Additional Resources for MP Builders

Document version 1.0 by Carlo

Caveat: this is not intended to be a list of everything that would be good to include in your mod that has ever been created by the NWN community. Selected items in each category are highlighted, along with links to broader community resources, with most of them being hosted on the Neverwinter Vault.

I welcome comments and recommendations for additional content based on firsthand experience, which you are welcome to post on the Vault download page for the DMFI MP Starter Mod; alternatively, PM me on the Vault site.

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I. Prefab areas

One benefit of using a starter mod for your campaign or multiplayer mod is that you can just start building and populating your adventure areas, without worrying about everything else required to have the module work properly. Importing prefab areas into your module and then customizing them to your preferred use can also be a huge time saver, as well as showcasing in-game the awesome talents of the community's top area builders. Prefabs were made to be used, not to sit up on the (virtual) shelf and look pretty from a distance, so don't hesitate to draw on them for your campaign or mod, while modifying them to suit your personal taste.

If you want to use a prefab's areas in your own mod and there is no importable erf available, you can create your own by opening the mod in the toolset and then exporting all its contents. If you're only interested in the areas themselves, you can just export those and the automatically associated content, rather than highlighting all of the module resources for export. This is also a procedure that can be done with full-content mods, not just prefabs, although it may be worth deleting things like extra waypoints and other extraneous content before exporting the areas.

[Click here for the complete list of NWN prefab areas on Neverwinter Vault](#)

- I would suggest doing some initial browsing with the list, which is ordered chronologically from the newest project.
- Click on the project author to see their full portfolio, which is helpful to do when you find someone whose creations you really like. Unfortunately, a lot of them fall under the category of "Migrate Wizard" if the content is from the previous iteration of the Vault and the author does not have an account on the current Vault.
- Searching of course is also possible and encouraged, using terms like "dungeon", "city", "inn", "mountain", "tower" etc.
- Pay attention to the custom content required. A number of prefabs may not require a hak or will use CEP, but many have additional specific haks required. Experimentation (with a new saved mod copy!) is possible, but think carefully before permanently requiring additional hak content for your mod, especially since some older haks may end up conflicting with other custom content.

[Chaosqueen_Kara_8's portfolio](#) (formerly Chaos_Theocrat) is top-of-the-line and has a large variety of high-quality content – urban, wilderness, mountains, underground. Many require CEP.

[Ships at Sea](#) by Moss Troll

- Areas with ships in different orientations, for use by parties traveling on the seas. Requires CEP.

[Urk's 1.69 Horse Stable](#)

- A prefab location (with custom horses included) for stable functions.

[City of Westgate](#) by Anachrodragon and Londerwost

- It makes a great skeleton to build on and populate for city adventures, but will take a good amount of work to dress it up with additional placeables and NPCs.

[City of Teziir](#) by Carlo

- After I added Teziir to my weekly Westgate Campaign, I did a separate standalone prefab version. It's a decent-size city (6 urban areas, 2 rural areas, 32 interiors) to incorporate into your campaign or mod, and can serve as an initial base for the party, with functional infrastructure like merchants.
- I recently updated the download package with an importable erf version, in addition to the included standalone mod.

[Elven City of Marquewood](#) by Blasco-Yang

- A nice example of a no-hak but non-standard looking small forest city. Benefits from use of Sunjammer's TileMagic system (see below)

II. Script systems

Choosing additional systems to install should be a thoughtful procedure and one that is done with a separately saved copy of your mod, in order to experiment with its effects. The usual factors to consider are how much extra work the installation will take, including changing existing scripts in your mod, and whether the results are worth the effort.

The DMFI MP Starter Mod is set up to call different systems from the module event handlers. If you wish to preserve this structure, you can do so by adding a line to the event handler script to call a new system via ExecuteScript, and also add a line to the relevant ruleset variables list in "sm_on_md_ld". This is probably the easiest course of action, in any case.

If you want to fully substitute in the new system's scripts in the mod event handlers, that of course is possible. However, because the existing mod event handling scripts perform some core initialization functions, consider copying the necessary new script instructions into the existing scripts, rather than directly substituting them, especially for key ones like OnClientEnter ("sm_on_client_ent") which initializes all of the DMFI scripts. A good rule of thumb is that if you don't know what the effects will be on your mod, don't install a new system until you've figured it out.

The below list is a short one, only presenting a few key resources and options for content enhancing a multiplayer module experience. Builders are encouraged to search on the Vault for other specific systems and functions you might want to implement in your mod, since there are too many to mention here.

[NPC Activities 6.1](#) by Deva Bryson Winblood

- The most complete system involving automated NPC control, based on commands embedded in waypoints.
- Designed for non-scripters, although scripters will be able to do a lot with it as well.
- Take a deep breath before reading the docs - there's even a "Don't Panic" type warning on the first page. That said, the NPC commands are largely intuitive and quite powerful, once you get accustomed to the formatting.
- I've found it worth using even for simple tasks, since it takes less time to set up a waypoint or two than to custom script what you want an NPC to do.

[Neshke's Extendable Spawning System (NESS)](#) v8.1.3

- This is a powerful spawn system that uses waypoints and has more of a learning curve than the included BESIE system. I haven't tested the current version.

[Ambient Commoners](#) by Rarosu

- This is a "lite" version of a random commoners system, updated relatively recently (July 2018) by the author.

[Sunjammer's TileMagic System](#) – version 2.03

- Allows the implementation of various different changes to area tiles in-game, great for visual effects
- Has options for implementation and a cheat-sheet for non-scripters

[Overland Travel and Random Encounter System](#) (OTRES) 2.8 by S. Ouellette

- Simulates long travel over customizable terrain connecting your areas of interest, randomly generating encounters on generic maps, similar to the Baldur's Gate overland travel. Gather your party before venturing forth!
- All the travel information is contained within the trigger tag, so you can set up travel between maps with no scripting knowledge. Extensive documentation included.

[All At Sea – Ryujjin's Realistic Boat Transitions](#)

- This is a package that adds a simulated sea travel experience. Consider editing it to combine with the "Ships at Sea" package listed above.

III. Tutorials and Multiplayer Links

There is an overwhelming amount of information and tutorials available for NWN building and scripting. Below you will see some of the top places to go first, and lists to help you go wherever you want after that.

[Toolset Manual v1.06](#) by the Builder's Project – IMO the best single resource (in terms of both content and clarity) for getting the necessary foundation for building using the Aurora Toolset. Be sure to get the latest version, as some other resource compilations have older ones.

[Design Manual](#) by the Builder's Project – the Part II follow-up to the Toolset Manual.

[NWN Lexicon](#) (online) – go to the Lyceum on the left sidebar for a toolset and scripting education.

[The Starting Point](#) – a comprehensive Neverwinter Vault forum topic on tutorials

[The DM-Friendly Initiative](#) – The DMFI was revived in November 2018. All are welcome to join in its discussions on building and running DM-friendly modules, as well as to provide feedback and suggestions on DMFI products.

[DM-Friendly modules on Neverwinter Vault](#) - a variety of modules and campaigns designed for DM use are included, check them out to see what other builders have done.

[NWC Multiplayer Module List](#) – all of the mods in this list, including a number of Hall of Fame ones and campaigns, have been proven to work well in multiplayer with no DM required.

[Neverwinter Connections](#) – the new Neverwinter Connections was launched in February 2019. Like its predecessor (2002-2012), it is a multiplayer community service site, where people can freely schedule events, organize play using the associated forums and Discord, and join available games on the calendar.