

BioWare Aurora Neverwinter Nights Toolset
Module Construction Tutorial 2

Important Note

This is the second Module Construction Tutorial, picking up where the first one (available from the "For Builders" section of the Neverwinter Nights community website) left off, describing a new feature of the Toolset, the Plot Wizard. This tutorial assumes familiarity with the contents of that document.

What you should already know from the first tutorial

Tutorial 1:

- Creating a new module
- Creating an area
- Controlling the camera
- Painting terrain
- Painting and moving the start location

Tutorial 2:

- Painting object instances from blueprints (creatures and placeable objects)
- Understanding what an object blueprint is
- Understanding the difference between a blueprint and an instance

Tutorial 3:

- Painting doors

Tutorial 4:

- Concept of Standard vs. Custom palettes

Tutorial 5:

- General understanding of Factions

Plot Summary

The following 5 tutorials will walk the user through the basics of the plot wizard. It will create 3 separate plots and tell the user to place them all in the same area. There is nothing preventing the plots to span several areas. Keeping them in one area is for simplicity's sake.

Tutorial 1: Using an Existing Plot Blueprint

Introduction

This tutorial explains how to quickly add a plot to a module from a plot blueprint.

Goal

To create a module and add a small quest for the player.

Tutorial

Create a New Module

Using the module wizard, create a module named PlotTutorial. Add an 8 by 8 area using the Rural tileset and name it Simple Plot.

Start the Plot Wizard

In the main menu, select Wizards and then Plot Wizard. Alternatively press the Control key, Alt key and P key simultaneously.

Select a Plot Blueprint

The dialog that appears will have a space for a plot name and a journal name. There will also be a list of available plot blueprints. Look for the entry called Assassination and select it. Then press the Apply button and answer Yes when it asks to overwrite all current plot data. It is safe to overwrite the data since no work on it has been done yet. Be careful when applying blueprints since it will destroy any work previously done on the current plot.

Once the plot blueprint has been applied, note that the name of the plot is "Assassination" and press the Save button. Leave the name as the default and make sure the file type is "Plot Manager Files". Once it has been saved, close the plot wizard.

Save the module but do not run it yet. The next tutorial will create the object instances used in the plot, the cast members that the player interacts with.

Tutorial 2: Plot Management

Introduction

This tutorial describes the Plot Manager window and how you can use it to manage all the plots in your module, not just those created by the Plot Wizard.

Goal

View the created plots and manage them.

Tutorial

Open the Module

Open the module named PlotTutorial. Open the area in the main window.

Open the Plot Manager

In the lower right of the main window is a checkbox titled Show Plots. Make sure this box is checked and view the list of plot instances. The window can be resized vertically if more viewing area is needed.

View the Plots

Find the plot called “Assassination” and fully expand it. This will list all the cast members and props used in the plot. The props usually do not need to be touched here. The cast is further divided by three sub-categories: Plot Giver, Villain and Extras. These are found under the Cast node. In this particular plot there are no extras so there is nothing under that node. The cast member’s names appear under the sub-category nodes. The cast members have the same name as their role so Plot Giver will have a node Plot Giver below it and the Villain node will have a cast member named Villain.

Place Instances

Right click on the node under Plot Giver in the Cast tree and select the menu option Select that appears. This will auto select the corresponding blueprint from the main palette. Place the creature near the module’s starting position.

Select the Villain in the same way as the Plot Giver and place that creature in the top left corner of the map. The map may need to be zoomed out to see that portion.

Save the module and try it in the game. The plot giver is near the player at the start so talk to him. Accept his request and notice that the player’s journal has been updated. Find the villain and kill him. Return to the plot giver and get the reward.

Tutorial 3: Create a New Plot

Introduction

This tutorial describes how the Plot Wizard can be used to create new plots. Once the plot has been created, instances will be added to the module. The module will then contain both the plot from tutorials 1 and 2, and this plot. A module may contain any number of plots, which can span all areas.

Goal

Create a more complex fetch-and-retrieve task plot from the ground up.

Tutorial

Set up the Module

Open the module used in the previous tutorial named PlotTutorial.

Once the module has been opened it needs some setting up. The following steps will create the physical environment that the plot will take place in.

1. In the palette window, expand the Terrain tree and click on the Wall 1 node. Using this, create an enclosed area in the right part of the area.
2. Go back to the palette window and expand the Features tree. Select the Wall 1 Gate node and place a gate in the left wall of the enclosed area.
3. Notice in the left inventory window that a new door called Wall 1 Gate has been added to the area list. The Doors tree might need expanding to see it. Right click this new door and select Remove. This door will be recreated in the plot wizard, but the doorway is needed to place it into.
4. Reposition the starting position of the module to the left side of the map.

Basic Plot Information

A farmer named Quentin Hemmit had his wedding ring stolen by a goblin. Quentin needs a brave soul to get it back for him. All he can offer is 50 gold pieces. He knows that the goblin is now hiding in his neighbor's backyard.

When asked to let you in to his backyard, the neighbor, Johan Mishnette, agrees to let you pass if you can find a necklace that he has misplaced. Johan is a bit absent-minded so the necklace is in a chest near him. Returning the necklace will reward you with a key to his backyard gate.

The goblin is right behind the gate and doesn't know what the player is after so won't attack right away. It has the ring in its inventory and if the player is clever, he can just steal the ring back. Otherwise the player will have to kill the goblin to get it.

Finally the player can return the ring and get the 50 gold.

Start the Plot Wizard

In the main menu, select Wizards and then Plot Wizard. Alternatively press the Control key, Alt key and P key simultaneously.

Title

Set the name of the plot to Quentin's Ring.

Set the name of the journal to Quentin's Ring. The plot and the journal will usually have the same name.

Press the Next button

Cast

The cast is defined as any creature, placeable or door that the player will interact with over the course of the plot.

This plot will have five cast members.

- 3 creatures
 - Quentin Hemmit – the plot giver
 - A goblin – the villain
 - Johan Mishnette
- 1 placeable
 - A chest – it will contain Johan's necklace
- 1 door
 - A door – will block the player from entering Johan's backyard.

First create the plot giver, Quentin Hemmit.

1. Select the resource
 - a. On the Plot Giver cast member page select the Browse button.
 - b. Select the Creatures button along the top of the Resource Selector dialog.
 - c. Expand the NPCs tree.
 - d. Expand the Humans tree
 - e. Click the Commoner, Male
 - f. Press OK
2. Customize it
 - a. Select the Edit button to start the Creature Editor with the Plot Giver preloaded.
 - b. Set the first name to Quentin
 - c. Set the last name to Hemmit
 - d. Set the tag to ct_quentin
 - e. Set the appearance to Human, Male 18
 - f. Set the portrait to hu_m_02_
 - g. Press OK

Press the Next button to get to the Villain page

1. Select the resource
 - a. Press the Browse button under the villain listing
 - b. Select the Creatures button along the top of the Resource Selector dialog.
 - c. Expand the Monsters tree
 - d. Expand the Humanoid tree
 - e. Expand the Goblin tree
 - f. Click on the first Goblin listing
 - g. Press OK

No customization is needed on the villain. Press the Next button to get to the Extras page

1. Select the resource for Johan
 - a. Press the Browse button under the extras listing
 - b. Select the Creatures button along the top of the Resource Selector dialog.
 - c. Expand the NPC tree
 - d. Expand the Humans tree
 - e. Click the Commoner, Male – the same as Quentin
 - f. Press OK
2. Customize it
 - a. Click on the commoner's listing in the list.
 - b. Select the Edit button to start the Creature Editor with the commoner preloaded.
 - c. Set the first name to Johan
 - d. Set the last name to Michnette
 - e. Set the tag to ct_johan
 - f. Set the appearance to Human, Male 07
 - g. Set the portrait to hu_m_22_
 - h. Press OK

That is Johan done so now create the door that blocks Johan's backyard.

1. Select the resource for the door
 - a. Press the Browse button under the extras listing. If it asks to add or overwrite, choose to add.
 - b. Select the Doors button along the top of the Resource Selector dialog.
 - c. Expand the Tileset Specific tree
 - d. Click the first listing of Door
 - e. Press OK

Nothing more is needed for the door. Now create the chest that will contain Johan's necklace.

1. Select the resource for the chest
 - a. Press the Browse button under the extras listing. If it asks to add or overwrite, choose to add.

- b. Select the Placeables button along the top of the Resource Selector dialog.
- c. Expand the Containers & Switches tree
- d. Click the first listing of Chest
- e. Press OK

The cast has been created so press the Next button

Props

Props are any items used in the plot.

This plot will need 3 items:

- A gold ring – what the player has to retrieve for Quentin
- A copper necklace – what the player has to retrieve for Johan
- A key – to open the door

First create Quentin's gold ring.

1. Select the resource
 - a. Press the Browse button below the list of props
 - b. Expand the Miscellaneous tree
 - c. Expand the Jewelry tree
 - d. Expand the Rings tree
 - e. Select the Gold Ring listing
 - f. Press OK

Then create Johan's necklace

1. Select the resource
 - a. Press the Browse button below the list of props
 - b. Expand the Miscellaneous tree
 - c. Expand the Jewelry tree
 - d. Expand the Amulets tree
 - e. Select the Copper Necklace listing
 - f. Press OK

Lastly create the gate key. This we will do differently by creating a new blueprint for it.

1. Create the new resource
 - a. Press the New button below the list of props
 - b. Find and select the Key type
 - c. Press Next
 - d. Name it "Gate Key"
 - e. Press Next
 - f. Assign it to the Plot Item palette node
 - g. Press Next
 - h. Nothing needs to be done on this page so press Finish

The props have been defined so press next.

Plot Nodes

A node is defined as any interaction between the player and a cast member. The nodes are listed from top down in sequential order. The top should happen first, then the one below that, and so on. It is possible to skip nodes, but once the player has completed a lower node, the plot cannot go back to a previous node.

In this plot we will need 9 nodes, which we will create one at a time. To create each node, press the “New” button below the listing of the nodes. This will start the Plot Node Wizard.

1. Initial Greeting

In this node, the player meets Quentin and agrees to help him retrieve the ring. The player can choose to not help Quentin, but the player will not get the next step until he does agree to help.

- a. Enter the plot node name “Initial Greeting”
- b. Select the cast member the player will interact with. Since this is the first node, the Plot Giver will already be selected.
- c. Press Next
- d. Select what happens in this node. The player will talk to Quentin so select Conversation
- e. Press Next
- f. Select what type of conversation will happen. Quentin will give some information and ask a question so select Quest/Informational
- g. Press Next
- h. A default conversation is specified, but it would be best to provide details specific to this plot.

Greeting	NPC Text	Oh dear, whatever will I do? Please help me kind <class>. I need to get my wife's ring back!
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Acceptance	PC Text	Of course I will help you. Where is this ring?
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Action	NPC Text	A goblin stole it. I think I saw him run into my neighbor's backyard. My neighbor is straight West of here.
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Rejection	PC Text	Sorry old man, I don't have time for this.
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- i. Press Next
- j. There is only one option currently available so just press Next
- k. Since this is the first conversation with Quentin, he must have something to say to players who are not directly involved in the plot. Leave it as the default “Hello stranger” and press Next

- l. Now define the journal entry for when the player accepts the quest by selecting the Create Journal Entry on Completion checkbox.
- m. Add the text for the journal right below it. Enter “Quentin had a ring stolen from him by a goblin. Look in his neighbor to the west’s backyard for the thief.”
- n. The player will not get any experience for this so just press Finish, which will create this node and return to the plot wizard.

2. Talk to Johan

The player will notice that Johan’s backyard is locked so he will have to talk to Johan to get in. Johan will say that the player can have a key to his backyard if the player can help find a necklace he misplaced.

- a. Name this node “Talk to Johan”
- b. Select the object type of Creature from the Type dropdown box
- c. From the name dropdown box below that, select Johan as the object to interact with.
- d. Press Next
- e. The player will talk to Johan so select Conversation as the event.
- f. Press Next
- g. The player will get asked to do a task so select Quest/Informational as the conversation type.
- h. Press Next
- i. Make the conversation look like this:

Greeting	NPC Text	What can I do for you friend?
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Acceptance	PC Text	I need access to your backyard please.
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Action	NPC Text	You can have a key to the gate if you find my necklace. It should be around here somewhere.
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Rejection	PC Text	Nothing, good-bye
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- j. Press Next
- k. This conversation will only appear to players who have talked to Quentin and accepted the quest. This means that this node depends on the successful completion of the Initial Greeting node. This should be set up by default so you can just press Next
- l. Once again, a default conversation must be defined but this time for Johan. Leaving it as the default is fine so press Next
- m. The journal should be updated so select the Create Journal Entry on Completion check box.

- n. Assign the text “You must find Johan’s necklace before he will let you into his backyard.” to the journal.
- o. Press Finish

3. Find Johan’s Necklace

Here is where the player will open the chest and retrieve the necklace. This has to be a separate node because the journal will update to inform the user what the next step is, also because the player will obtain a prop.

- a. Name this node “Find Johan’s Necklace”
- b. Select Placeable Object from the Type dropdown box.
- c. Select Chest from the Name dropdown.
- d. Press Next
- e. There is no conversation here but the player will open the chest, so select Open a Door or Container as the type.
- f. Make sure the checkbox below this option is checked. This is for when the object that is opened has something for the plot. In this case it will contain Johan’s copper necklace
- g. Press Next
- h. The chest is not locked so leave this page blank and press Next
- i. In the Loot: Item for Player To Take box, select the Copper Necklace from the list of props. This is the only control on the window that is active.
- j. Press Next
- k. The journal should be updated so select the Create Journal Entry on Completion check box.
- l. Make the journal text “Return the necklace to Johan and he will let you into his yard.”
- m. Press Finish

4. Get Johan’s Key

In this node, the player returns the necklace to Johan and gets the key to his backyard. The player will automatically have the necklace removed and the key added to their inventory. This node is a bit tricky because it relies *not* on the player completing the previous node, but on the player completing the node before that.

- a. Name this node “Get Johan’s Key”
- b. Select Creature as the Type
- c. Select Johan as the Name
- d. Press Next
- e. The exchange of items will happen through conversation so select the action to be Conversation
- f. Press Next
- g. There will be an exchange of the necklace for the key so make the conversation type Exchange Items.
- h. Press Next

- i. Check the Take Item From Player checkbox. This will activate the dropdown box below it.
- j. Select the Copper Necklace from that box.
- k. Check the Give Item To Player checkbox. This will activate the controls below it.
- l. Select the Gate key from that dropdown box. Leave the other controls.
- m. Press Next
- n. Make the conversation text like this:

Greeting	NPC Text	Did you find my necklace?
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Acceptance	PC Text	Yes, here you go.
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Action	NPC Text	Great! Thank you so much. I am going to put this in my chest over there so I don't lose it again. Here is the key I promised you.
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Rejection	PC Text	Sorry, I don't have it yet.
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- o. Press Next
- p. This node should be active right after the successful completion of the Talk to Johan node. The player doesn't have to actually get the necklace before he can return and talk to Johan again but without the necklace, the option to return it will not be available to the player. Select the Talk to Johan node from the dropdown list. The Plot Cast Prerequisite button will automatically be selected.

There are two options here that need discussing. One checkbox says, "After completion of the prerequisite plot node or any later node". If you choose this option, then the current conversation becomes available after the player has reached and/or passed the specified node in the plot. The player does not have to actually complete the prerequisite node, so long as the player has at least completed any node that occurs after it. Complementarily, the player may also have completed the prerequisite node but not yet completed the ones after it.

The other checkbox states, "Only after completion of the conversation in the prerequisite plot node". This option is more restrictive than the first. The player needs to have completed the *exact node specified*, or any later node that uses the *same cast member as the specified node*. It is not sufficient to simply complete just any node that follows it.

For more information, and for some examples illustrating the use of prerequisite plot nodes, please consult the manual.

- q. Press Next

- r. Ensure that the Create Journal Entry on Completion checkbox is checked.
- s. Make the journal text "Look for the goblin in Johan's backyard."
- t. Press Finish.

5. Unlock Johan's Gate

This node is where the player unlocks Johan's gate. This doesn't have to be a node if the blueprint for the door is properly set, but this way the settings will be done for you easily and automatically.

- a. Name this node "Unlock Johan's Gate"
- b. The player will interact with the door, so set the Type to be Doors
- c. Set the Name to be Door, which will be the only one listed.
- d. Press Next
- e. Set the event to be Open a Door or Container. The player will not be talking to anyone at this point
- f. Press Next
- g. Here we will set up the lock on Johan's gate. Check the Locked checkbox
- h. Uncheck the Can be relocked checkbox
- i. Check the Automatically remove key checkbox
- j. Check the Key required checkbox
- k. Select GateKey as the key tag. This will be listed in the dropdown list along with all the other props' tags.
- l. Press Next
- m. There is no journal update here, so leave everything blank and press Finish

6. Get the ring

In this node the player confronts the goblin. There will be some conversation and then a fight. Alternatively the player could just pickpocket the ring off the goblin and avoid any talking or fighting. The wizard will notice that the villain has a faction that is hostile to the player but that it should also allow a conversation. It will ask to change the faction to something friendly with the player until the conversation has happened.

- a. Name this node "Get the Ring"
- b. Set the Type to be Creature
- c. Set the Name to be Goblin
- d. Press Next
- e. Set the event to be Conflict with Villain. This should already be set since the cast member that the player is interacting with is the villain.
- f. Check the Villain talks to player before attacking checkbox
- g. Check the Villain carries items that drop on death checkbox
- h. Press Next. If asked about changing the faction of the villain, accept the change. It is stating that the villain is currently hostile and will attack the player before any conversation can be started. Since it was

stated that the villain talks to the player, the villain's faction must be set to non-hostile.

- i. Set the conversation type to be Quest/Informational
- j. Press Next
- k. Select the Gold Ring in the dropdown box in the Loot: Item for Player To Take section.
- l. Press Next
- m. Set the conversation to be:

Greeting	NPC Text	Who are you? What do you want?
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Acceptance	PC Text	I will take the ring. I don't care how.
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Action	NPC Text	No! It is mine! You will die before you get it back!
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Rejection	PC Text	Relax, I am going.
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- n. Press Next
- o. Make the prerequisite node Initial Greeting. This means that if the player could get in here without talking to Johan, he could bypass all other steps. The correct radio button will be selected when the prerequisite node is changed.
- p. Press Next
- q. Leave the plotless conversation as the default and press Next
- r. Ensure that the Create Journal Entry on Completion checkbox is checked.
- s. Make the journal text "Return the ring to Quentin for a reward."
- t. Press Finish

7. Return the Ring

This is the node where the player returns the ring for a reward. We will talk to Quentin and exchange the ring for gold and experience. This conversation is valid any time after the initial conversation takes place. Completion of this node also moves the quest to the Completed section.

- a. Name the node "Return the Ring"
- b. Select the Type Creature
- c. Select the Name Quentin
- d. Press Next
- e. Set the event to Conversation
- f. Press Next
- g. The player will give Quentin the ring so set the type of conversation to Exchange Items

- h. Press Next
- i. Check the Take Item From Player checkbox. This will enable the dropdown box below it.
- j. Select Gold Ring from that dropdown.
- k. Check the Give Item to Player checkbox. This will enable the controls below it.
- l. Enter 50 in the Give gold to player edit box.
- m. Make the conversation like this:

Greeting	NPC Text	Hello! Did you find my ring?
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Acceptance	PC Text	Here you are.
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Action	NPC Text	Oh joyous day! Thank you! Here is what I promised!
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Rejection	PC Text	Sorry, not yet.
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- n. Press Next
- o. Once the player accepts the quest, Quentin will ask if the player has the ring yet. Set the prerequisite node to be Initial Greeting. When this happens, the correct radio button will set itself.
- p. Press Next
- q. Check the Create Journal Entry on Completion checkbox
- r. Set the journal text to "Quentin has his ring back."
- s. Check the "Journal entry appears in the Completed Quests list" checkbox. This will move the journal from the player's active quests, to the list of completed quests.
- t. Set the amount of experience to give to 500. This is just a little bonus for returning the ring.
- u. Press Finish

8. Quentin Epilogue

This is to give Quentin something to say after the quest is over. He will be assigned a quick one-line conversation.

- a. Name the node "Quentin Epilogue"
- b. Set the type to Creature
- c. Set the Name to Quentin
- d. Press Next
- e. Set the event type to Conversation
- f. Press Next
- g. Select the conversation type Single Statement. This will make Quentin say one statement every time the player tries to talk to him.

- h. Press Next
- i. Set the text to “Thank you for returning my ring!” This is what Quentin will say in a text bubble.
- j. Press Next
- k. The Prerequisite Plot Node is already set to Return the Ring. Check that the prerequisite type is also set to "Plot Cast", not "Plot Global".
- l. Press Finish since we will not reward the player for talking to Quentin after the plot has been finished.

9. Johan Epilogue

This is to give Johan something to say after the quest is over. He will be assigned a quick one-line conversation.

- a. Name the node “Johan Epilogue”
- b. Set the type to Creature
- c. Set the Name to Johan
- d. Press Next
- e. Set the event type to Conversation
- f. Press Next
- g. Select the conversation type Single Statement because Johan will just say thank you. He has no more info or tasks for the player.
- h. Press Next
- i. This is the text Johan will say to the players who have returned the necklace to him. Set the text to “Oh hello again. I’m sorry but I can’t talk right now, I have to find something.”
- j. Press Next
- k. Set the Prerequisite Plot Node to Get Johan’s Key. This means that any time the player tries to talk to Johan after returning the key, this is the conversation that will appear.
- l. There is no reward or journal update so just press Finish

At this point we are done creating the plot so press Finish to save the plot. In the dialog that pops up, click OK to save with the default filename.

Place Instances

Select the Plot Node check box in the lower right of the main window, which will display the plot manager window. The window can be resized vertically to give more room to see the plots.

There will be a node named Quentin’s Ring. Expand that tree to its fullest. Place the cast by right-click on them in the plot manager and click on the Select menu option. The palette above will go to and select that blueprint. You can now place that instance on the map.

Place Quentin on the left side of the map.

Place the goblin inside the enclosed area.

Place Johan just outside the walled in area.

Place the door in the opening of the walled in area.

Place the chest near Johan.

Tutorial 4: Exporting and Importing Plot Blueprints

Introduction

This tutorial explains how to create a plot blueprint from an existing plot and how to transfer them between modules.

Goal

Take a plot and export it from one module and load it in another.

Tutorial

Open the Module

Open the module named PlotTutorial. Open the area in the main window.

Open the Plot Wizard

Open the Plot Manager and find the plot created in tutorial 3. It should be named Quentin's Ring. Right-click the title and select Edit from the menu that appears. This will open the Plot Wizard with the Quentin's Ring plot loaded.

Save the Plot as a Blueprint

Press the Next button in the wizard until the summary page is shown. On this page is a button titled Save As Blueprint.

Press the Save As Blueprint button and save it as quentinsring.

Press Cancel in the Plot Wizard to return to the main window. There is no need to click Finish this time because the plot has already been created and clicking Finish would just cause a delay as the Plot Wizard creates it again.

Export the Plot Blueprint

The exporting of plots is the same as any other game resource. The process will create an ERF file that can be shared among individual modules or among other users.

1. From the main menu, select File
2. Find and select the Export option. This will open the export dialog.
3. Select the Add Resources button. This will open a resource selection box.
4. In the lower part of the dialog, change the Resource of Type option to Plot Blueprint File.
5. The new listings in the dialog should include quentinsring. Select that and press the Export button. This will close the resource selection dialog and add a listing in the export dialog.
6. Press Ok in the Export dialog. This will open a Save As dialog.
7. Accept the default name in this dialog or enter a new one. Press Save.
8. Enter any comments in this dialog that the person importing it should know; however none are necessary. Press Ok.

The resulting ERF file can be imported into and NWN Toolset and the plot blueprint can be shared.

Extra Credit

Import the ERF made in this tutorial into a new module. Create the area the same as in tutorial 3, create a plot by applying the quentinsring blueprint and place the cast. Save this new mod with a new name.

The mod created in tutorial 3 and the mod created here should play identically.

Tutorial 5: Extending a Plot

Introduction

This tutorial explains how to modify content created by the plot wizard. This starts the same as tutorial 1 but then adds some content to make a better story.

There are changes that can be made to the blueprints, conversations and scripts that the plot wizard creates. There are also a few rules that must be followed or the plot itself will not function properly when played in the game, even though the toolset will not report any errors.

Goal

Take a plot blueprint and add content. Use the Conversation Editor to expand the conversation and add some more scripting.

Tutorial

Open the Module

Open the module named PlotTutorial. Open the area in the main window.

Start the Plot Wizard

In the main menu, select Wizards and then Plot Wizard. Alternatively press the Control key, Alt key and P key simultaneously.

Select a Plot Blueprint

Select the Assassination blueprint and apply it (see tutorial 1). Change the Plot Name to “Custom Assassination”. Change the Journal Name to the same thing.

Change the Plot inside the Wizard

Change the name of the Plot Giver

1. Press the next button in the Plot Wizard until the Plot Giver cast member page is showing
2. Open the creature editor by press the Edit button below the plot giver listing.
3. Change the creature’s first name to Homer and the last name to Smith.
4. Change the creature’s tag to HOMER_SMITH.
5. Press OK to save the changes

Change the villain from a rogue to an orc.

1. Press the Next button until the Villain page is showing
2. Select the new resource
 - a. Press the Browse button below the listing of the Villain
 - b. Select the Creatures button along the top of the Resource Selector dialog.
 - c. Expand the Monsters tree
 - d. Expand the Humanoid tree
 - e. Expand the orc tree
 - f. Select the first listing of Orc
 - g. Press OK

Personalize the conversation

1. Press the Next button until the Plot Nodes page is showing.
2. Select the Listing “Initial Greeting”
3. Press the Edit button below the listings
4. Nothing on the Basic Information page will be changed so press the Next button
5. Nothing on the What Happens page will be changed so press the Next button
6. Nothing on the Conversation Type page will be changed so press the Next button
7. Change the first text to be

Greeting	NPC Text	Hello <sir/madam>, my name is Homer. I need someone to kill an orc for me. Would you be interested in the job?
Acceptance	PC Text	Sure, I can kill an orc for you.
Action	NPC Text	When you have the orc's head, return it to me for a reward.
Rejection	PC Text	Maybe later, when I have more time.

8. Press the Finish button

With these modifications done, press Finish in the Plot Wizard to save the changes and create a plot instance. Save the plot under the name “assassination_1”.

Change the Plot Conversation Inside the Conversation Editor

This section will require that the user have a working knowledge of the conversation editor. A tutorial for this editor can be found online at <http://nwn.bioware.com>

NOTE: In this part of the tutorial the conversation of the blueprint will be modified. This is dangerous because there are conditional and action scripts created and added to the conversation file that allows the plot to run as intended. Any modification to these scripts will risk the integrity of the entire plot.

In the lower right of the main window is a checkbox titled Show Plots. Make sure this box is checked and view the list of plot instances. The window can be resized vertically if more viewing area is needed.

Find the plot called Custom Assassination and fully expand it. This will list all the cast members and props used in the plot.

The following steps will insert some text into the conversation tree to add to the story

1. Find the actor Homer listed under Plot Giver
2. Right click it and press Select. This will select Homer’s blueprint in the creature palette above the plot manager.
3. In the creature palette above the plot manager window, right click the selected creature blueprint and select Edit. This opens the blueprint in the creature editor
4. To open the blueprint’s conversation in the conversation editor, look in the lower right of editor is the blueprint’s conversation and select Edit.

5. Press the Expand All button in the conversation editor to see the entire structure of the dialogue tree.

At this point it is important to know which conversation nodes should only be modified by advanced users. The nodes directly attached to the Root of the conversation all have conditional scripts attached. These are very important and will break the plot if improperly changed.

There are other conversation nodes that have action scripts attached. These are the NPC nodes after the player agrees or accepts the NPC's original question. One will have the text "When you have the orc's head, return it to me for a reward." Again, these scripts are very important for the plot to run successfully so modifying them is not advised.

Other than these two types of nodes, any node may be added or modified with the understanding that the plot will not advance unless the player selects the nodes with the action scripts.

6. Locate the conversation node that begins with "Hello <sir/madam>...", right-click it and select Add
7. Make the text of the new node "Why do you want the orc dead?"
8. Right-click that new node and select Add
9. Make the text of the new node "It killed my dog. Now will you help or do I need to find someone else?"

The next steps are to move the player's responses after the NPC asks for help the second time.

10. Locate the node with the text "Sure, I can kill an orc for you." and drag it onto the newest node just created.
11. Locate the node with the text "Maybe later, when I have more time." and drag it onto the "It killed my dog" node.

The actual text in the nodes is freely changeable without the risk of breaking the plot.

12. Select the node with the text "Sure, I can kill an orc for you."
13. Modify that text to read "That is horrible! Sure, I can kill an orc for you."

Press done and save the conversation. Now the player will have a much richer experience in the quest.

Place Instances

Place this plot giver near the player's starting point and place the villain in the bottom left.

Extra Credit

Add some animations from the Other Actions tab in the conversation.

Add a new node off the Root and move it to the top of the tree. Add a condition to the script so it will happen when the PC is of the race half-orc. Make the text of this node “I have nothing to say to you. Get away from me”. This way, any half-orc player will not get the quest at all, and will be treated rudely by Homer.

What Next?

Check out <http://nwn.bioware.com/builders> for more information on creating adventures.