NWN Toolset Module Construction Tutorial

Your future task is to create a story that people will not only be able to read but explore using the Neverwinter Nights (NWN) computer game. Before you can embark on your own storytelling journey, there are two more tutorials you must complete. These tutorials will guide you through using the program to suit your needs. You may notice that we are creating the Lost Grandmother short story as you work your way throughout the tutorials. After you have finished the tutorials you will then be ready to write your story and make it come to life. You may already have a plot in mind!

There are two main areas that are already set up for you to use as the **setting** of the story tutorial. They include the castle itself and the area outside of the castle. This tutorial will take you through how to create game objects that will contribute to the plot of the story such as:
- placeables – such things as chests, statues and even coffins
- items – such as gold, scrolls, books, clothing etc.
- doors – to get to other parts of the castle
- creatures – including monsters and castle folk
- conversations – so that you can converse with the creatures you have created
- traps – to catch unwary travelers
- secret doors – doors that are hidden but if searched for can be found

Tutorial 1: Loading and Working with the Module
1. Double click on the Neverwinter Nights icon located on your desktop.
1. Click the "Toolset" button. The Bioware Aurora Neverwinter Nights Toolset will open. Ensure the "Open an existing Module" radio button is on.
1. Select "CastleEmpty" from the scroll down menu.
1. Click the "OK" button.

Navigation
The **Module Contents panel** on the left side of the main window displays the areas, conversations and scripts contained within the loaded module.
- Expand the area list; the CastleEmpty module contains two areas, Castle and Exterior.
- Double-click on the area's name or select "View Area" from its context menu to see it in the **Area Display panel**.
- All areas will appear from a top-down perspective when they are first displayed.
- Notice the Camera Control Toolbar at the bottom of the area display panel.
- The first four buttons pan the camera around, the second four buttons rotate the camera and the next two buttons control the zoom.
- The last two buttons allow you to control the orientation of game objects that have been painted in the area and will be discussed later.
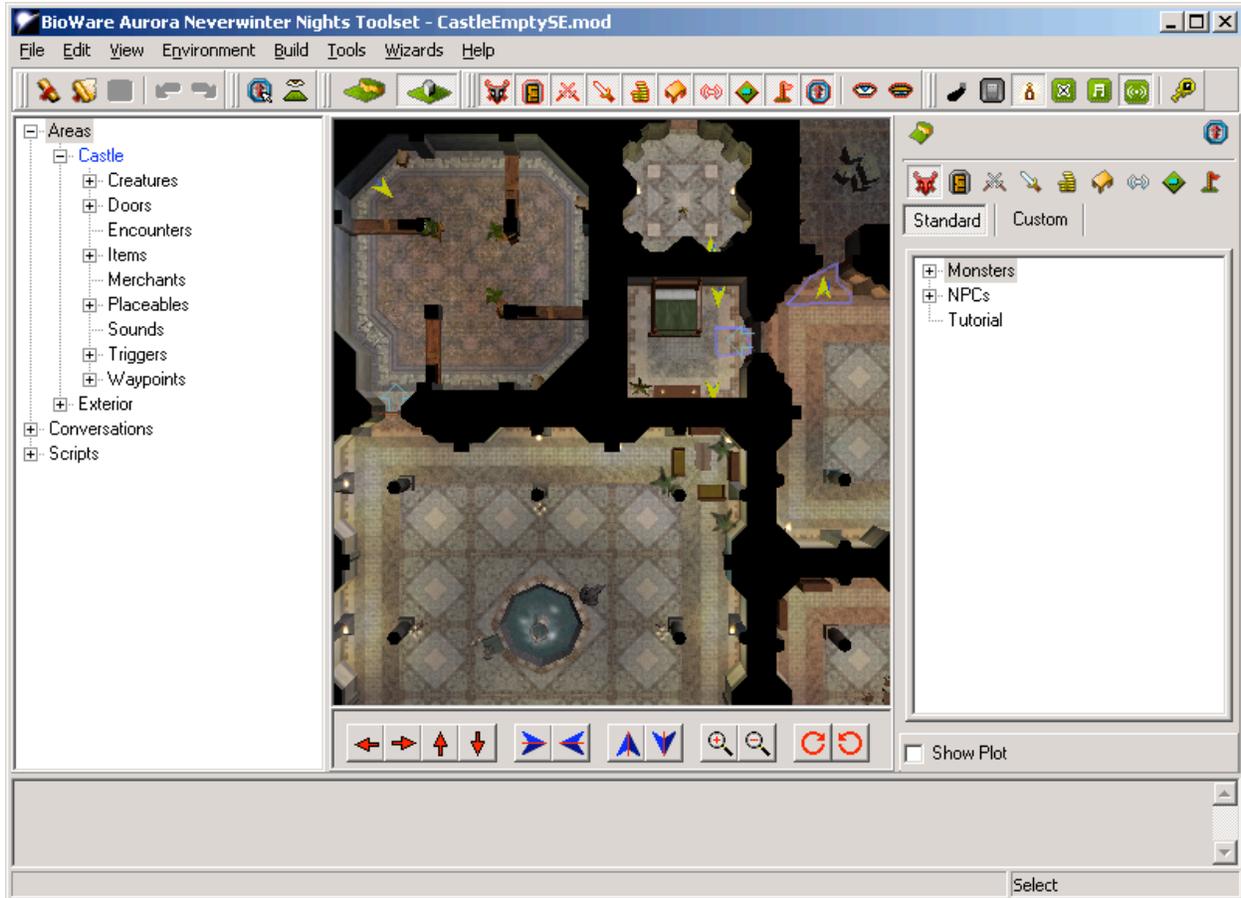
The right side of the application window contains the **Terrain and Game Object** palettes. The palettes contain the feature, group and terrain tiles, and blueprints for the various game objects, which can be painted into the current area. There are several palettes, one for each type of game object. The blueprints for each palette are organized into categories to make finding a specific blueprint easier.

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Tutorial 2: Placeable Objects

Placeables include objects like chests, barrels, tables, trees, stones, signposts, etc. In this tutorial you will add some placeables to the castle to make it feel more lived in.

1. Start the Toolset and load the "CastleEmpty" module. This should load the interior of the castle into the area display panel if it is not already loaded.
1. Open the "Castle" area by double-clicking its name or selecting "View Area" from its context menu in the Module Contents panel.
1. Open the Placeable's palette by pressing the table icon located in the game objects palette. Ensure the Standard button is selected.
1. Right-click on "Table" from the "Miscellaneous Interior" category and choose Edit Copy. Click ok.
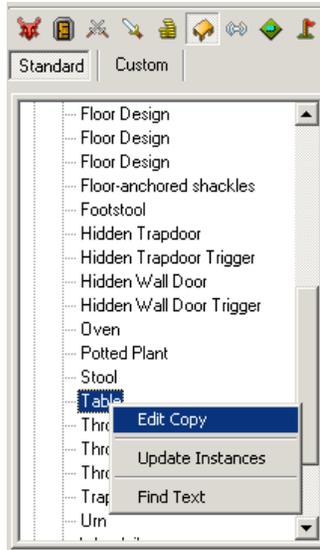
NOTE: Table is still in the Placeable's palette. **However, it is now listed under Custom instead of Standard because we did the Edit Copy step. This is important later on in ScriptEase** when we want to do more with placeables, for example sit on a chair.

1. Left-click to highlight the table in the placeables palette and paint it into the area, labeled 1 on the interior map.

NOTE: Once the table was painted, it appeared in the list of placeable objects beneath the area in the Module Contents panel. Every instance in the module is located under the appropriate type in the area where it was placed.

1. Right-click on "Chair" from the same category (Standard Palette) Edit Copy.
1. Check the Useable checkbox.
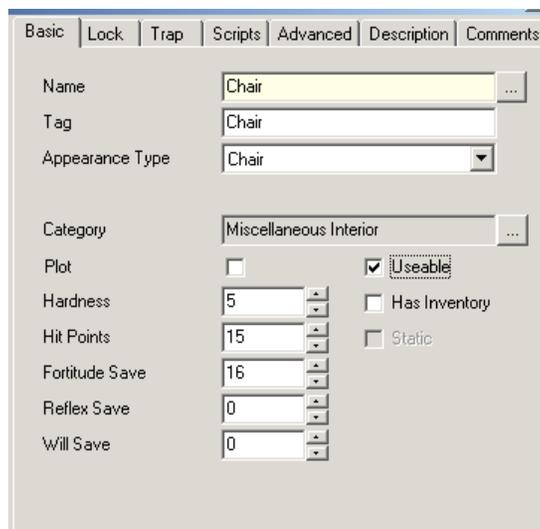
1. Click ok and paint it around the table. Repeat this step for many chairs around the table.
2. Each chair has a blue orientation arrow. If you want the chairs facing in towards

the table, you need to reorient the blue arrow. To do this, hold down the shift key on the keyboard, while right clicking on the green box. Keep the shift key and the mouse button held down and rotate the arrow until it is facing into the table. This method may be used to reorient any object.

3. Paint two candelabras from the Standard Palette "Miscellaneous Interior" category against the east wall in the same room as the table and chairs.
4. Save the module by choosing save from the file menu.

Take a look at the module in the game by following these steps:
1. Start the Neverwinter Nights game. On the main window, click "New".
2. Then press "Other Modules..."
3. Select the "CastleEmpty" module and press "Load".
4. Pick a character.
5. Finally, press "Play".

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Exercise 1 – Make sure you use Edit Copy so your placeables are in CUSTOM Palette
A. Paint the following placeables into the main entry hall (room with the fountain): bookshelves, couches, potted plants, and some throw rugs.
B. Paint two statues around the fountain. Use the second and third statues in the list. Make sure the Useable check box is checked as well as the Has Inventory box is checked. Click the Inventory button from the statues Properties menu. Make sure one of the statues has the Origin of Magic book included in its contents by dragging the item from the **CUSTOM Items** palette to the Contents palette.
C. Create a chest named "bedroom chest" it's tag NW_chestcreation. However, do not paint it into the game; we will use it latter on. HINT: chest can be found under Placeables | Containers & Switches | third chest in the list. SAVE YOUR MODULE.
*If you can't remember how to paint placeables use the instructions in Tutorial 2: Placeable Objects. Check out your newly decorated room in the game.
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Tutorial 3: Items
Items are objects that can be picked up by PCs and put in their inventory. They include things such as books, jewelry, weapons, gold etc.
1. Start the Toolset and load the "CastleEmpty" module.
2. Open the "Castle" area by double-clicking its name or selecting "View Area" from its context menu in the Module Contents panel.

3. Open the Item's palette by pressing the sword icon located in the game objects palette. Ensure the Standard button is selected.
4. Right-click on "Gold Piece" from Miscellaneous | Other and choose Edit Copy.
5. Change the item's name by clicking on the … button and entering 50 Gold Pieces.
6. Set the Stack Size to 50 and click ok.
    NOTE: 50 Gold Pieces is still in the Items palette. However, it is now listed under Custom | Miscellaneous | Other instead of Standard. This is important later on in ScriptEase when we want to do more with the Gold, for example adding a visual effect when you collect the gold.
7. Left-click to highlight the 50 Gold Pieces in the items palette and paint it into the area, labeled 2 on the interior map.
8. Save your changes and run the game.
9. Go up to the gold pieces in the game and click on them. They will now be a part of your inventory. You can check the total number of gold pieces you have in possession by pressing the inventory button.

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Exercise 2 - Make sure you use Edit Copy so your items are in CUSTOM Palette

A. Double-click on the Exterior area to load the area outside of the castle. Place a potion of Cure Moderate Wounds at the spot numbered 1 on the exterior map. *If you can't remember how to create items use the instructions in Tutorial 3: Items. Play the game to find and retrieve the potion.
B. Double-click on the Castle area to take you back to the inside of the castle. Go to the Standard palette under Items. Create the item Short Sword of Quickness. Change its tag to NW_barriersword. Under the Properties tag make sure the Identified box is checked.
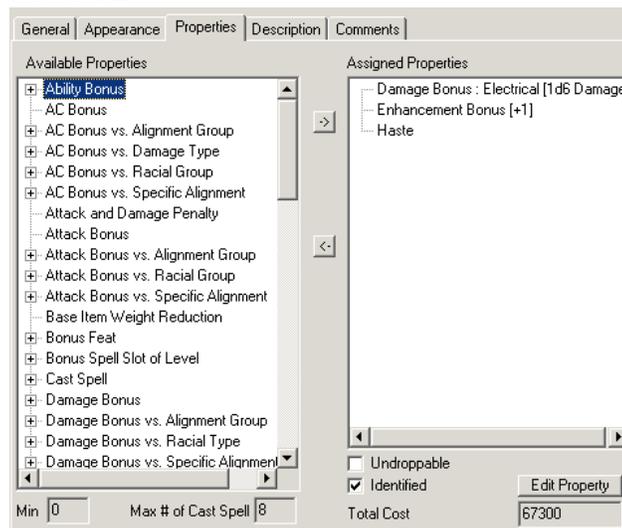

C. Do not paint it into the castle. It will be used in the next set of tutorials.

Tutorial 4: Doors

Doors are special kinds of game objects that only fit in specific places. Doors serve several purposes. The primary purpose is to block parts of the area off until the players meet certain conditions, like retrieving a key.

1. Start the Toolset and load the "CastleEmpty" module
2. Double click on Castle in the module contents panel.
3. Open the Door palette by pressing the door icon located in the game objects palette. Ensure the Standard button is pressed.
4. Expand Universal and right-click on the first door under the Wood subcategory. Choose Edit Copy.
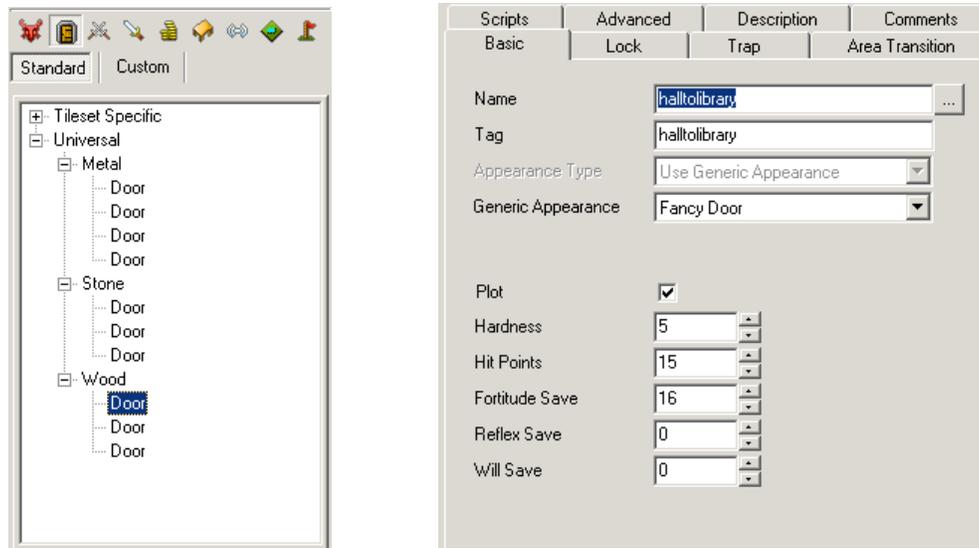
5. Name the door and tag halltolibrary (no spaces).
6. Check the Plot checkbox.
7. Click the advanced tab. Change the blueprint ResRef to "halltolibrary" (no quotations).
8. Click the Lock tab. Check the Locked check box. Click OK.
9. Left click on halltolibrary in the Custom palette.
10. Bring the door close to the point labeled 3 on the Interior map. You may have to zoom in or adjust your view to see the empty door space. The door should stop spinning and an image of the door should appear in the doorway.
11. Paint the door while the image is in the doorway, by left clicking in the area. The door will appear where the empty space was located.
12. Load the game. After exploring the area for a few minutes, exit the game. Go back to the Toolset and load the CastleEmpty module.

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Exercise 3 Make sure you use Edit Copy so your doors are in CUSTOM Palette
Create a stone door named roomtobedroom at point labeled 4 on the Interior map. Be sure to change the tag and blueprint resref (in the advanced tab) to roomtobedroom.
*If you can't remember how to create a door use the instructions in Tutorial 4: Doors.

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Tutorial 5: Creatures

A *creature* is anything that moves. This includes PCs (player characters), NPCs (non-player characters) and monsters. In this tutorial, we will create a monster and a NPC.

PART 1: Monsters

1. Start the Toolset and load the "CastleEmpty" module.
2. Open the "Castle" area.
3. Open the Creature palette by pressing the button. Ensure the Standard button is selected.
4. Right-click on the first "Goblin" under the Monsters | Humanoid | Goblin category and choose Edit Copy.
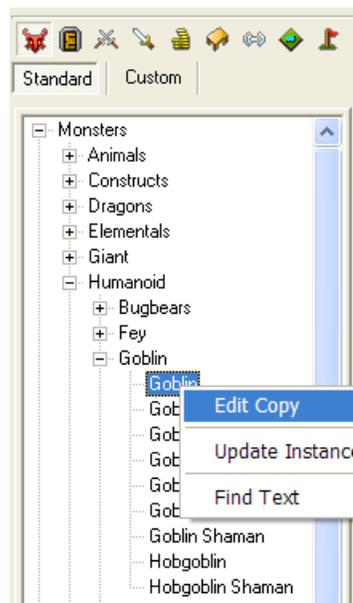
5. Change the creature's first name and tag to "Greendude". Click OK.
6. Left-click to highlight the Greendude in the Custom palette and paint it into the room labeled 5.

* Unfortunately you cannot battle Greendude until after you complete the secret door tutorial.

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Exercise 4 Make sure you use Edit Copy so your creatures are in CUSTOM Palette

A. Place a skeleton at point 6 on the map. Name it Mr. Bones. *If you can't remember how to create monsters use the instructions in Tutorial 5: Creatures. Take a chance at fighting your skeleton in the game.

B. Create a giant spider called Spidy, a skeleton called Rattle, and ancient silver dragon called Norbert. You will not paint these into the game as of yet. They will be used later on.

C. Create a fire beetle called Hot Stuff, and a Ghoul called Fluffy. Paint Hot Stuff into the back of room 13 by the bed. Paint Fluffy in room 14 in front of Grandmother.

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PART 2: NPC

Since our setting is a castle we are going to place a guard outside of the castle doors.

1. Start the Toolset and load the "CastleEmpty" module.
2. Open the "Exterior" area.
3. Open the Creature palette by pressing the ![button] button.
4. Right-click on "House Guard" from the NPCs | Humans category and choose Edit Copy.
5. Give the guard the first name Bruce. Click the random name button ![button] beside last name to give Bruce a random last name.
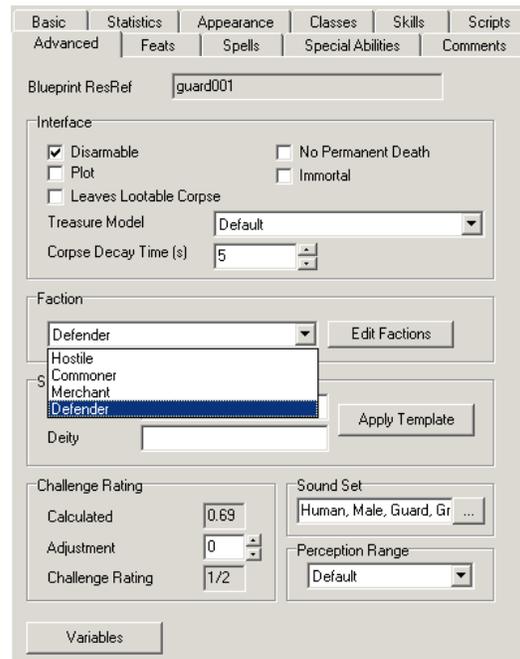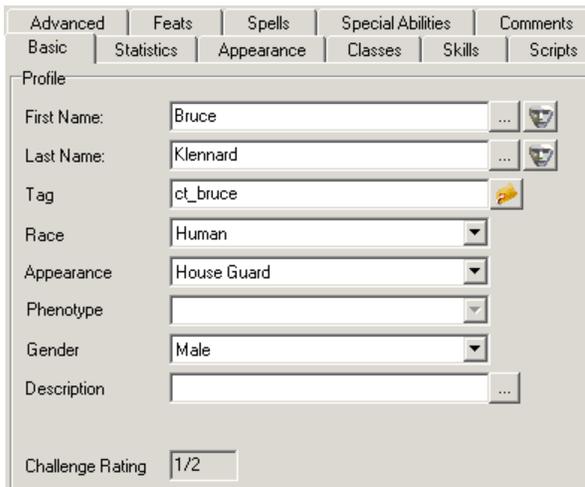
6. Change the Tag to "ct_bruce" (without the quotation marks).
7. Click the advance tab at the top of the window.

8. Under Faction choose Defender from the drop down menu. Click ok.
9. Left click on Bruce in the custom palette and paint him at the position labeled 2 on the exterior map.
10. Click ok to save the changes and check out Bruce in the game.

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Tutorial 6: Conversation
Conversations are an alternating sequence of NPC statements (or questions) and PC responses.
1. Select the Bruce from the Creatures | Exterior menu. Right click on Bruce and select "Properties" from its context menu.
2. On the "Basic" tab, press the "Edit" button next to the Conversation drop-down at the bottom of the window. This launches the Conversation Editor and creates a new, empty conversation file. Press the "Add" button to create a new NPC statement and after entering the text below into the window that appears, press "OK". Notice that the text now appears in the tree, below the Root.
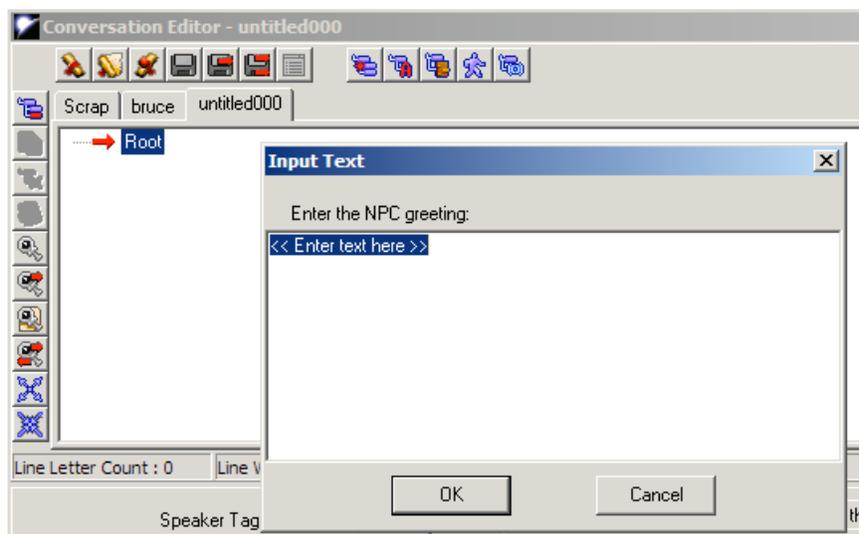
Node 1 NPC Text Hello, what is your name and what is your business at the castle?

3. With Node 1 ("Hello, what is...") selected, press "Add". This creates a new PC response node. Enter this text:

Node 2 PC Text My name is <FirstName>. I have come to visit my grandmother.

Note: <FirstName> is a token. A token is a special string that the game understands and replaces with some other text appropriate in the current context. In this case, the game would replace <FirstName> with the first name of the player to whom the NPC is speaking.

4. With Node 2 ("My name is...") selected, press "Add". This creates another NPC node. Enter this text:

Node 3 NPC Text I didn't realize who you are, I'm a new guard at the castle. There is a useful potion on the exterior grounds that you should obtain before entering the castle. I hear there are hostile creatures about.

5. With Node 1 ("Hello, what is...") selected, press "Add" again and enter this text as an alternative response for the PC.

Node 4 PC Text You must be new! My name is <FirstName>. My grandmother lives here.

6. With Node 4 ("You must be…") selected, press "Add" again and enter this text for the new NPC node.

Node 5 NPC Text Yes, I am new. There is a useful potion on the exterior grounds that you should obtain before entering the castle. I hear there are hostile creatures about.
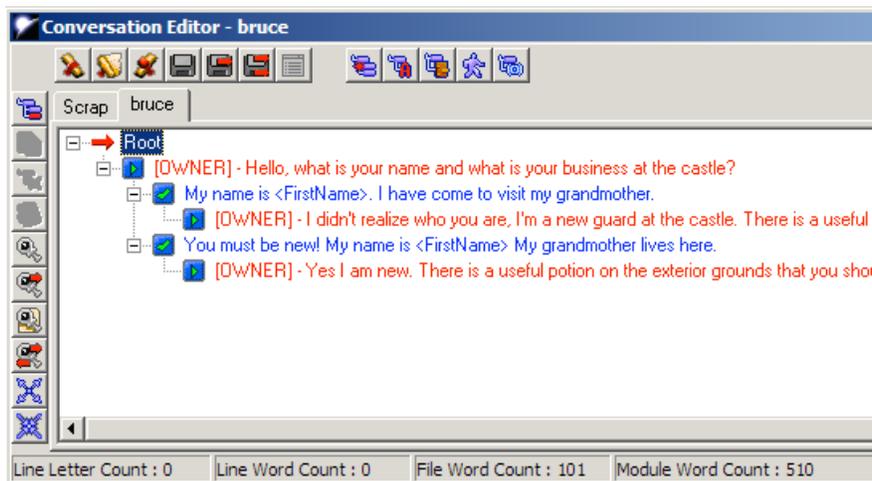
7. Click the Save As button 💾 at the top of the window. Save the conversation under the name "bruce", and close the Conversation Editor. Exit the Toolset and talk to the guard by approaching him before entering the castle.

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Tutorial 8: Traps
Traps can be detected based on their difficulty level from 0 being weak to 4 being fatal.
   1. Start the Toolset and load the "CastleEmpty" module.
   2. Open the "Castle" area by double-clicking its name or selecting "View Area" from its context menu in the Module Contents panel.
   3. Open the Trigger palette by pressing the green icon ◆ located in the game objects palette.
   4. Right-click on "Average Spike Trap" from the Traps | 0. Weak menu.
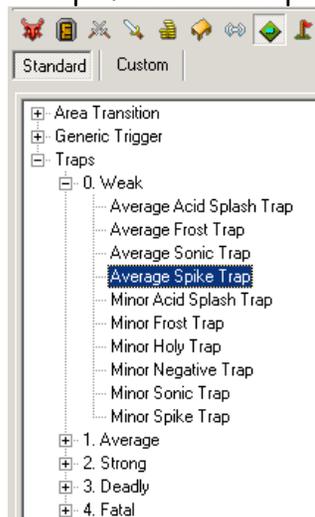
5. Choose Edit Copy. Change the tag to NW_spiketrap.
6. Under the Trap tab, there is Detection DC and Disarm DC. These numbers indicate how easy or difficult to notice the trap and disable the trap. Characters that have skill points in these areas (ex rogue) will be more successful in detecting and disarming. Enter the values of 10 and 20 respectively. Click ok.
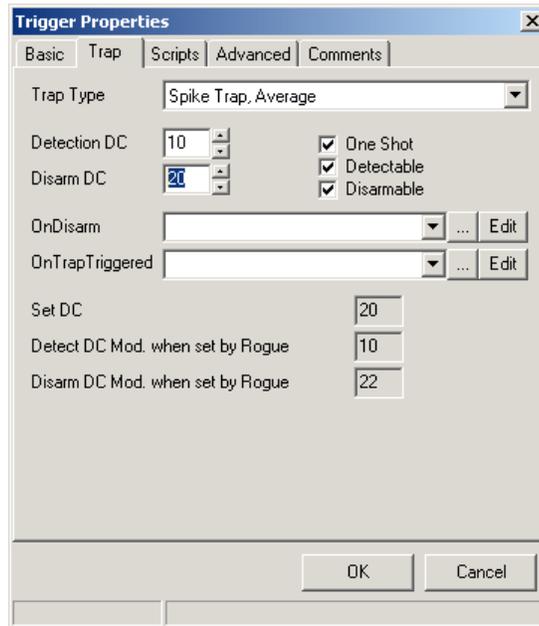
7. Left-click on Average Spike Trap in the Custom menu. Using the paintbrush, single click to form a rectangle in front of the doorway (point 8 on interior map). Double click to finish the rectangle.
8. Save your changes and run the game to see how the trap operates. Try playing once as a rogue – right click on the trap and select disarm.

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Exercise 7 Make sure you use Edit Copy so your traps are in CUSTOM Palette
   A. Paint a octagon shaped Minor Blob of Acid Trap at the spot numbered 9 on the interior map. *If you can't remember how to make a trap use the instructions in Tutorial 8: Traps.
   B. Create a Generic trigger called Room 13 Trigger (name and tag) and draw it in the doorway of Room 13. You will use this trigger later on in ScriptEase.

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Tutorial 9: Secret Doors
Secret Doors are special kinds of doors that are invisible unless they are found. They often open up into secret rooms. In this tutorial, we will create a secret door that is moderately easy to find.

PART 1: SECRET DOOR FROM BEDROOM (BR) INTO SECRET ROOM
1. Ensure the CastleEmpty module is loaded into the toolset. Double click on Castle in the module contents panel.
2. Open the Placeables palette by pressing the table icon located in the game standard objects palette.
3. Expand Miscellaneous Interior and right-click on Hidden Wall Door Trigger. Choose Edit Copy.

4. Change the Name to Bedroom Trigger.
5. Select the Tag field and enter BRsecretdoor.
6. Change the Hardness to 1.
7. Next select the Reflex Save Field and set it to 5.
8. Now select the Will Save field and set it to 10.
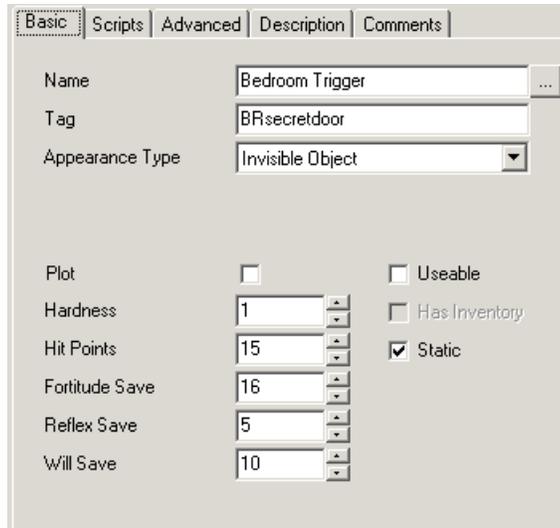
9. Click the OK button to close the properties dialog box.
10. Left-click on the Bedroom trigger. Place the paintbrush close to the point labeled 10 on the interior map. You may have to zoom in or adjust your view to see the area more clearly.
11. Paint the Bedroom trigger by left clicking in the area. A box with an arrow will appear. As you can see we are trying to connect to the hidden room using a secret door.
12. Open the Waypoints palette by pressing the flag icon located in the game objects palette.
13. Expand Waypoints and right-click on Waypoint. Choose Edit Copy.
14. Change the name to Bedroom Waypoint.
15. Select the Tag field and enter DST_BRsecretdoor.
16. Click the OK button to close the properties dialog box.
17. Left-click on the Bedroom Waypoint in the Custom palette. Place the paintbrush with the yellow arrow close to the point labeled 11 on the interior map. Notice we are painting the waypoint where we want the secret door to lead to. You may have to zoom in or adjust your view to see the area more clearly.
18. Leave the toolset (Save first) and load the game. Select Rogue as your type of player and try out the secret door.

*You will notice that once you go through the secret door into the secret room, you are unable to go back to the bedroom from which you came. Thus you need to create another secret door. This time the door is on the inside leading back into the bedroom.

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PART 2: SECRET DOOR FROM SECRET ROOM (SR) INTO BEDROOM

1. Ensure the CastleEmpty module is loaded into the toolset. Double click on Castle in the module contents panel.
2. Open the Placeables palette by pressing the table icon located in the game objects palette.
3. Expand Miscellaneous Interior and right-click on Hidden Wall Door Trigger. Choose Edit Copy.
4. Change the name to Return BR Trigger.
5. Select the Tag field and enter HRsecretdoor.

* Please note capitalization or lack of capitalization is very important. Make sure you are consistent!

6. Change the Hardness to 1.
7. Next select the Reflex Save Field and set it to 5.
8. Now select the Will Save field and set it to 10.
9. Click the OK button to close the properties dialog box.
10. Left-click on the Return BR trigger. Place the paintbrush close to the point labeled 11 on the map above. You may have to zoom in or adjust your view to see the area more clearly. You want it to be close to the wall so the door isn't hanging in mid air.
11. Paint the hidden wall door trigger by left clicking in the area. A box with an arrow pointing into the wall will appear.
12. You need to reorient the blue arrow to be facing in towards the room. To do this hold down the shift key on the keyboard, while right clicking on the green box. Keep the shift key and the mouse button held down and rotate the arrow until it is facing into the room.
13. Open the Waypoints palette by pressing the flag icon located in the game standard objects palette.
19. Expand Waypoints and right-click on Waypoint. Choose Edit Copy.
14. Change the name to Return BR Waypoint.
15. Select the Tag field and enter DST_HRsecretdoor.
16. Click the OK button to close the properties dialog box.
17. Left-click on the Return BR Waypoint in the Custom palette. Place the paintbrush with the yellow arrow close to the point labeled 10 on the map above.
18. Again you need to adjust the yellow arrow so that it points into the bedroom. To do this hold down the shift key and right click on the arrow. While holding these down rotate the arrow until it is pointing into the room.
19. Leave the toolset (Save first) and load the game. Select Rogue as your type of player and check out the change.

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Exercise 8

    A. Create a secret door connecting points 12 and room 5 on the interior map.

*If you can't remember how to create a secret door use the instructions in Tutorial 9: Secret Doors. Check out your newly created secret door in the game.

    B. Create a Waypoint named Room 13 Waypoint. Change the tag to NW_room13. Paint it into the center of the Room 13 Trigger you created earlier. Adjust the arrow so that it points into the hallway.

    * Unfortunately, you cannot try out this secret door because the door to the library is locked. You will set up something special using ScriptEase later on and then you will be able to try out the secret door!
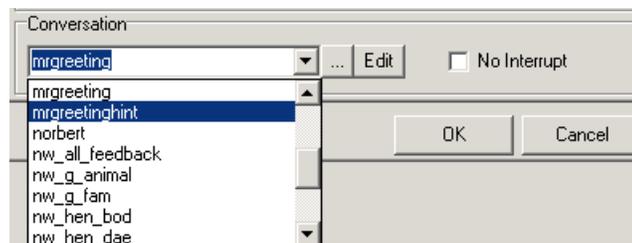
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Tutorial 10: Changing Conversations

Each NPC can only have one conversation file associated with it at a time. However, you can change the conversation associated with an NPC by following these steps:

1. Start the Toolset and load the "CastleEmpty" module.
2. Open the "Castle" area by double-clicking its name or selecting "View Area" from its context menu in the Module Contents panel.
3. Under Creatures in the Module Contents panel, right click on Mr. Greeting and select properties.
4. Notice in the Conversation drop down menu, the conversation you created (mrgreeting) is currently selected. Use the drop down menu to select the conversation "mrgreetinghint".

5. Save the change and talk to Mr. Greeting in the game. You'll notice that the conversation has now changed.
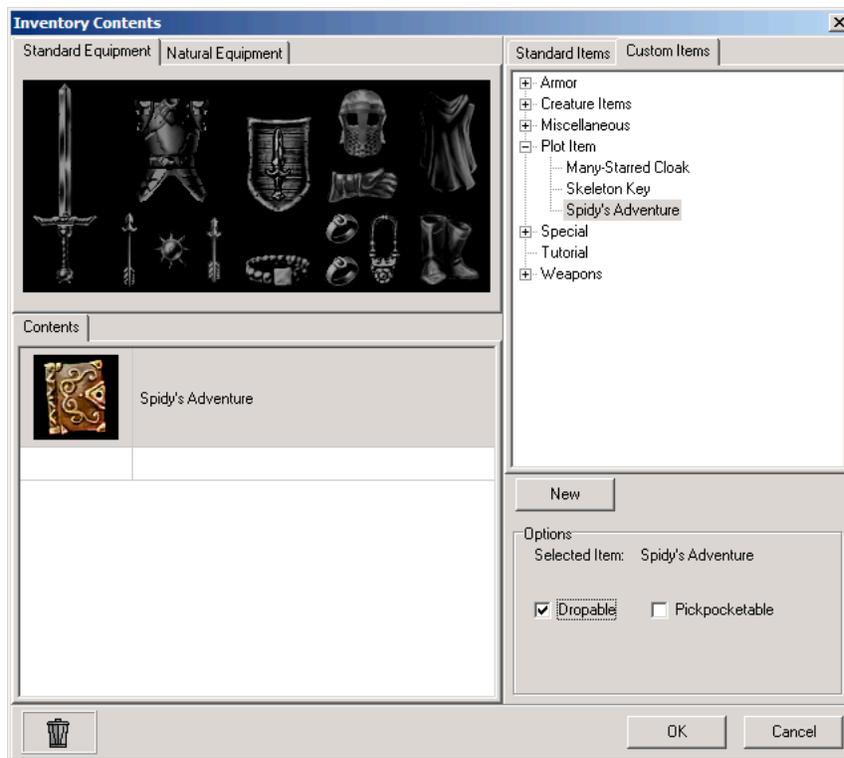
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Tutorial 11: Giving Creatures and Placeables Inventory

NWN will randomly give creatures and placeables items that can be retrieved by the PC. You can pre-arrange for a creature or placeable to have specific items that provide key

clues or aid the PC in a certain way. To provide a creature/placeable inventory follow these steps:

1. Start the Toolset and load the "CastleEmpty" module.
2. Open the "Castle" area by double-clicking its name or selecting "View Area" from its context menu in the Module Contents panel.
3. Under Creatures in the Custom panel navigate to Spidy. Right click on Spidy and select EDIT.
4. Click the Inventory button at the bottom of the window.
5. Under the custom items tab | Plot Item left-click and hold on Spidy's Adventure and drag to the contents window.
6. Make sure Dropable is checked so that a PC can obtain the book. Spidy will be introduced later on when using ScriptEase.

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Exercise 9

A. Place the item Short Sword of Quickness created earlier into the inventory of the "bedroom chest". HINT: use Edit NOT Edit Copy.
B. Mr. Bones is located in the module palette on the right side of the window. Place the Plot Item Skeleton Key into the inventory of Mr. Bones. Make sure the Droppable box is checked.

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