during the Forest of Encounters tutorial.

### III.  Custom NPCs

The following are used in the tutorial areas:

Monsters/Humanoid/Goblin:
-- Goblin Archer (Hostile and Cave Goblins factions); Cave Goblins faction is not automatically hostile to PCs

-- Goblin Leader (Cave Goblins faction)
-- Goblin Shaman (Hostile and Cave Goblins factions)
-- Goblin Warrior (Hostile and Cave Goblins factions)

NPCs/Humans
-- Bandit/Bandit Leader: Both are in the custom Bandit faction, which is not automatically hostile to PCs.

Tutorial
-- The NPC instructors and adventurers (Huey, Dewey and Louie) are here.


## IV.  Custom Items

Plot Item:
-- All of the tutorial area guidebooks are found here.
-- DMFI 101 Enhanced Edition Diploma

Special/Custom5
-- DMFI objects intended for PC use are listed here.

Special/Tutorial
-- DMFI DM Wands and Widgets items are found here.


## V. Scripts

**Third-party scripts included:**

[DMFI Wands and Widgets version 1.09](#)
-- A DMFI exploder widget is provided automatically on entry to DMs who do not have it in inventory.

[Abaddon's Descriptive Triggers](#)
-- Triggers are in the palette under Triggers/Custom/Generic; check their comments tab for how to use them.

[Fireworks Show by Awol](#)
-- Responsible for the fireworks show at the end of the core tutorial.

## VI.  DM and Multiplayer Resources

You've completed DMFI 101: Enhanced Edition – what's next?

The NWN multiplayer community site Neverwinter Connections (NWC) has everything needed for DMs and players to get in-game, with the NWN:EE Multiplayer Resource page a good place to start. Neverwinter Connections forums and Discord also offer help on everything from finding or creating new individual games ("one-shots") and campaigns, to playing on Persistent Worlds (PWs).

While creating your own module or campaign to DM is a great idea, and there are resources to help you do this, you may want to start by DMing other modules. All of the DM-Friendly modules on Neverwinter Vault include DM notes and have had proven success in DM'd games. If you are interested in building your own modules and campaigns, check out the DMFI Multiplayer Starter Mod for NWN:EE and the article Creating and Running a Neverwinter Nights Campaign.

The following are considered as good "starter" modules for NWN:EE - ones that new DMs can run their first time out with success. These modules have been commented on by new DMs and players as both fun and a suitable place to begin a successful DMing career. The descriptions are borrowed from the modules' NWVault entries, click on the links to get more information on them. Note that modules #1-3 use older versions of the DMFI Wands and Widgets, so there is some difference in their appearance and functions.

### 1. JHR1: The Vethboro Dragon by Jason Robinson

*It is hard to believe that only a month ago you decided to leave your home and take on a life of adventure. Unfortunately, after weeks of uneventful, unexciting, and unproductive days, you find yourself near Vethboro, a recently-founded village on the eastern side of the Thunder Peaks. Your desire to make a name for yourself is now quite high, but the chances of finding a quest more perilous than sheep herding--especially in a village this small--seem quite low...*

This is a light-hearted adventure intended for new characters. It includes some great community-created content, extensive dialogue, a bit of intrigue, and more than you ever wanted to know about the culinary practices of goblins. The module is designed to accommodate DMs of various skill levels. Documentation, maps, and a pre-created DM character are included to assist play.

## 2. [Shrine of the Eth'barat](#) by Lazybones

Players gather to penetrate a deadly shrine populated with guardians, traps, and puzzles, on a mission to recover a magical stone for a powerful wizard. This version (for HotU) contains new encounters and puzzles, and has been updated with the new material provided in the SoU and HotU expansions. The HABD bleeding/death system and the DMFI wand package (v1.07) have been implemented. The module is intended for a single session of play (2 1/2-3 1/2 hours), and is best played by a group of 4-7 characters of 3rd level.

## 3. [U1: The Sinister Secret of Saltmarsh](#) by Oraweb, modifications by Arawen

Desolate and abandoned, the evil alchemist's mansion stands alone on the cliff, looking out towards the sea. Mysterious lights and ghostly hauntings have kept away the people of Saltmarsh, despite rumors of fabulous forgotten treasure. What is its Sinister Secret? In this module, expect a mystery with a focus on exploration and role-playing. There will be conversation and exploration in pen and paper RPG style aplenty, as well as danger. This DM Version is based on Oraweb's NWN mod of the original U1 The Sinister Secret of Saltmarsh. Arawen has added new features and content for DMs who wish to run the game in a more improvisational pen and paper style. This package includes her version of the mod, a 25-page PDF DM guide, maps, DMFI Wands & Widgets and a sample DM character. New DMs may find the package a useful tutorial for learning pen and paper style NWN DMing. The DM Guide includes guidance for running the module both as a short one shot game and as a mini-campaign.

## 4. [Amee Pass](#) by Carlo

A newly-formed party of adventurers assembles, equips and is hired on behalf of a local baron for what appears to be a routine job helping guard Amee Pass. Upon their arrival, it soon turns into a deadly situation. Players will be faced with different and difficult situations, requiring effective teamwork and strategy. The party will of necessity learn how to most effectively use its strengths and avoid its weaknesses, or face the consequences of failure.

Although the module features a number of combat encounters, it is also a classic-style Dungeons and Dragons adventure and offers opportunity for roleplay.

This is a Neverwinter Nights: Enhanced Edition (NWN:EE) module designed for a balanced party of 4-6 PCs who start at level 1. It typically takes around 3-4 hours to complete.