Valikorlia, Neverwinter Nights 1, build setup.

Doors:

Check Plot box to prevent it from **disappearing**.

The Tag system must be used similary to what is shown on the image, the **Destination Tag** in **Area Transition**, in this example, will have **Door1a** instead of **Door1b** at the end. In this example, **Blacksmith** could be added a **1** before **Door1b**, for in case of new instances, this is why in this example, **NAVillage1** has a **1** next to it, this way, if another **NAVillage** instance is made, the **1** will change into **2**, and so on.

A normal door must **always** be **lockable/un-lockable**. Depending on the difficulty of the lock, the lock DC can vary.

If a door is meant to be only openable by a **key**, **a script, a DM or any other special siuations**, **Key required to lock or unlock** can be checked. If it require a key, make sure to consult the responsible of the module first.

A normal door with **no guards** attention can use the main example with only **bashdoor1** and **closedoor1** in order to make the door scripts. The example in a smaller window is an example of a guarded door, these doors are faction specific and **may require some adjustments from the responsible of the module**.

bashdoor1, 2 and 3 calculate the strength required in order to break the door lock, **1** being a very normal door, **2** being medium and **3** the hardest to bash. (Example, city gates) **bank1** can be added to **bashdoor1, 2 or 3**, to make the **FACTION** linked to the door in **ADVANCED** turn hostile when bashed. Ex: **bashdoor2bank1**

closedoor1 and **2** calculate the close timeout after the door has been opened, **1** being the normal timeout used on most doors, **2** for longer period. **prisonclosedoor1** and **2** can be used to lock the door as it close itself instead of **closedoor1**.
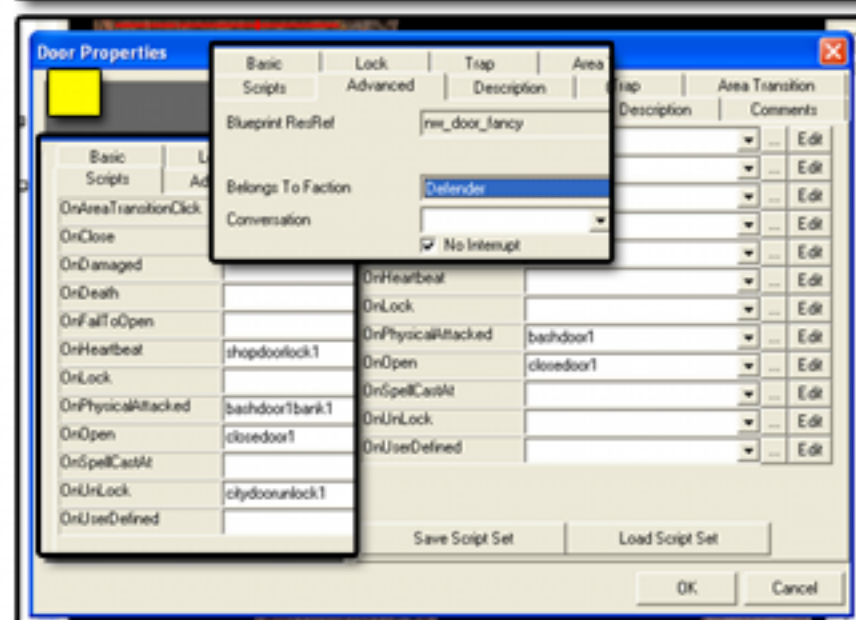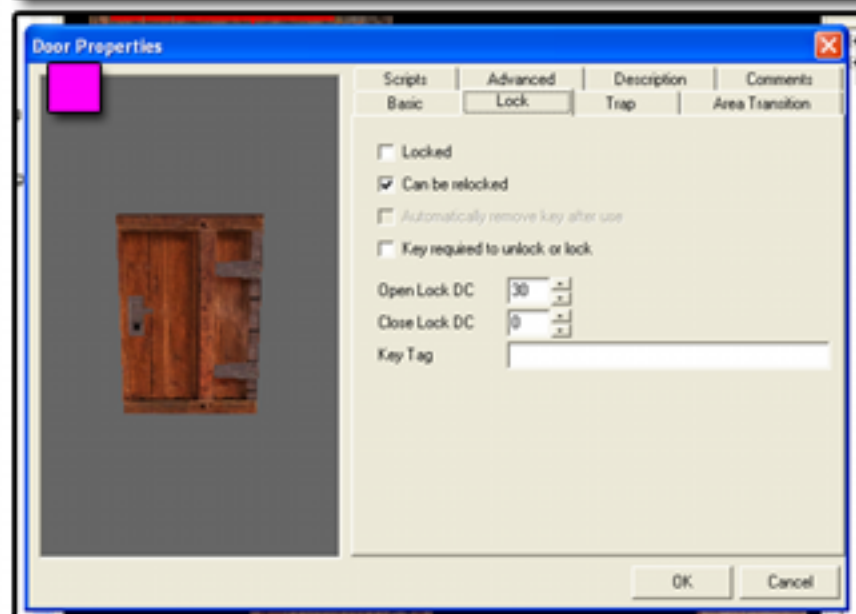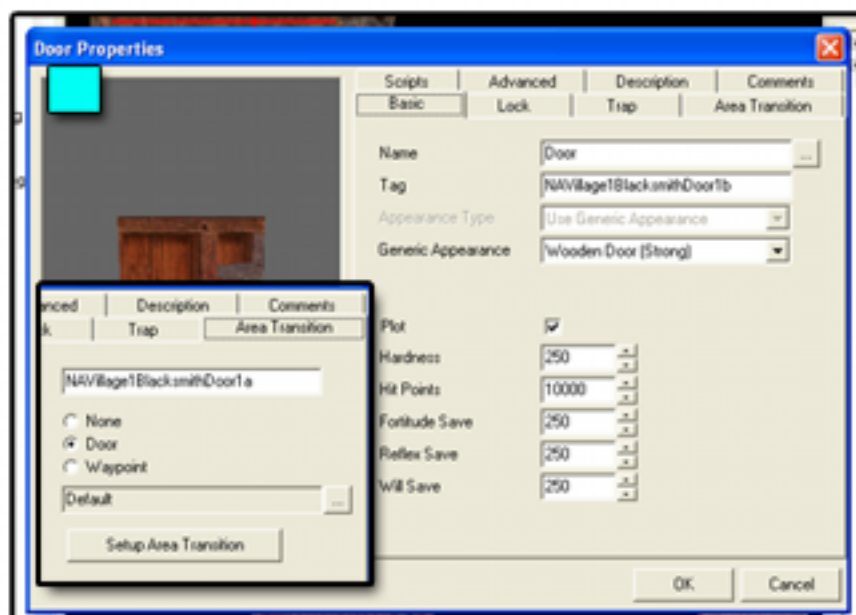
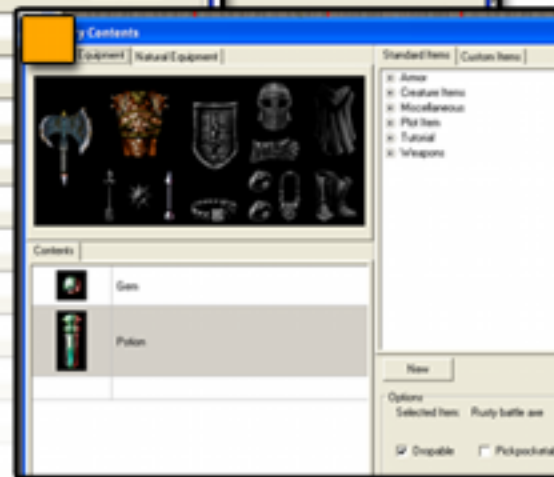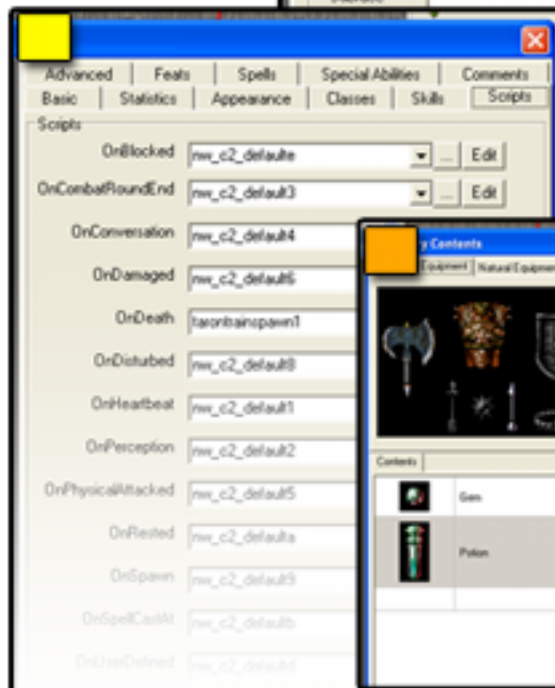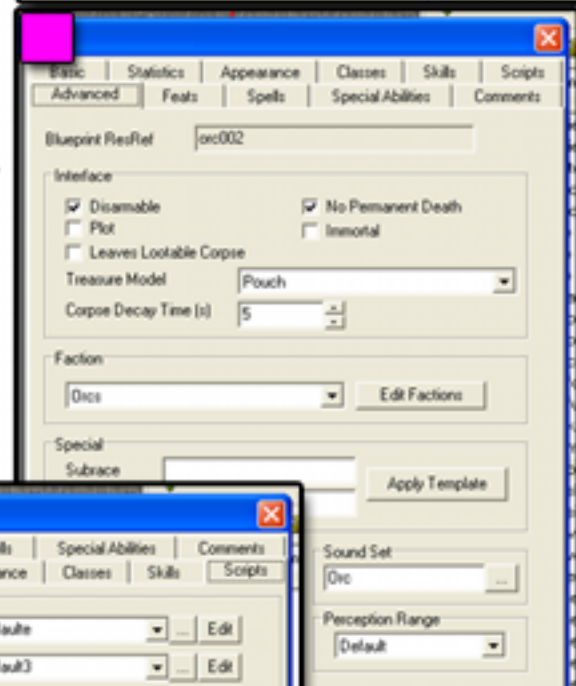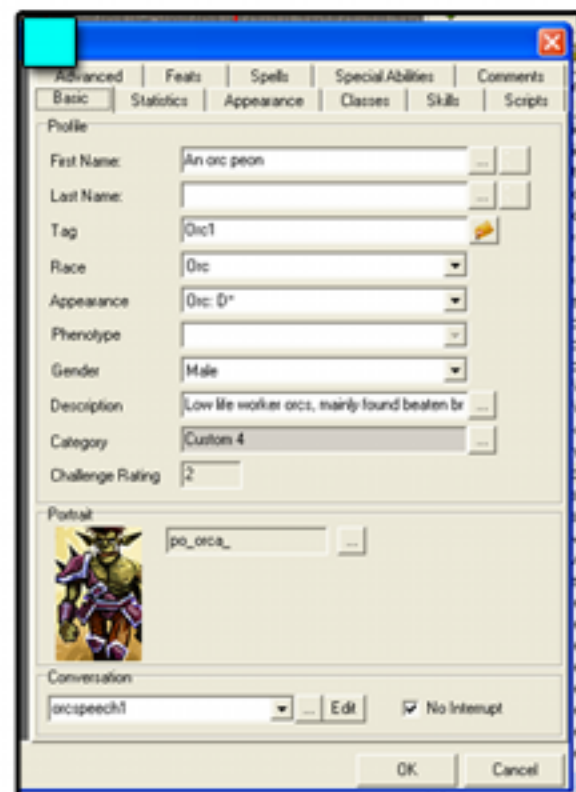# *Valikorlia, Neverwinter Nights 1, build setup.*

NPCs:

The way the name of the NPC is wrote is important, as much for fashion than for scripts and dialogues, thus making spell checking a nessecity. The first word "An" or "A" in other cases, is used in some scripts to identify "random creatures". words who are not names should not carry a capital. The tag of the creature can be important in some situations, and so it is important to identify each tag and blueprint uniquely. Should you wish to create a new creature in the palette, normal random creatures goes in Custom 4. Descriptions add flavor to the creature, but is not always nessecary. Some creatures will carry dialogues, and you may create your own, but you must make sure the dialogue name is properly identified.

Monsters who carry normal or low quality weapons may have the disarm check box activated, if it use something way more valuable, disarm must be un-checked, this is to prevent players from getting overwhelmingly valuable weapons for their levels, it is also to make sure the script related to loot drops will work as it should. No permanent dead can be checked if you do not wish the body to explode spectaculary when it dies from an outstanding hit, otherwise, it can be left un-checked.

A random encounter do not require any special scripts, the usual nw_c2_* or x2_def_* can be used normally. If the creature is a special character, a named npc, a stationnary guard, etc, and that this character is not meant to disappear after he has been killed, then the OnDeath script must be changed to tarontrainspawn1, this will keep the npc laying on the floor, and allow him to be resurrected.

Items in the creature inventory can be droppable, some items may be decided to not be dropped, and some may be made for the only purpose to be pick-pocketted.
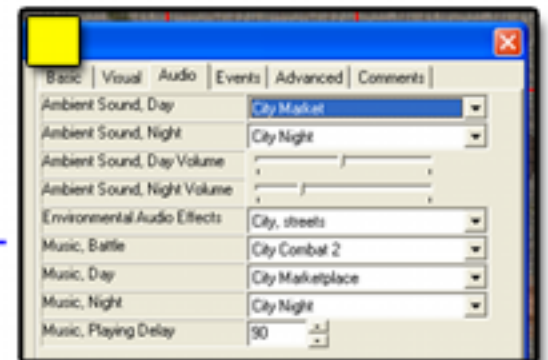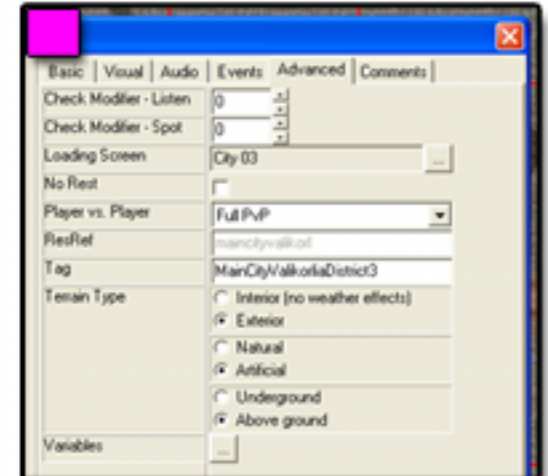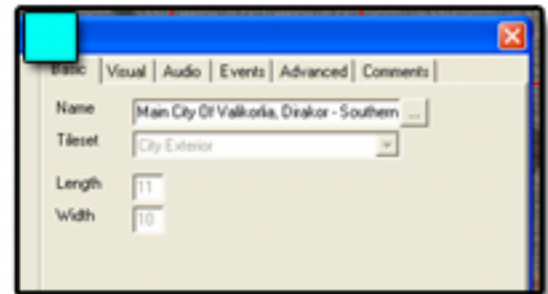
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Areas:

Names of areas are very important, they must be precise, spell-checked, having a capital at the start of each word, having a "," or a "-" to separate zone sections. The name is very important because this is the label players read when they enter the zone. The name must also try to not be too long to read, for example, you will not write Neutral Area, Ruined Castle, Bed Room to identify the Bed Room area, you will simply write Ruined Castle, Bed Room. We try not to exceed 15x15 for zone maximums, sometimes it may stretch to 20 in rare cases, but it is avoided to prevent loading issues.

Everything in the **Advanced** tab of the area is important to modify, The listen and spot checks can be altered depending on the area, a specific loading screen must be selected, the **No Rest** box is usually left un-checked unless it is a special situation, the blueprint tag need to identify the area as similar as the Tag as possible, in the image shown, the blueprint has not been set as it should have been set, instead, it should have been maincityvalik003, 003 because it is the district 3, blueprints cannot have as much length as tags, and so require to improvise on the names.

Audio and **Visual** tabs are very important things to modify as well, they make the whole difference between a dull area and an ambiance-filled area, the bored player and the amazed player. Make sure to choose a proper visual and a good musical ambiance for your area.

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Items:

Items added into the palette are usually to be avoided, but in some cases it is nessecary, such as making a new creature blueprint with a weapon blueprint that doesn't exist.

When a creature is equipped with a specific weapon who isn't found anywhere in any loot drops, the item will usually be sortened into the Category NPC Clothing. Everyday items are placed in Custom 1, faction-based armors in Custom 2, faction-based weapons in Custom 3.

It is very important to make note of the blueprint when the new item is created to make sure it doesn't override an already existing item in the module, should you wonder about this, ask the responsible of the module.