

# DMFI MP Starter Mod for NWN:EE

## Builder's Guide - Version 1.0

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

### Introduction

This starter package contains the in-game Player / DM tools and script systems required to provide a foundation for NWN:EE builders looking to create their own campaign or multiplayer-friendly mod. It is also designed to be adaptable and expandable with additional systems.

The mod and associated documentation should be relatively easy to use for novice builders, while at the same time being useful for more advanced builders who want to do their own modifications and extensions. It is extensively commented and there is only one script necessary to edit (sm\_on\_mod\_ld) to select the desired module rulesets. In addition, DMs will be able to modify which rulesets are being used while in-game.

This Builder's Guide details the module's contents, as an aid to its use and future modifications. If you want to dive right into building by using the mod as a base for your own adventures, I recommend at least reading sections I, II and V of this guide, then looking up specific resources as necessary in sections III and IV. All third-party elements used in the mod are credited in this document.

For recommendations and ideas on how to add on to this mod to create your own campaign or multiplayer-friendly mod, see the separate **Additional Resources for MP Builders** and **Builder Tip Sheet for New Campaigns**. The additional resources document contains a sampling of specific prefab areas and other script systems that you may want to use for your own campaign / module, as well as pointing people towards quality NWN community building resources.

### Setup and Installation:

Install the two modules (no-hak and CEP 2.65 versions) into your Neverwinter Nights \ modules folder, like any other mods. To use the CEP version, make sure that you already have the hak set installed. [Click here for the CEP download page on Neverwinter Vault.](#)

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## **I. PC and DM Tools**

The base mod includes the DMFI Wands and Widgets v1.09 pre-installed. All of the player items (PC emote wand, dicebag, autofollow wand, and Book of Player Voice Commands) are automatically given to PCs when they enter the mod, if they do not have them already in inventory.

DMs are given the DMFI Exploder Widget if it is not in inventory. This can be used to automatically populate the DM's inventory with all of the other DM widgets.

The DMFI items are largely self-explanatory in what they do. Quickslot them to use in-game and examine them to see a description of their functions. You can play around with the wands in the OOC starting area for in-game demonstrations.

The DMFI language widgets are not given out automatically. They can be distributed in multiple ways – for example: a DM can hand them out, they can be placed into a container in the OOC starting area, added to the Starting Merchant inventory, or given to players on entry by customizing the OnClientEnter script (“sm\_on\_client\_ent”). It depends on whether you: a) want to use them in the mod, and b) how you want to control their distribution.

DMs are also given a BESIE widget, which controls the included BESIE spawner system.

DM Book of Journal Entries – this is not automatically given out, but can be enabled. [See below section IV](#) (Custom Palette).

## **II. Module Rulesets**

The mod features several selectable script systems for death (including respawn and bleeding options) and resting. The “sm\_on\_mod\_ld” script, which is fully commented with instructions, should be edited in order to select which systems are operational.

Summary descriptions of the various features and options available are found below. See Section III (Custom Scripts) for more details on the script systems.

### **Death/Bleeding**

1. Default selection is the Parthenon Easy Death System. In a multiplayer game, downed PCs (reduced to 0 or less hit points) are considered “unconscious” and can be revived if healed to 10 hit points or more. (This is functionally similar to having them recover from -10hp). If everyone in the party dies (TPK=total party kill), the game is over - unless a DM is in-game *and* willing to heal someone. No bleeding occurs.
2. HABD system. PCs lie prone and bleed from -1 to -10 hp. They can be healed by others while bleeding. There is also a chance of self-stabilization each round, at which point bleeding stops and the PC may begin to heal on their own (although will still be at negative hit points and unable to move until healed past 0). Equipment drops on death and by default PCs do not respawn. This is a detailed and configurable system in itself, see the “habd\_include” file for its settings.
3. Standard multiplayer NWN:EE death system, without respawn penalty.
4. Standard multiplayer NWN:EE death system, with respawn penalty. Level loss and gold penalty are editable (1 level and 10% gold by default) in the “sm\_on\_respawn” script.

### **Resting**

1. Default selection is a persistent time-based rest system based on Johan’s Simple Balance System. Number of in-game hours between allowable rests can be changed by editing the “sm\_on\_rest” script; the default setting is 8 hours. Note that the base mod’s setting for passage of time defaults to 4:1, which means 8 hours in-game equals 2 hours real time.

2. Supply-based resting. PCs require an inventory item with the tag “rest\_item” in order to rest. A sample item (“Resting Supplies”) is included in the custom palette under the Special/Custom 5 category. To control the expense and difficulty of rest, you can adjust the availability, cost and weight of the item being used.
3. DMFI resting system. This is included with the DMFI package and options are configurable in a variety of different ways by a DM in-game. Details are given in the dmfi\_onrest script comments, and you can experiment with it in the DM client by hitting the “rest” button, which brings up the control menu.
4. Standard NWN:EE resting system (unlimited).
5. Resting disabled (no resting by anyone, anywhere).

### **Module Ruleset Controls**

DMs are able to jump to an otherwise inaccessible part of the OOC Starting Area, which contains a small DM Lounge (expand it if you like) and a lecturn with the Module Ruleset Controls. This will allow DMs to select the script systems used by the mod while in-game. If you decide to delete or heavily modify any of the systems in the toolset, then the Controls should be removed, or the mod\_ruleset conversation edited accordingly.

## **III. Script Systems and Custom Scripts**

The starter mod contains multiple complete script systems and several individual custom scripts that are designed to save time and effort in performing various major functions. These are listed below, along with links to their Neverwinter Vault download pages; see the individual download packages for detailed instructions on their use.

[DMFI Wands and Widgets version 1.09](#) by tsunami282 and the DMFI Design Team

- The community-standard package for DM and player tools.
- The separate install procedures from the download page are rather clunky, something which this starter mod is designed to mitigate.

### [Parthenon Easy Death System](#) by Teiwaz

- An elegantly simple multiplayer death system, taken from the Parthenon campaign modules.

### [HABD death system](#) by Demetrious and OldManWhistler

- This is a feature-packed system that is also independently configurable.
- If you select this system as a builder, you should review and make any desired edits in the “habd\_include” script, which contains all of the possible bleeding, death and respawn settings.

### [Simple Balance System](#) by Johan

- This package was designed to be a “hardcore lite” system, according to the author. In the starter mod, it has been adapted for use with the time-based rest system.

### [Abaddon’s Descriptive Triggers](#)

- Included under custom generic triggers in the palette. The first will display the text in the name of the trigger as floaty text once for each PC who enters it. The second will display the floaty text each time a PC enters the trigger. Both are very useful for placing flavor text descriptions of specific areas (smells, sounds, etc.)

### [SEI Sitable and Movable Placeables](#)

- Contains the sei\_sit script you can place in the OnUse handler for placeable objects to have people sit on them.
- Several placeable sitable objects are included, including a “sit” invisible object, which is quite handy. It must be placed on the environment, however, not on another placeable, to work properly.
- Movable placeables (a chair and a stool) are also included, which is handy for moving furniture. When players use the placeable, a copy item is created in inventory, then the procedure is reversed when the item is dropped.
- The sei\_talk script is a time saver, allowing you to start conversations with placeable objects. Put it in the “OnUsed” handler of any placeable object, then select the object’s conversation in its “Advanced” properties tab.

## BESIE Random Encounter System version 1.82\* by Camenwolf

- This spawn system is used in the Adventurer's Inn in the mod to generate commoners with random conversations, as a sample of its use. Note that the commoners only spawn when a PC (not just a DM) is present.
- The system is highly configurable and can be used for populating areas with monsters and NPCs, as well as having an attached treasure system.
- It is included in the mod because of its utility in automatically populating cities/towns in an efficient manner, as well as handling various types of monster encounters. It is what I would consider "medium" level in terms of difficulty for use by a novice scripter and its resource footprint. It can be ignored or removed (all of the "re\_" prefix scripts) as desired.
- A custom commoners script fix (which I call v1.82\*) is implemented in this mod. The official download package is at version 1.81, although the author mentioned my fix in the instructions. I've posted the fix (two scripts) on the Neverwinter Vault project page, as well.

### Individual custom scripts:

- [Script to feed before rest](#) by Lichking – this was modified for the supply-based rest option.
- "autoclose\_door" script (original by Floria) is placed in the desired door's "OnOpened" handler. It automatically shuts the door after a period of time (default is 5 seconds). This is handy as a cleanup feature. The line also auto-locking the door is commented out. If you want a version with this feature, I suggested saving a copy of the script under another name ("autolock\_door") with the line uncommented.
- "trigger\_warn\_dms" can be placed in an area OnEnter handler or alternatively the "DM Warning Trigger" (under custom generic triggers in the palette) can be used, in order to trigger an announcement on the DM channel that {name} has entered {area}. This can be useful for flagging sensitive places in a DM'd session. Suggest you not put it in a place which will cause a lot of spam, however
- All of the "teleport\_" scripts are based on Amurayi's Ultimate Teleport Script, which is configurable based on the included script comments.

"teleport\_party" can be used as a base script (save a copy with the new destination tag) for moving a party - not just the user - to a different location, as the action taken from a conversation option. This allows the user/party to opt in the conversation not to go anywhere.

“teleport\_auto” can be placed in the OnUsed event of a placeable object, and it will automatically move *only* the object’s user to the new location, which is a waypoint name specified in the object’s lock tag. This is helpful for using things like ladders, pull chains, etc. and does not require you to save a different script copy for each new location.

“teleport\_start” is used in the Starting Portal’s conversation in the OOC Starting Area, to send the party to the “wp\_portal\_start” waypoint in the Adventurer’s Inn area.

### Module Event Scripts:

The event handlers (the “sm\_\*” scripts) are heavily commented and places where edits should be made (to adjust a variable value, for example) are indicated inside them. I will only highlight certain critical aspects about the below scripts, since you can look at all of the script comments for more details.

- sm\_on\_md\_ld: this is the foundation of the ruleset system and is found in the OnModuleLoad event. Edit the values here to change which ruleset is implemented in the mod. This is all a novice builder/scripter needs to do to make system changes. It also initializes other base systems.
- sm\_on\_client\_ent: this is the next most important script, which goes in the OnClientEnter event. It provides the DMFI DM and player tools on entry and performs other initialization functions. Note that this is where you can edit a variable to strip players on entry and provide PCs with custom amounts of starting gold and XP; by default the strip variable is set to FALSE.
- sm\_on\_dying: this calls the HABD bleeding script if that death system is selected, otherwise the standard death function occurs.
- sm\_on\_death: calls the different death system scripts. Note: the horse death functions by Deva Winblood are implemented in the first part of the script, prior to executing the other scripts, since the first two death systems don’t have them included (having been created pre-horses).
- sm\_on\_respawn: this is where respawn penalties (if any) associated with the standard NWN death system can be set by editing the script. HABD has its own penalty system and is called if selected; edit “habd\_include” to change its settings.
- sm\_on\_rest: performs all necessary rest functions internally, except for calling the dmfi\_rest script if the DMFI resting system is selected.

Edit this script to change the # of in-game hours required between rests in the time-based persistent rest system; default is 8 hours.

Note: there is a “Normal compile error” text file included in the download package, so builders see what the toolset output from building the starter mod should look like. These output errors are not actual functional errors in the mod.

## **IV. Custom Palette**

This includes the starter mod’s custom items and their palette locations.

Creatures:

- Special/Custom1: Innkeeper and Starting Merchant
- Special/Custom5: Commoners, Female Commoners, Male Commoners (all for use with BESIE’s random commoner spawns). They are all naked, since the BESIE system puts clothes on them when spawned (see below NPC Clothing). They can also be copied for other purposes, as desired.
- Tutorial: Settings Adjuster and The Voice, optional for use with DMFI

Items/Armor

- Clothing: Starting Clothes are included for use with the optional item stripping script (see the OnClientEnter script notes). Some elegantly understated DM Clothes are also included.
- A variety of Heavy/Light/Medium “sized” armor (usable only by certain race types) is included in the palette as samples, and included in the Starting Merchant inventory. This is not obligatory to use, but adds some realism to armor drops. (Half-Orc armor then won’t fit a halfling, and vice versa.)
- NPC Clothing: this is where the BESIE commoner clothes are stored. They are rather garish-looking, so you may want to modify them or create your own if using the commoner system.

Items/Special/Custom1 is where the SEI chair and stool items (for the moveable placeables) are found.

Items/Special/Custom5 contains all of the HABD items and the DMFI PC items.



## Items/Tutorial

- BESIE widget: this is given to DMs on entry and allows them to control (turn on/off) BESIE settings in a particular area or module-wide.
- DMFI DM items are all included here.
- DM Book of Journal Entries: when activated, it starts a conversation (“dm\_journal\_entry”) which can be edited by the mod author to allow a DM to manually set the module’s journal entries. If you want DMs to automatically receive the book, edit the “sm\_on\_client\_ent” script and uncomment the line creating the item. DMs can always manually create this item from the palette, but it won’t do anything unless the dm\_journal\_entry conversation is edited.

## Merchants:

- General Store (“gen\_store” tag) is intended for use as a template to be copied and used with the “store\_gen\_start” script in NPC conversations. It has a single torch in inventory, as a placeholder item.
- Starting Merchant (“start\_merchant” tag) has a full set of mundane equipment already in inventory and can be edited to suit your module’s needs. Note: inventory includes “sized” armor (see items above). If you prefer to use a completely new starting merchant, create a new custom store with the same tag, delete the old store from the OOC start area, and place the new one there.

## Placeables:

- Containers and Switches: “Chest” and “Place Trash Here” are both useable treasure chests without any treasure scripts. The latter can be handy if you have to OOC sort out inventories and get rid of items.
- Miscellaneous: BESIE invisible spawner objects are located here. They should be placed in-game (or copied in the palette) and then edited to adjust their settings. See the BESIE documentation for details.
- Miscellaneous Interior: the SEI sitable placeables are here.
- Special/Custom5: the DMFI rest system objects and HABD corpse container are here.
- Visual Effects: the Starting Portal from the OOC Starting Area is here.

## Triggers – Generic:

- Fire floaty text on PC every time: does what it says
- Fire floaty text on PC once: the same.

After placing these descriptive triggers in an area, edit them to put the desired floaty text in the name field of the trigger; instructions are also in the comments tab of each trigger. I also recommend changing the tag of the trigger to something recognizable – “desc\_smell\_fire\_burning” for example – otherwise in the area view of the toolset, all the triggers will look the same.

- Trigger Warn DMs: sends a warning on the DM channel when entered by a PC

## Waypoints

- Respawn Location is the waypoint that the respawn system will look for if a custom location is selected in the ruleset.
- Spawn Point is for use with the BESIE PW type spawn functions.

## **V. Area Notes**

### A. OOC Starting Area

- This module starting area can be easily configured for your own uses.
- Players arrive in front of an “Examine me – Intro” sign. You can edit its description to provide initial instructions for the mod.
- Beyond that is an “Examine me to see the Ruleset” sign. Edit the object’s description to specify what the mod’s default ruleset is for resting, bleeding/death/respawn, and any other custom settings.
- The Starting Merchant is off to the left (south side). He is configured to buy and sell at the same rate, so players can exchange items at their original price; an instructions sign with that info is next to him. The store inventory contains a wide range of non-magical items suitable for equipping new PCs. You can edit the merchant and modify the inventory as desired. The Starting Merchant (store and NPC) is in the custom palette.

- A “PC Gathering Area” is in the back (west side), with a ring of sitable chairs. Here PCs can make introductions before an adventure, exchange witty banter, have a pre-game discussion with a DM, etc.
- To the north, in a non-contiguous area unreachable by PCs, is a small “DM Lounge” and an attached room with the Module Ruleset Controls placeable (a lecturn with a shaft of light). DMs can use the lecturn in-game to broadcast the current ruleset to all DMs, as well as change individual ruleset selections as desired. “mod\_ruleset” is the conversation used by the object.

## B. Adventurer’s Inn

- This is a sample adventuring start area, for when the party has finished preparing itself in the OOC module starting area.
- Random commoners are spawned (with random conversations) using the BESIE system, after a PC (not a DM) enters the area.
- “wp\_portal\_start” is where the party arrives after using the Starting Portal in the OOC starting area. If you want the party to use the Starting Portal, but arrive in a different area, be sure to delete this waypoint and create a new one with the same name in the new area; the starting waypoint is also in the custom palette.
- “wp\_respawn\_loc” is where PC respawn will occur, if a custom location is selected in the ruleset options. Also be sure to delete and re-create this waypoint in a new area, if needed.
- A “gen\_store” merchant is placed here, and also included in the Merchants custom palette. The NPC innkeeper has a generic store conversation attached, “store\_gen\_start”, which uses a script by the same name that always activates the *nearest* store with the tag “gen\_store”. This means that you can place a copy the store ad infinitum into new areas and modify its inventory (by default a placeholder single torch), without needing to create a new script for each merchant. (However, it’s best practice to save a new copy of the merchant conversation and with different NPC’s with flavor dialog, to make it less generic). Please note that if you want an NPC to have two separate stores available in the same area (perhaps a “special” one if the PC has a custom item/token), you will need to create a separate merchant tag and activation script, by copying the “store\_gen\_start” script and using the new tag in it.

### C. DMFI Custom Encounter Region

- This area is used with a couple of the functions in the DMFI DM tools, including sending a PC to “Jail” and spawning custom numbered encounters. In-game instructions for this are on a sign in the encounter area. The “Jail” (also indicated by a sign) is separated from the rest of the area and has no exit.
- It can also be used for any other OOC purpose, for example private in-person conversations with PCs, or for placing NPCs in a holding area in-game, rather than in the “Limbo” part of the chooser. This can be helpful if you want to do things like adjust their inventory and appearance, which is not possible in Limbo.