Neverwinter Nights 2
Legends Quest Plugin

Version 2.0
August 1, 2017
Marshall Vyper

Document Revision Information

Revision	Date	Author	Description
1.70	December 19, 2011	Marshall Vyper	Initial document.
1.81	October 16, 2012	Marshall Vyper	New Organizational Options
1.82	October 27, 2012	Marshall Vyper	New Multi-Builder Options
1.88	December 13, 2012	Marshall Vyper	New Special Effects and Advanced Options
2.0	August 1, 2017	Marshall Vyper	Numerous enhancements.

Plugin Revision Information

Revision	Date	Author	Description
1.70	December 19, 2011	Marshall Vyper	Initial Release.
1.8	October 4, 2012	Marshall Vyper	1.8 Bug Fixes and New Eavesdrop objective.
1.81	October 16, 2012	Marshall Vyper	Numerous Bug Fixes, new Configuration Options
1.82	October 27, 2012	Marshall Vyper	Numerous Bug Fixes, new multi-builder options, new filter options. See Upgrade Doc
1.85	November 6, 2012	Marshall Vyper	Bug fix updates. See Upgrade Doc for changes.
1.88	December 13, 2012	Marshall Vyper	Special Effects and Advanced Options as well as some Bug Fixes
1.89	March 13, 2013	Marshall Vyper	Bug Fixes, see Upgrade Doc
1.90	April 1, 2013	Marshall Vyper	Bug Fixes, see Upgrade Doc
1.92	December 26, 2013	Marshall Vyper	Bug fix for colored names
1.93	July 17, 2015	Marshall Vyper	Numerous bug fixes and enhancements, see upgrade doc.
2.0	August 1, 2017	Marshall Vyper	Numerous enhancements and bug fixes.

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Introduction

How many times have you had players log in, look around and leave because there was no one else around and had nothing to do? Having trouble spending 3 or 4 days writing a quest and bug fixing scripts only to have players complete it in 20 minutes and become starved for more? The Legends Quest plugin solves these problems and creates a fun foundation for your persistent world that will let them adventure alone or with friends without needing DM supervision all the time. Fill your world with colorful characters that actually want the player's help, even when your DM isn't there.

With a powerful GUI, you can create simple quests all the way up to multi-stage adventures that your players can have fun doing – and all this without writing a single line of code, editing a journal file or figuring out complex conversation files. Spend less time bug fixing and more time adventuring with quest writing that's fast and simple!

Features

There are many various combinations of things you can do with the Legends Quest Plugin. Some of the features this plugin can do for you are listed below:

- Automatically create placeables, creatures, NPC's and Items
- No script writing required at all!
- Minimize time spent bug fixing
- Create quests quickly and easily.
- Tap a player base that wants to play but leaves out of boredom
- Easy to use GUI
- Works great with other Legends Spawn Plugins
- Create Quests, Lore Books, Collection Quests and Deeds!
- Perform special effects such as Summoning Rituals and more.

Legends Plugins

What's a Plugin

The legends plugin system is a framework of scripts and tools utilized on the Development Persistent World known as Legends. There are many plugins already written as well as upcoming releases that perform a variety of tasks from simple NPC bantering to an entire Quest System. The concept of the Legends plugins is that they are easy to drop into an existing world without the need for other dependent packages. There is no Core Plugin, there are no third party script or hak requirements for them to work and they are easy to install, standardized and always come with comprehensive documentation. Every attempt has been made to ensure installing a plugin requires minimal modifications to existing persistent world code and configuration.

Important To Know

The next important aspect of a Legends plugin is that they can leverage each other's code to form a complete system. The code is never duplicated from plugin-to-plugin so you only have one set of code. For example, even though the Legends Loot Plugin uses parts of the Legends Spawn Plugin, installing both plugins will not cause you to have double code. This is because each plugin comes with a standardized script set.

⚠ Each Legends plugin is released as a standard version. For example, all Legends plugins have a 1.93 version and a 2.0 version. If you need to upgrade one of your plugins, it is a best practice to upgrade them all. You should never downgrade a plugin lower than another. When upgrading plugins, ensure you click "Yes" when you are asked to overwrite an existing file.

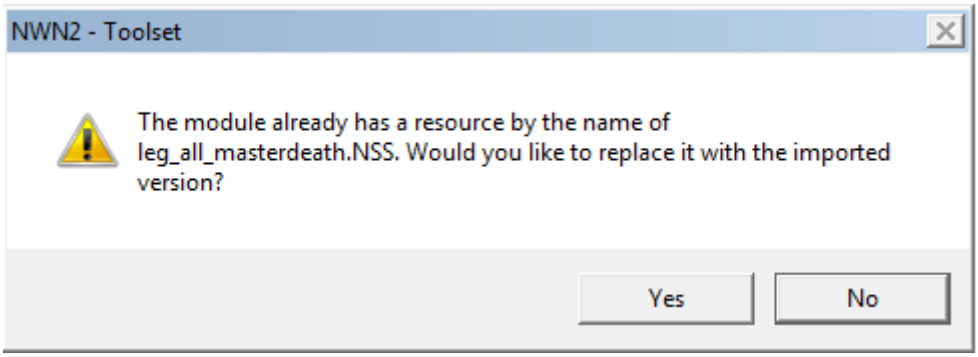

Figure 1 - Master Script Overwrite

⚠ The Legends INFO Plugin must be installed into your module to allow the Quest Plugin to operate as it was designed.

Part 1 – Getting Started

What's in the File

By now you've already opened the archive with all the files needed for the Legends AI Plugin to work in a test module or your persistent world. Included in the archive are several files, each of which are described below:

leg_quest.erf	This file contains all the content for builders. It will add all the scripts and objects that are needed for the plugin to operate. Each set of blueprints will appear under the category "Legends Quest" so as to not become mixed up with other blueprints. There are 1 conversation, 85 scripts, 1 creature, 4 items, 12 placeables, 2 trigger and 2 waypoint included in this version.
leg_quest_manual.pdf	This manual which includes the tutorials and how-to use the spawn plugin.
leg_quest_upgrade.pdf	This file contains any notes and important information you should be aware of BEFORE you upgrade or install a plugin when you already have a pre-existing plugin that is in use.
leg_quest.hak	This is the hak pak that contains the various GUI's and other Quest plugin add-ons.
leg_quest_nojournal.hak	This is the hak pak that contains the various GUI's and other Quest plugin add-ons without the Journal Override GUI.
leg_quest.dll	This is the NWN2 Toolset plugin that allows you to manage and configure quests with ease.
leg_quest_se.dll	This is the NWN2 Toolset plugin for adding Special Effects to your world. Special Effects do not require quests however they are part of the quest package due to code dependencies.
leg_master.dll	This is the NWN2 Toolset plugin that allows you to manage and configure all other Legends plugins.
heg_master.hak	This is the common master hak file that multiple Legends Plugins will share resources from.
setup.exe	This is the installer.

YouTube Video Walkthroughs

All Legends Plugins starting with v1.4 have video walkthroughs that will assist you in the installation, configuration and typical use of each Legends Plugin. Visit the channel http://www.youtube.com/user/DJMarshallV to see these video series. They are detailed and can answer many questions.

Installation

To install this plugin you must perform several tasks. You can install this into your existing persistent world or if you just wish to try it out, make a brand new module and follow these steps.

1. There are 2 pre-requisites that must be installed prior to installing any Legends plugin. They are **.NET framework 3.5** and the **MySQL Connector v6.9.8**. You can find them at the following sites:

   - .NET: http://www.microsoft.com/download/en/details.aspx?id=21
   - MySQL: http://www.mysql.com/downloads/connector/net/ or http://www.nwn2legends.com/plugins

2. Run the setup.exe file to put the files in their correct locations. If you prefer not to use the setup.exe, all the files are included to be placed manually. Ensure the toolset is not running during the installation.

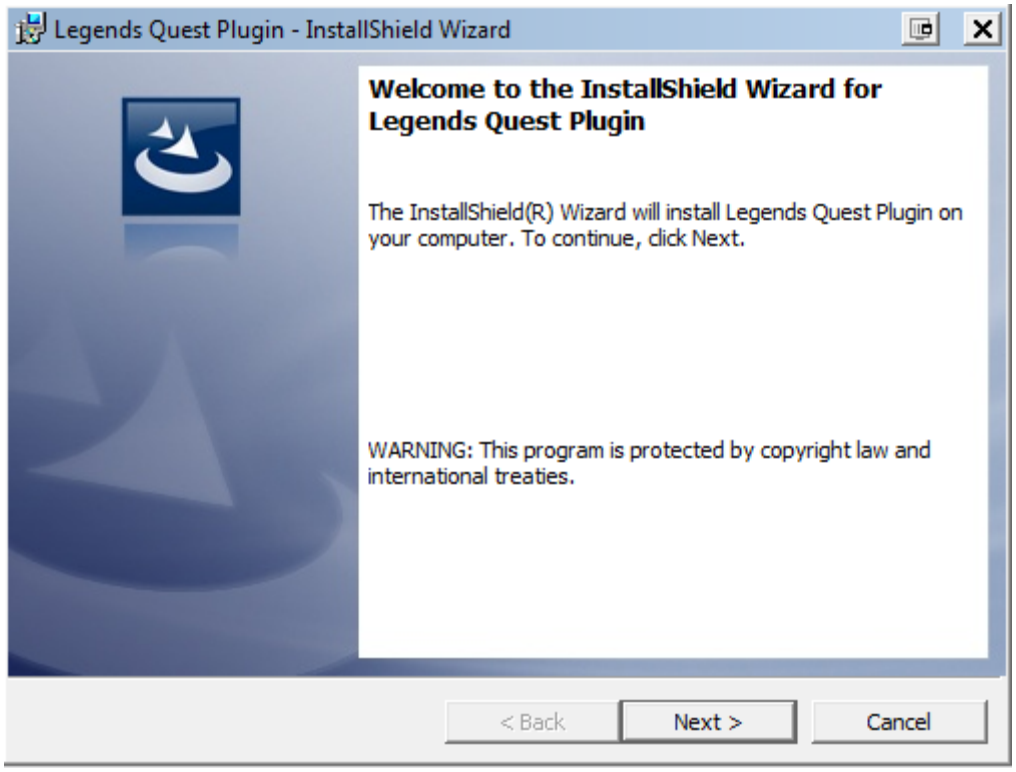

Figure 2 - Install Wizard

3. Once the installation is complete, open your NWN2 Toolset and load either a new module or an existing module to work with. Select “Plugins” from the top menu and ensure you see both “Legends Quest Plugin” and “Legends # Master Configurator #”

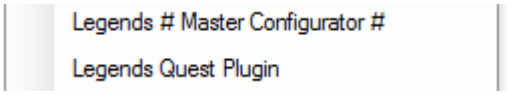

Figure 3 - Plugin Menu

⚠ If you do not see these entries, then select View -> Options from the top menu. On the general tab, ensure that “Allow Plugins” is set to “Load all Plugins”

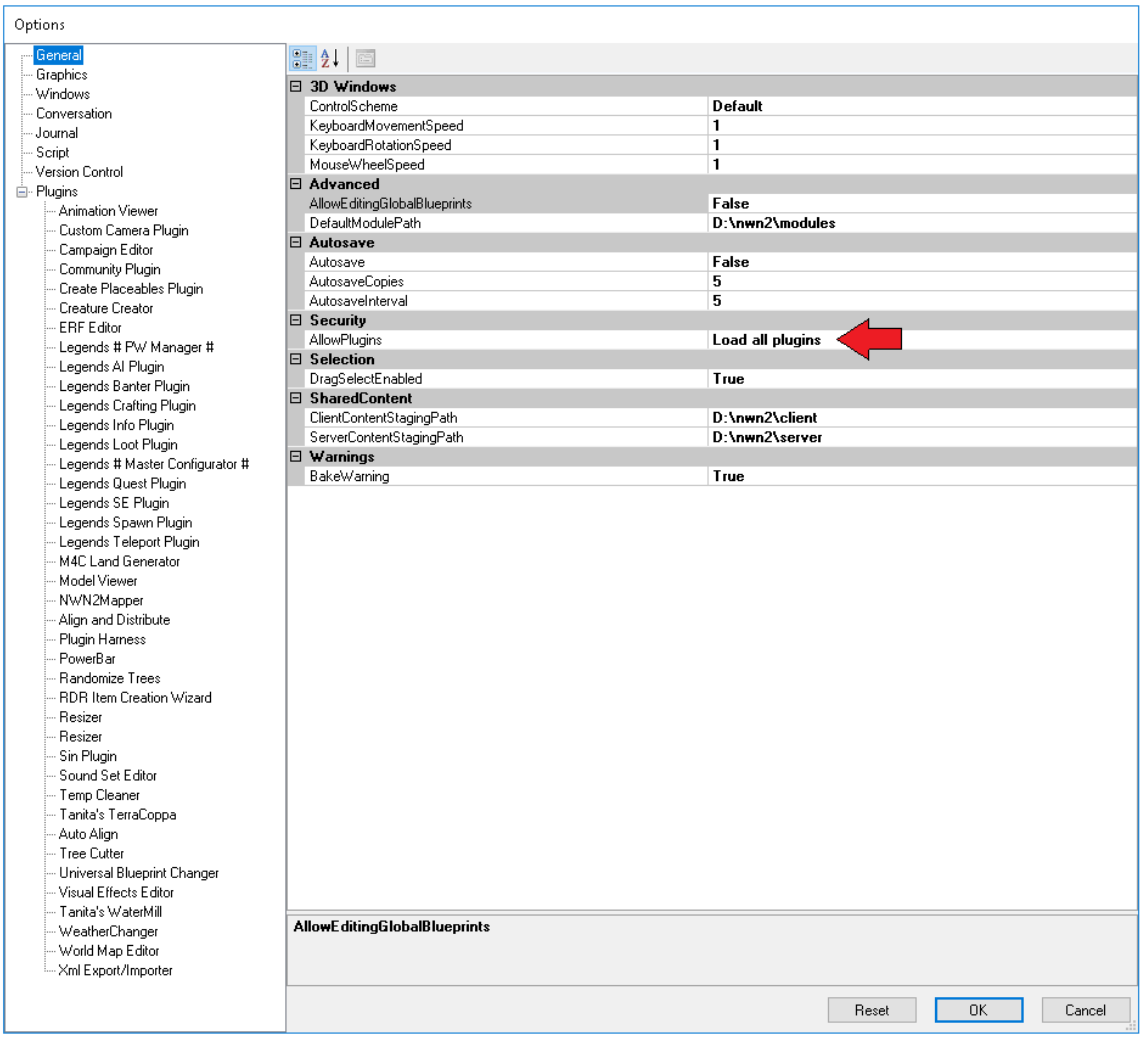

Figure 4 - Security Settings

4. From the file menu, choose Import and navigate to your Neverwinter Nights 2 player directory. This is usually located in “My Documents\Neverwinter Nights 2”. There you will find an “Erf” folder that contains the file leg_quest.erf. Select it. It will then begin the import process into your module. You may be prompted with a notice that looks similar to the following. This is because you may already have the required nwnx scripts if using nwnx in your module and other leg_all_master scripts. If you are installing a newer version plugin than any previously existing plugin versions, select YES when it asks to overwrite any scripts, however if the version number on this plugin is lower than any other plugin you already have, select NO when overwriting “leg_” scripts. If all the plugins you have are the same version, it will not matter which option you choose.

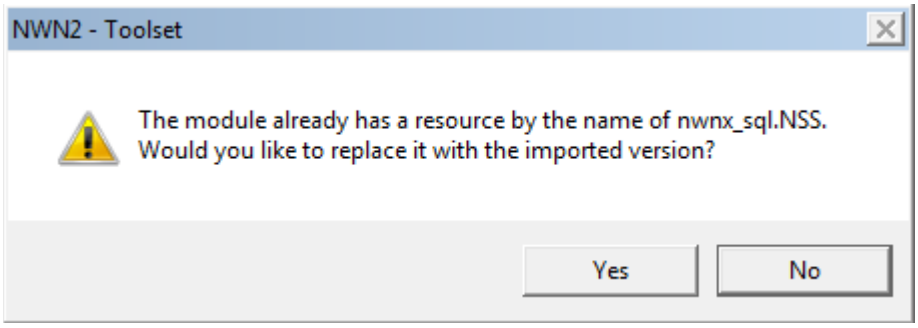

Figure 5 - ERF Import Notice

5. If this is your first Legends plugin, then you will need to enter some default information, otherwise, you will simply need to activate your new Quest Plugin. From the Plugins top menu, choose "Leg # Master Configurator #". Ensure the Legends Quest Plugin is set to active.

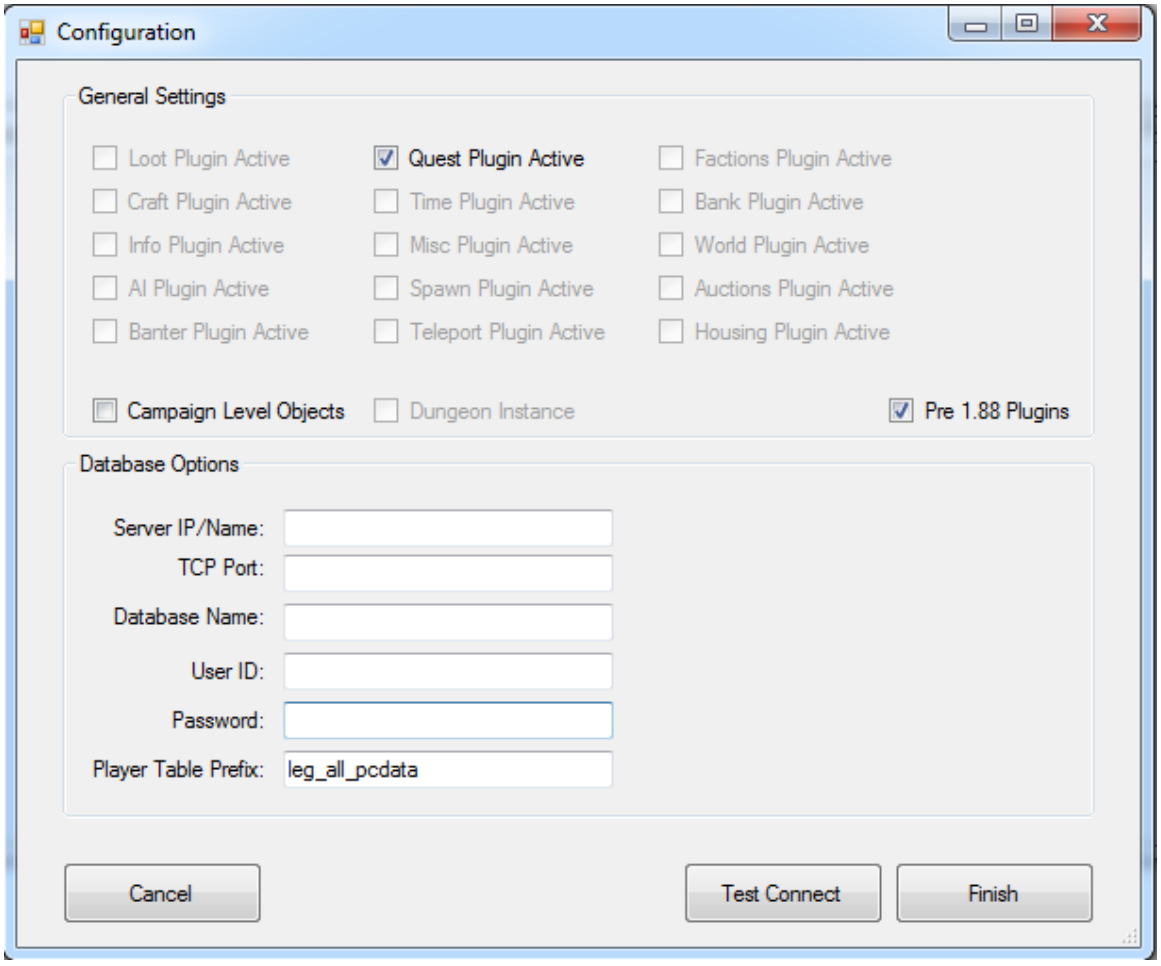

Figure 6 - Legends Master Configurator

- CHECK BOXES = These checkboxes are to activate and deactivate the various plugins. The will install any hakpak and set any module variables that are required.

- DATABASE OPTIONS = Some Legends plugins require an NWNX and MySQL database backend. The Legends SPAWN plugin does NOT require a database and as such, this section can be left empty.

- CAMPAIGN LEVEL OBJECTS = Selecting this causes the legends plugin code to look for and use SCRIPTS in the campaign folder that is configured on your module. If you do not have a campaign configured and are not keeping scripts there, then do NOT select this option. Select this ONLY if you are keeping all your scripts in the campaign folder. NOTE: Importing ERF files causes scripts to end up in the module folder. You can manually move them to the campaign folder if you wish to go this route.

- PRE 1.88 PLUGINS = If your module uses or will use any Legends Plugin that is a lower version number than 1.88, you will NEED this checkbox turned on. Since version 1.88, configuration data has been relocated. Older versions will not find this data unless you have this option checked.

6. Once you have clicked Finish, you can optionally use the Update All Area scripts button and/or the Update Module Scripts button in the Master Configurator. Each of these are described below:

    - UPDATE ALL AREA SCRIPTS = This button will open each area of your module and update its OnClientEnter and OnExit script. If your areas do not have any script in these events, it will install one that will perform what it needs. If however you already have scripts in these events, the Master Configurator will create a copy of your script, modify the code within it to call the code it needs without interfering with the activities of your existing script and place this new script in the event instead. If you choose NOT to do this, you will need to manually ensure that the “leg_all_masteronenter” script is called in each areas On Client Enter event and the “leg_all_masteronexit” script is called in each areas On Exit event.

    - UPDATE MODULE SCRIPTS = This button will update the module properties with all of the appropriate module scripts with Legends Master scripts. The following events are updated. As described above, if an existing script is found in the required events, the Master Configurator will copy it, modify it, and place the new modified copy in place thus

preserving your existing code functionality. If you wish to manually perform this step, you will need to ensure the following scripts are being called in the appropriate events. NOTE: Using this button will only place scripts in events that the currently active plugins require.

i. leg_all_mastermod_itemacquired – On Item Acquired Event

ii. leg_all_mastermod_itemactivated – On Item Activated Event

iii. leg_all_mastermod_itemunacquire – On Item UnAcquire Event

iv. leg_all_mastermod_ondeath – On Player Death Event

v. leg_all_mastermod_onheartbeat – On Module Heartbeat Event

vi. leg_all_mastermod_onload – On Module Load Event

vii. leg_all_mastermod_onrest – On Player Rest Event

7. Next, open up the Legends Quest Plugin and select Configuration. This is where you will configure the plugin to suit your needs.

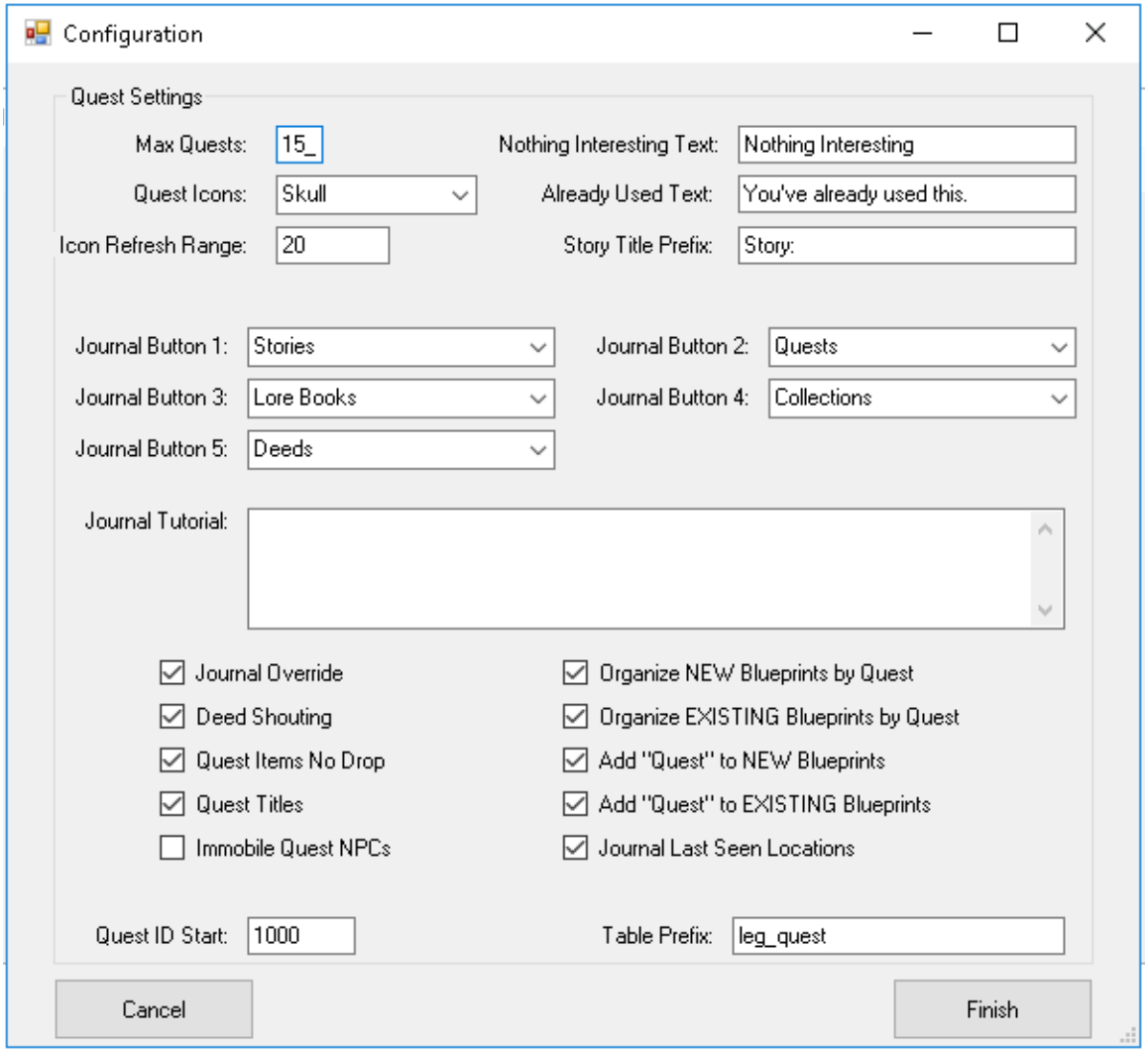

Figure 7 - Quest Configuration

- MAX QUESTS = This is the number of quests a player can have active in their journal at any one time. The PC needs to complete a quest once they have reached this limit before taking on a new one.

- QUEST ICONS = This option sets the icon type that appears over the heads of quest NPCs. The Skull was the original icon however the new “Loot” option most have found is easier to see.

- ICON REFRESH RANGE = This is the distance a player can be away from a quest NPC before their quest icon will refresh and update to show if the NPC wants to talk to the player or not.

- NOTHING INTERESTING TEXT = The text that will appear when the player clicks on a quest placeable object however they do not have the quest or do not need the placeable object at the time.

- ALREADY USED TEXT = When a player clicks a quest placeable object during a quest over they have already used this placeable object in the past, this is the message that will appear.

- STORY TITLE PREFIX = The new story system allows builders to chain quests together into a story series. These stories can show a different prefix text as desired with this text box.

- JOURNAL BUTTONS 1-5 = The quest plugin allows the world builder to only show the buttons on the players quest journal of quest types that they actually use. For example, if only Deeds and Quest types are used in the world, the journal can be configured to only show those buttons using these dropdowns.

- JOURNAL TUTORIAL = Because the Quest Plugin changes the built in quest journal, this field allows the world builder to show a tutorial box when a new player selects the journal for the first time.

- JOURNAL OVERRIDE = Select this box to have the default journal overridden and the Legends Quest plugin become the journal system for the entire world. Without this checked, a special journal item will be deposited into the players inventory that can be used to activate the Legends Quest plugin and the standard journal continues its standard behavior.

- DEED SHOUTING = Selecting this causes the completion of deeds to be shouted across the server to let other players know.

- QUEST ITEMS NO DROP = As items are created and copied during the creation of quests, having this setting on will cause those items to be not droppable. Leaving this option off will leave the item at its default.

- QUEST TITLES = When this option is active, the title of the quest will appear in the information dialogue each time a player performs an action that contributes to the completion of a quest objective. This is useful to remind players which quest they are working toward when resolving objectives.

- IMMOBILE QUEST NPCS = Useful for keeping quest NPCs in one location. This will prevent Quest NPCs from wandering around your world.

- QUEST ID START = This is the quest number to use when a builder begins using the quest plugin. Quests need to be numbered from 1000 to 9999. When a new set of database tables are configured and empty, the first quest will begin with this ID and increment after that. This allows multiple builders to work on quests in their own table space and modules and then merge the quest blueprints and tables together into a master module and database.

  I.e.; Builder 1 could start at Quest 1000, builder 2 could start at quest 2000. All blueprints and assets are tagged with the quest ID and can then be merged via ERF export/import and SQL database dump and import.

- ORGANIZE OPTIONS = Activating these options will cause the plugin to optionally move NEW and EXISTING blueprint items, placeables, creatures and triggers into various classifications based on the Name of the Quest they were laste edited in. After activating this option and then editing or creating a quest, participant objects in that quest will be moved. Existing quests can simply be edited and then “Finished” to have their assets re-organized.

- {QUEST} OPTION = Activating this will append the word {Quest} to assets of a particular quest that is added or edited. This text will not appear in game but is useful to differentiate between stock objects and copies of those objects.

- JOURNAL LAST SEEN LOCATIONS = On worlds with lots of NPCs it can be hard to keep track of where an NPC is. When an NPC asks the player to perform some objectives, the player may forget where the NPC can be found when they complete the objectives. Turning this on, will add the location of the NPC in the journal text to remind players where they can find the NPC.

- TABLE PREFIX = This is the prefix that all quest related tables will start with in the database.

Part 2 – Trying it Out

Quests

The bulk of all usage of the Legends Quest Plugin will be performed here. The Quest type of quest is the most common type and contains pretty much everything one would need to create interesting adventurers for the player to take.

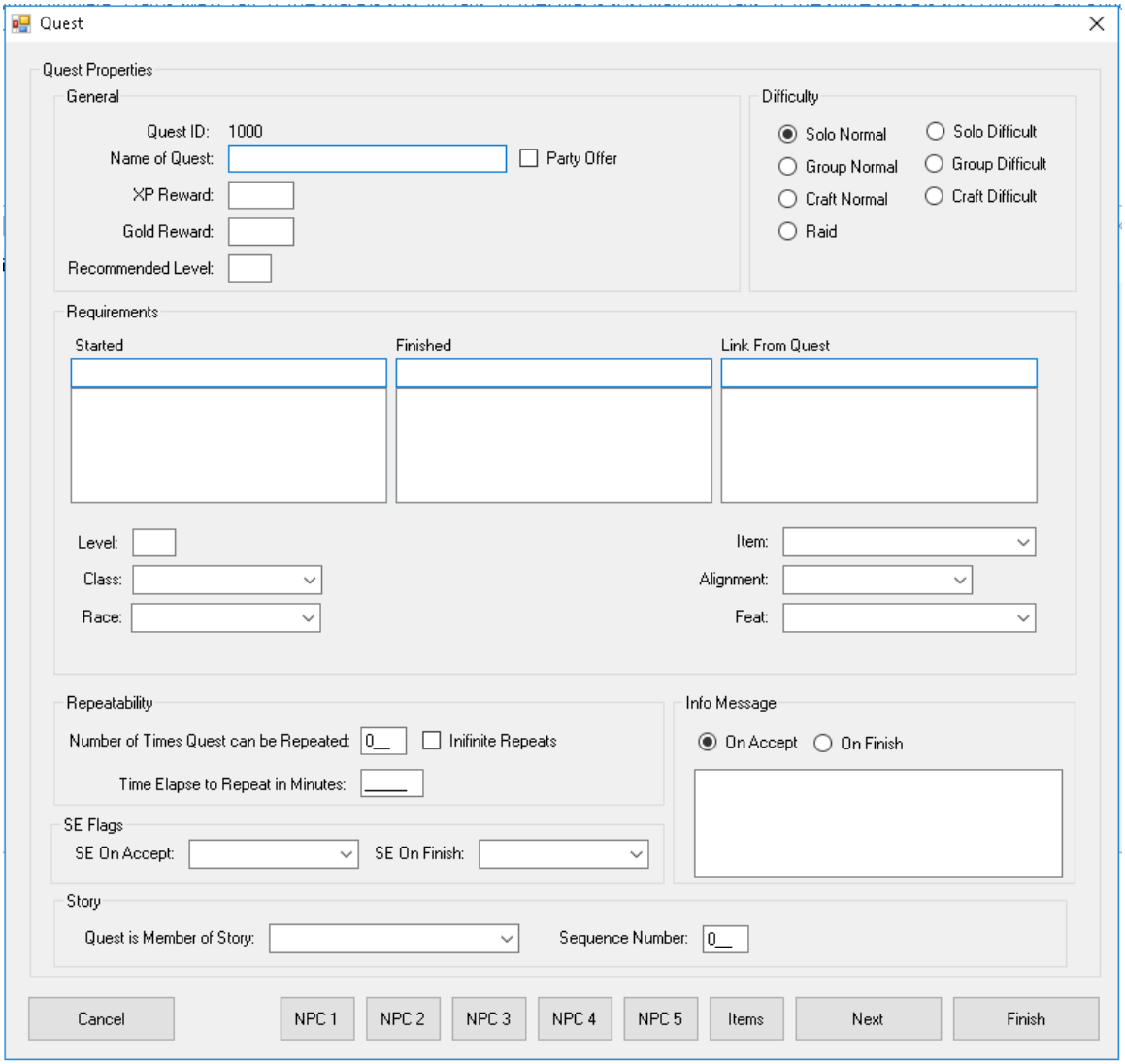

Figure 8 – New Quest Properties

When filling out a new quest using the plugin, there are many options to enter and choose from. The Quest Properties page is the starting location for new quests.

Name of Quest	This is where you will enter a unique name for your quest. Each quest must have a unique name.

XP Reward	The amount of experience to give a PC for finishing a quest. This amount is reduced if the player level is higher than the recommended quest level.
Gold Reward	Same as experience however this is the amount of gold.
Recommended Level	This is the level of player that this quest is designed for. It will determine the color of the quest title in the journal file to assist players in knowing the level of the quest. PURPLE = PC Is 5 Levels Lower than Quest RED = PC is 4 Levels Lower than Quest YELLOW = PC is 3 or 2 Levels Lower than Quest GREEN = PC is 1 level lower than quest, AT the quest or 1 level higher than quest. CYAN = PC is 3 or 2 Levels Higher than Quest WHITE = PC is 4 Levels Higher than Quest GREY = PC is 5 Levels Higher than Quest
Difficulty	This helps the player identify if the quest is for solo play or should be performed with a group. It does this by the icon representation displayed next to the title in the player journal.
Started Requirement	This is a quest that must be started in order for this quest to be available to take.
Finished Requirement	This is a quest that must be completed in order for this quest to be available to take.
Link	When the selected quest in this list is completed, the current NEW quest will be shown. The Quest Finisher of the quest selected here must be the Quest Initiator of the new quest.
Other Requirements	All of the other fields in the requirements are simple values that the PC must have in order to be able to start the current quest.
Repeatability	This determines if the player can repeat the current quest when it is finished. You can specify how many times a quest can be repeated as well as set a timer in between repeats.

Info Message	This is an option information message that can be shown to the player when they either accept a new quest or when they complete a quest.
SE Flags	These are optional Special Effects flags that can be set when a player starts a quest and when they finish a quest.
Story	If this quest is part of a story, the world builder can choose the story here and at which point the quest occurs in the story by means of a sequence value.

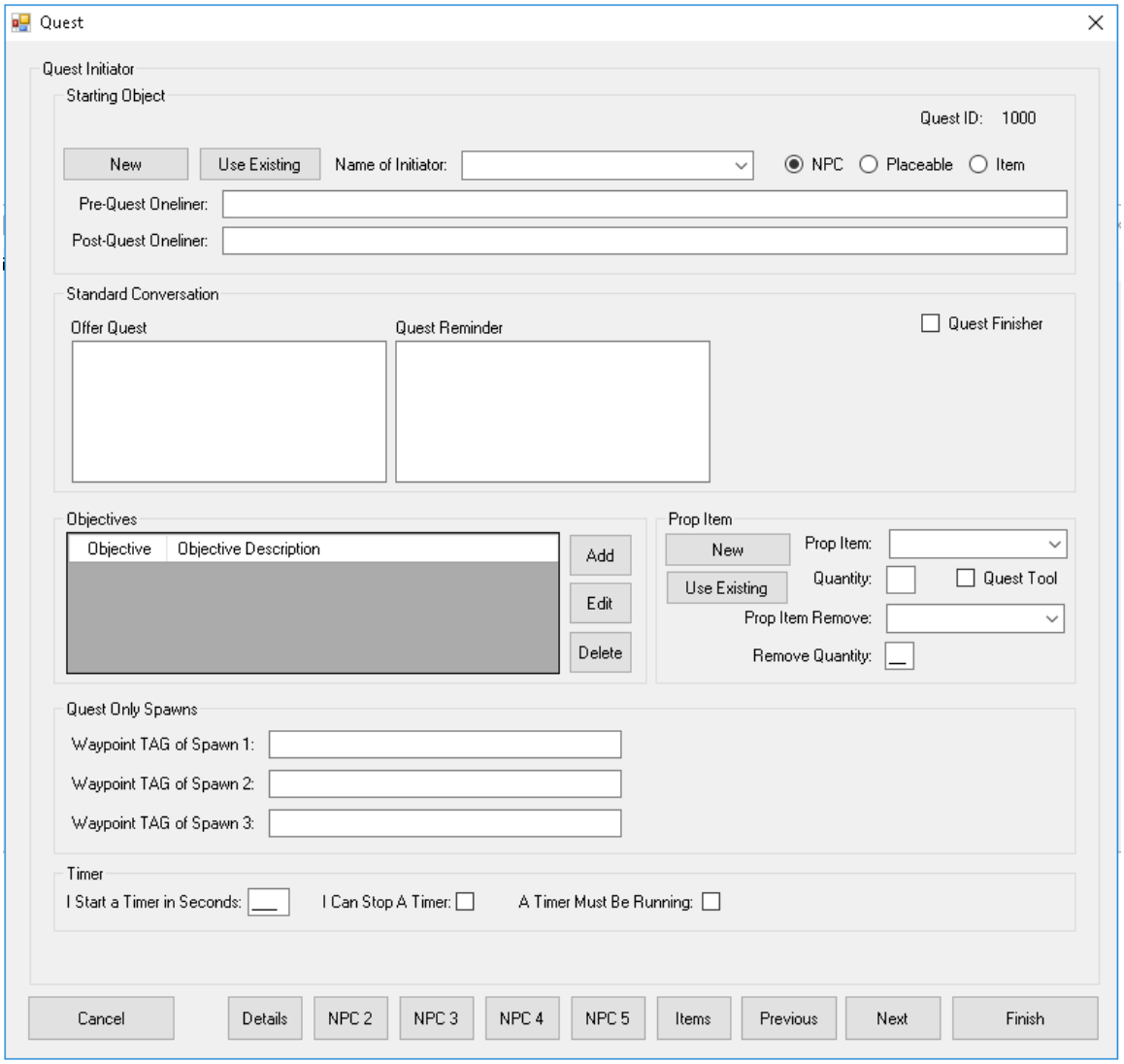

Figure 9 - Quest Initiator

The quest initiator is the NPC, placeable object or item that starts a quest. A placeable object could be a bounty sign posted in a village, or the item could be a stolen deed to a home that needs to be returned to its owner.

Name of Initiator	This is the name of the object that initiates the quest. Module and Campaign blueprints can be selected from the dropdown if one already exists for this quest, or the new button can be pressed allowing you to type a brand new one. New ones entered in are given a placeholder blueprint with the appropriate settings on it that can have its appearance adjusted to suit your needs.
Pre-Quest Oneliner	This is the message that is spoken to a player if they have not met all of the requirements or completed all the objectives of this initiator.
Post-Quest Oneliner	This is the message that is spoken to a player if the NPC is spoken to and all of its quests are completed.
Offer Quest	This is the text that is spoken to the player when they have met all the requirements and the NPC is ready to discuss what he or she wants the player to do. Generally this is the actual request, complete with details on how to get started.
Quest Reminder	This is the message that appears when the player has accepted a quest, but has not completed the objectives allowing the builder to either repeat the original request or put something different in (perhaps further clues).
Quest Finisher	The quest finisher checkbox and text box are filled in if this NPC is the object that completes the quest once all objectives are finished. The message that appears to the player informing them that they have completed the quest, thanking them and offering rewards etc.
Objectives	These are the list of objectives that need to be completed by the player in order to satisfy this NPC's needs. They could be to simply defeat a creature, find an item, explore a location or a combination of various tasks. Once the objectives are complete, the NPC can finish the quest or optionally send the PC to speak to another NPC.
Prop Item	This is an optional item that will be given to a PC on the acceptance of this quest. The item can be

	something the player must deliver, use on a placeable to destroy it or a tool that can be used on a placeable or creature corpse to extract a second item. If the item is listed in the Remove Item field, the item is taken away when the PC has completed the objectives listed.
Quest Only Spawns	These are the Waypoint Tags of spawn points from the Legends Spawn Plugin that are activated when a player enters an area and is on this quest. Typically, the spawn points in question are configured as "Quest Based" and will not be active unless the player enters the area with this quest in hand.
Timer	This NPC can have an optional timer value applied to it. With a timer, the player has the specified amount of time in seconds to complete ALL of the NPC's objectives and return to either the NPC or the Next NPC in the chain that has the "I can stop a timer" checkbox turned on. If the player doesn't complete before the timer expires, ALL of the objectives fail and the player must return to the NPC to re-start the timer.
I Can Stop A Timer	This this checkbox is turned on, then this NPC has the ability to stop a timer count-down. The player must have all of the pre-requisites complete before the NPC will stop the timer.
A Timer Must Be Running	This is useful when an NPC starts a timer and a second NPC stops the timer. This checkbox ensures that the player has a valid timer running as a pre-requisite before the NPC will talk to the player. This is useful in scenarios where a quest may have 3 NPC's in it where NPC 1 starts a timer, NPC 2 does nothing to the timer, but NPC 3 requires the timer from NPC 1 running (not ran out) and can stop it.

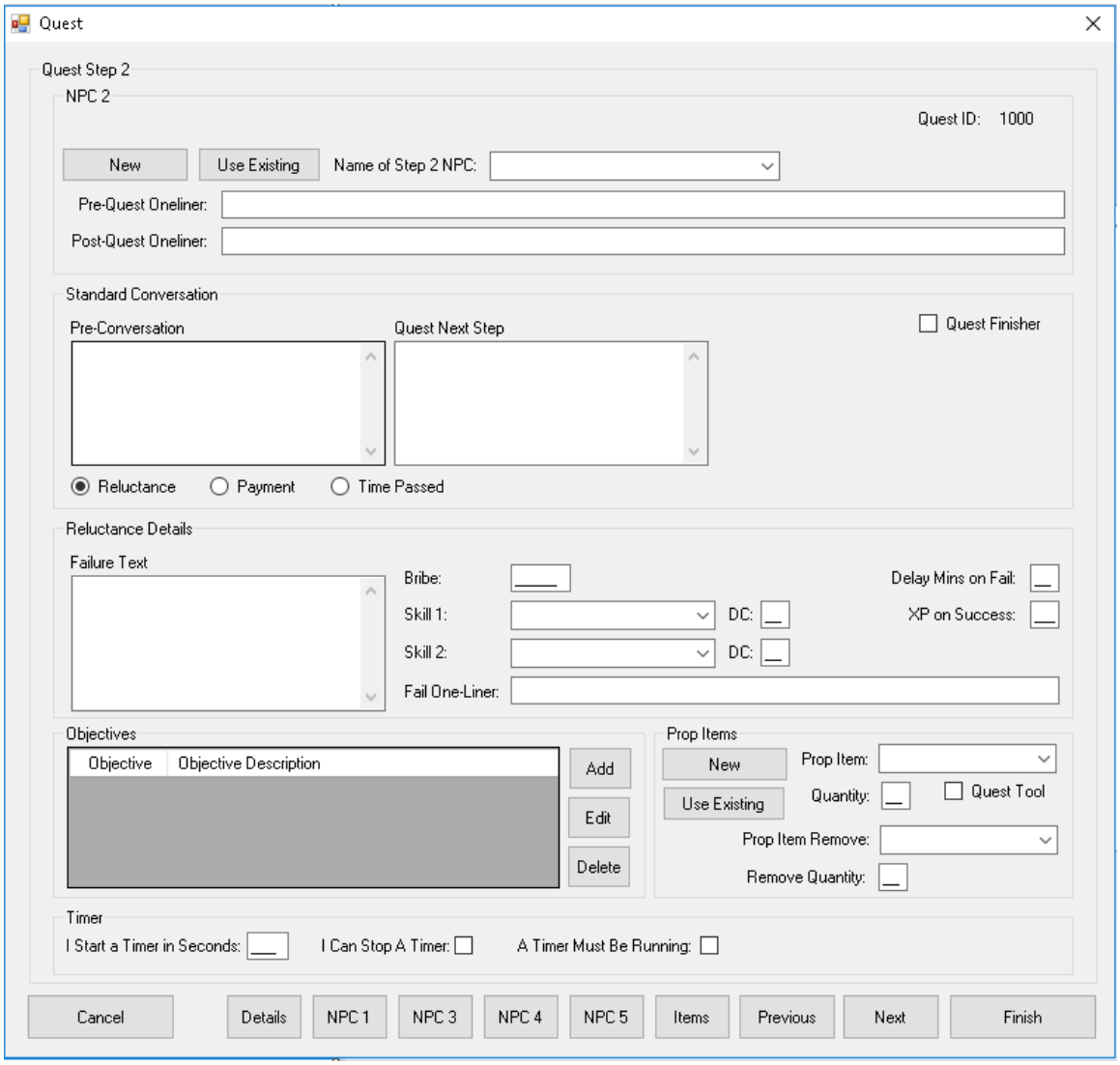

Figure 10 – Other Quest NPCs

The next screens allow the builder to include up to a total of 5 NPC's in a single quest, each with their own objectives, props and optional reluctance.

Name of Step <x> NPC	This is the name of the next NPC similar to the initiator on the previous page. A builder can include this NPC by having a "Speak to NPC" or "Deliver Item" objective from the previous NPC.
Reluctance	This message box is optional and if used is displayed as an indicator that the NPC is not interested in helping the player continue the quest and the player must intervene to force the quest onward. The remaining Reluctance Details section would then be filled out. At this point, the player must use either a bribe or a skill to advance

	the quest, potentially losing money or gaining skill usage experience.
Quest Next Step	This is the message that is displayed when this NPC is ready to continue the quest either by a player successfully dealing with the reluctance or if the NPC is simply participating in the quest willingly from a previous NPC's objective.
Failure Text	If this NPC was reluctant and the player attempted a skill to force resolution but failed, this message will appear to the player letting them know that the NPC is still not satisfied and possibly informing the player that they may wish to try again later.
Bribe	Bribe is the amount of gold a player can simply hand over to the NPC to force a reluctant NPC to resolution and continue with the quest. The Player does not gain experience for bribery and bribery is always successful if it is offered as an option.
Skills and DC	These are two optional skills a player can attempt to force the reluctant NPC to resolution. If the player is successful the quest continues on however if a failure occurs, the quest is stalled.
Fail One-Liner	Should a player fail in a skill attempt, the player may not be allowed to try again for several minutes. Should this be the case, this is the message that appears to the player if they try to talk to the NPC before the time has elapsed.
Delay Mins on Fail	This is the number of minutes that must pass before the player is allowed to attempt another skill check or bribery should they have failed previously. Once this timer has elapsed, the Reluctance message will appear for the player again allowing them another attempt.
XP On Success	This is the amount of experience a player will receive at the end of the quest for successfully using a skill on a reluctant npc. Note that the recommended level behavior described above will impact this amount as well.

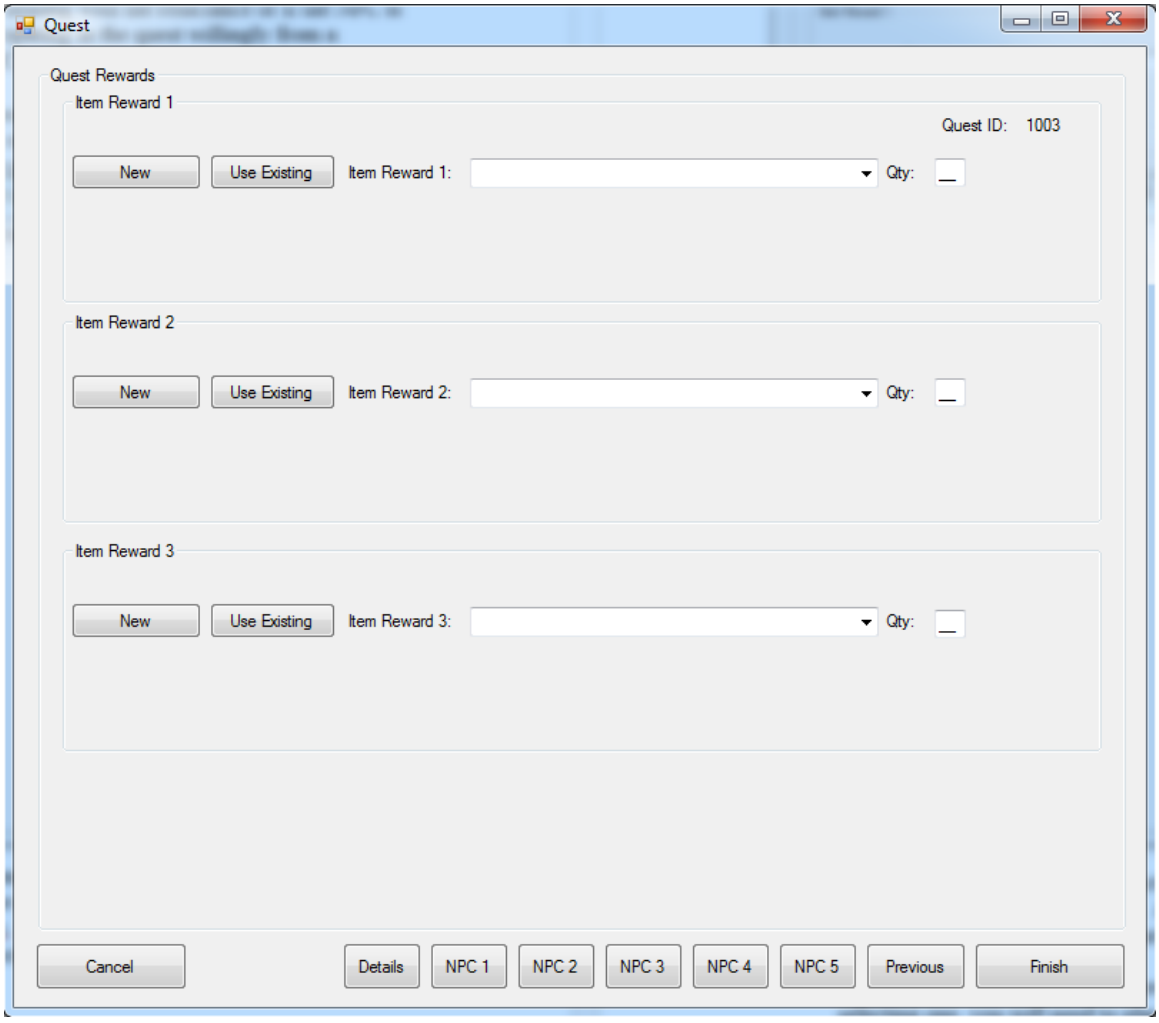

Figure 11 – Optional Item Rewards

At the end of a quest, you can optionally offer the player an item as a reward. You can choose to fill in up to three items and they will all be displayed in the quest rewards panel however at the end of the quest, the player must choose one of them as their reward and are not allowed to accept all of them.

You can either use the drop down to select an item blueprint or create a new one and adjust it once the plugin creates the item. A quantity field is available to offer multiple of a single item. This is useful for giving out two or three potions as an example.

⚠ If you want to allow players to view the statistics of your item rewards before selecting one, you will need to place down the Item Viewer Waypoint in each area that has a quest FINISH in it where a reward is given. This waypoint must be in a walkable area and can be found in the Legends Quest category.

Lore Books

Lore Books are items that start a quest, typically not involving NPC's. Useful for history type books to follow in another's footsteps and perform the tasks that the historical figure took. This is very good for fleshing out world history.

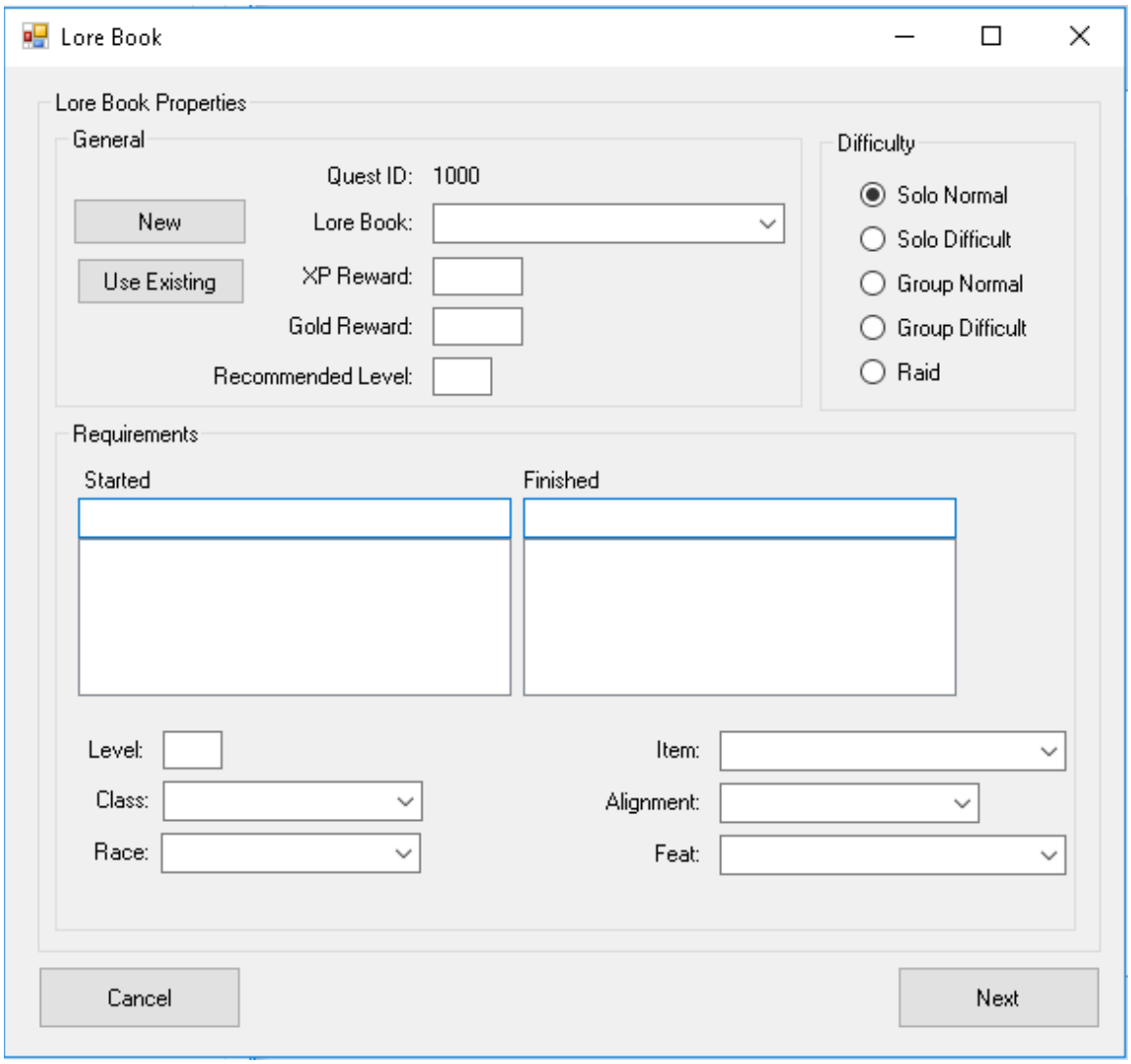

Figure 12 - Lore Book Properties

The Lore Book properties screen allows you to create the title for your book and offer similar rewards and requirements as a standard quest.

Lore Book	This is either an item that is already created that will act as a book or you can type in the name of a book. Typically this should be the title of the book.
Rewards and Requirements	These are the same as you would find for a standard quest. Note that there is no linking of lore books.

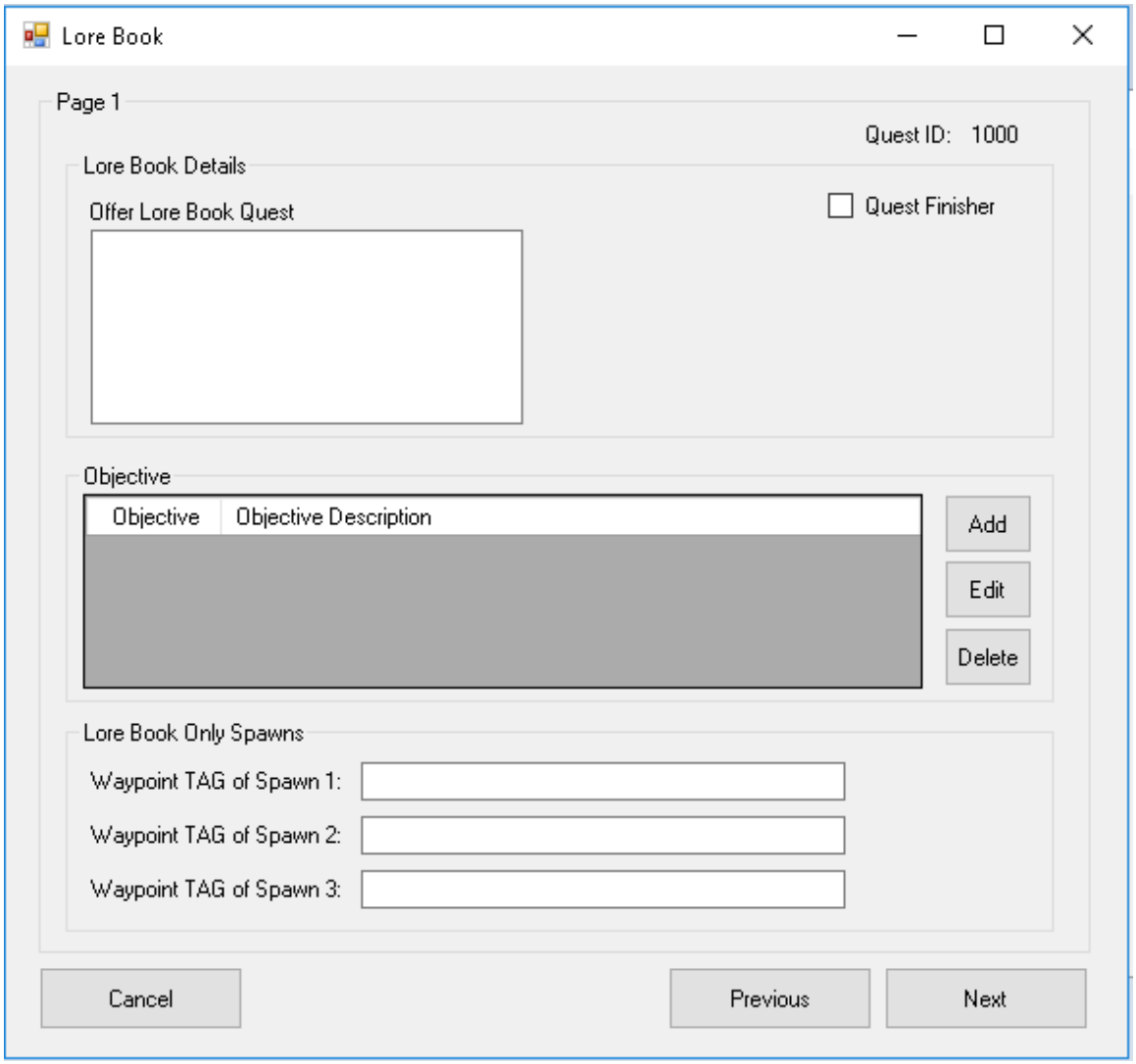

Figure 13 - Lore Book Page 1

The first page of the Lore Book is the offer page. When an adventurer obtains a lore book and activates it, the quest dialog will appear and offer the players the quest. The content from page one here will be the offer text. Typically, Lore Books will demonstrate some history about the world and take a player on a tour of that history by way of visiting locations or perhaps defeating creatures. Not all objectives are available for Lore Books (such as delivering items). Each page of a Lore Book can be thought of as an NPC or the next logical step of the book.

Only one objective can be created for each page of the Lore Book.

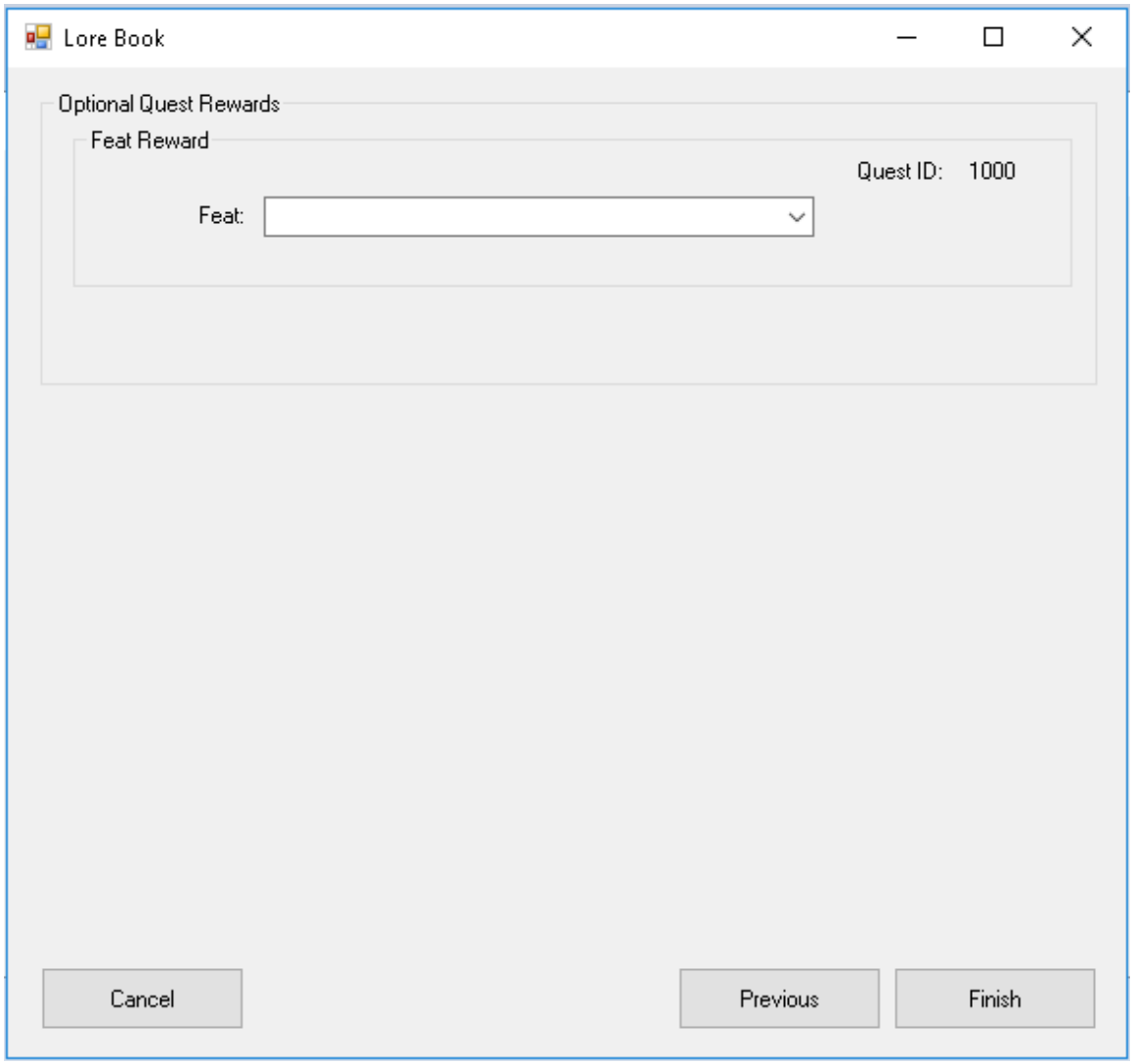

Figure 14 - Lore Book Feat Reward

Unlike regular quests, Lore Books do not give items as rewards however you can optionally offer a feat reward. It is handy at this point to even create custom feats for your world. These feats can do whatever you wish however you may have to create custom scripts for them. Some plugins can leverage a feat by simply having the player HAVE the feat. For example, the Legends Teleport Plugin can only allow players with a certain feat to use a portal.

Collections

Collections are a fun alternative to perform regular tasks. When coupled with the Legends Spawn and Loot plugins, collections can offer a sort of scavenger hunt or treasure hunt for adventurers. The collection quest starts when a PC picks up any of the items that are part of a collection. One the PC discovers all of the collection items, they can turn them into a collector for a reward. Collections can be any group of items and spread around your world. They can be purchased, looted or found. When used with other Legends plugins, one could have items spawn in random locations at random intervals and even spawn different items from the collection each time.

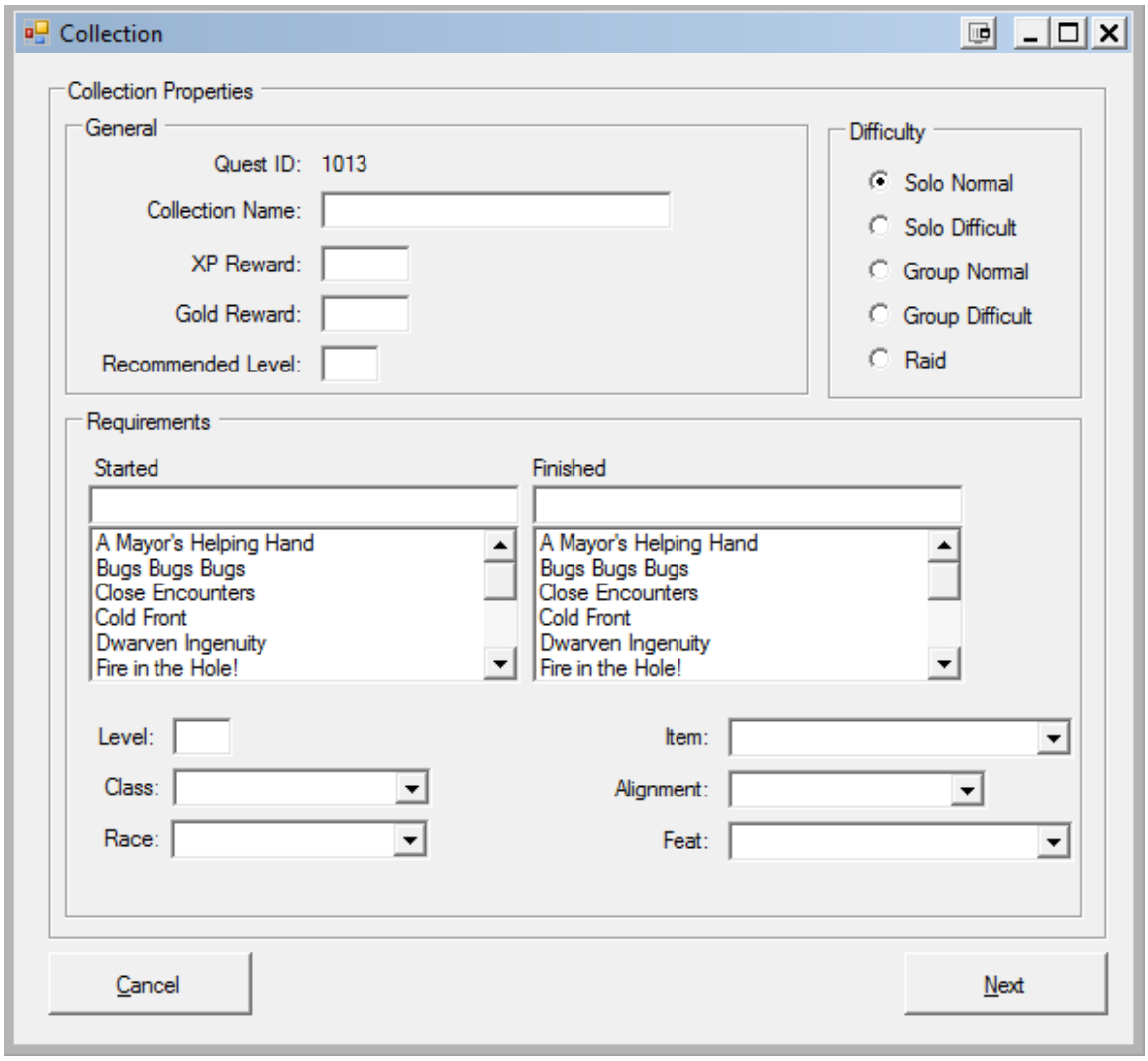

Figure 15 - Collection Properties

The collection properties behaves in much the same way as standard quests and lore books. Difficulty is stated and rewards given. The collection begins when a player acquires any of the collection items in a collection quest. Simply enter a collection name in the field provided and the remaining information as per a standard quest.

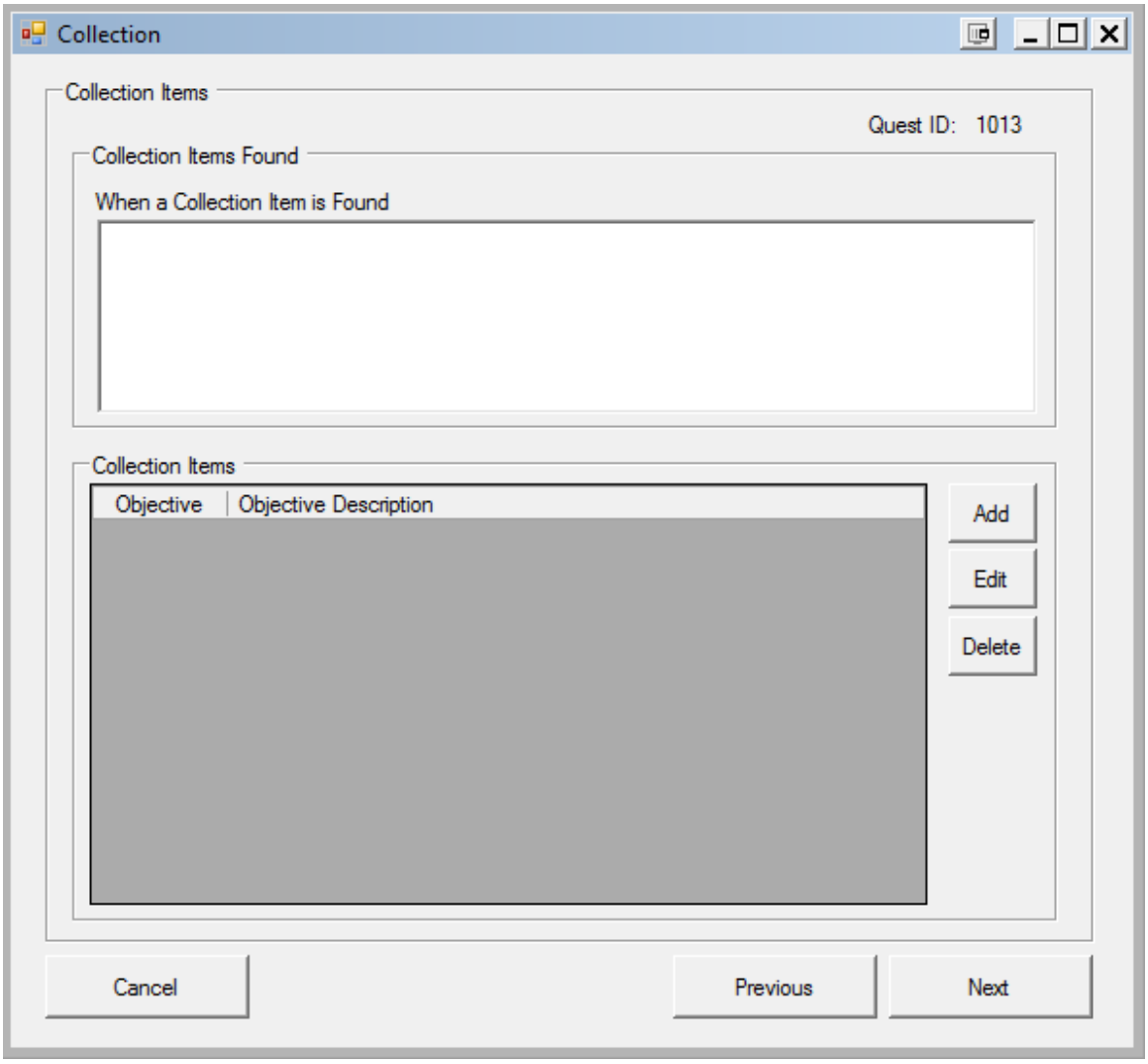

Figure 16 - Collection Items

When a player acquires any one of the items in a collection, has met the requirements for the quest and hasn't done the quest already (assuming no repeats), the quest dialog will appear and the "When a collection Item is Found" message is displayed. This typically will offer the player information about the collection stating that the item appears to be of some value, perhaps finding the other items would be a good idea etc.

The Collection Items list is simply a paired down objectives list with only two possible objectives - Obtain an Item and Speak to an NPC. The Obtain Item objective is used to add all the possible items in the collection. You can have up to 9 items in any collection as one of the possible 10 objectives will need to be the Speak To NPC type objective to allow the player to turn the quest into a collector. Once the player has obtained the first item of a collection by means of treasure looting or from a store or other means, accepted the quest, they can then go off and discover the other items. Once complete, the player needs to locate a collector.

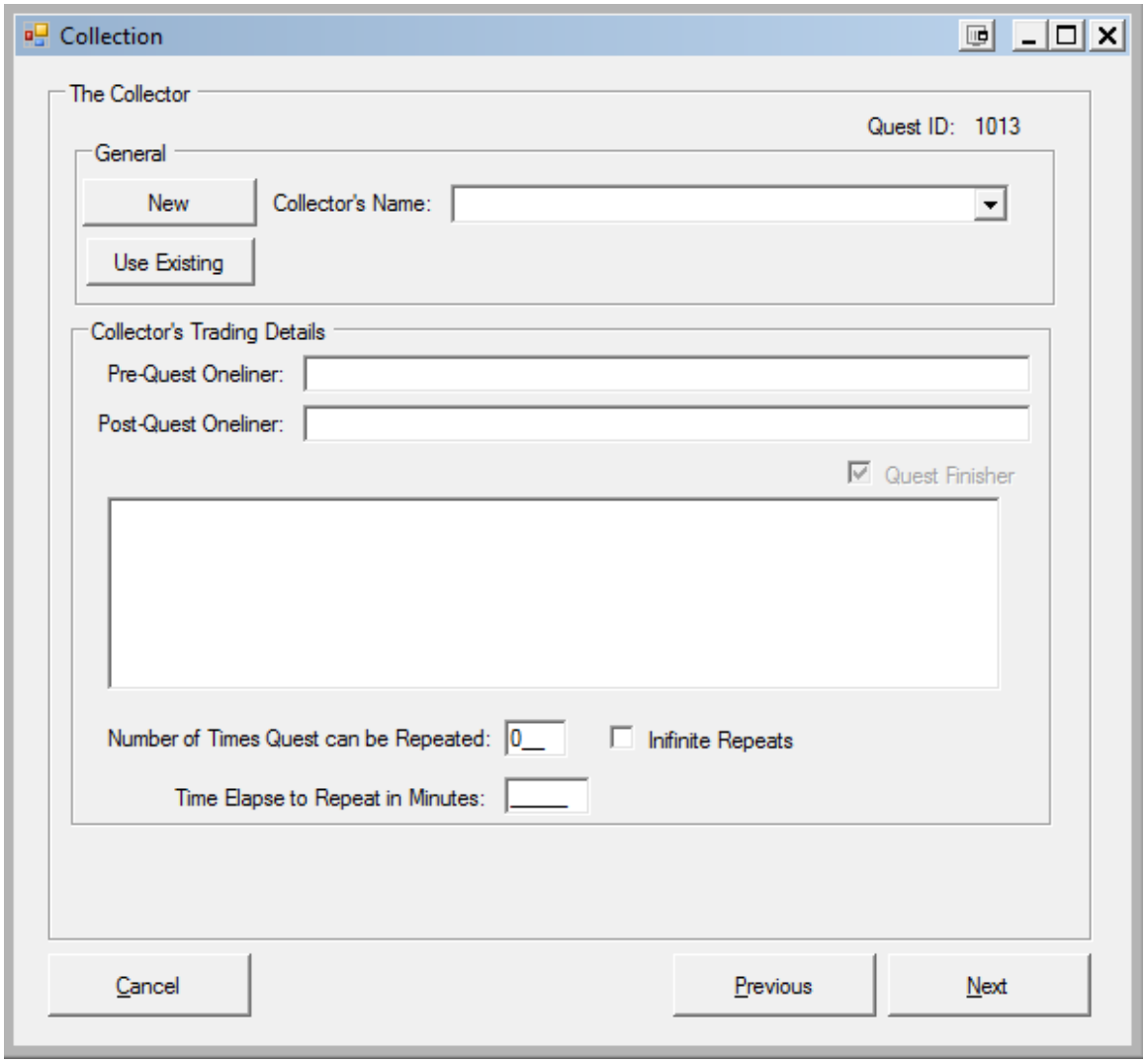

Figure 17 - The Collector

The Collector is the NPC that is willing to reward the player for finding the collection items. Perhaps a historian looking for a rare set of books that are spread across the world, or even a wine collector looking for strange and exotic beverages from various places. Regardless of their motives, the collector is simply the NPC that acts as the quest finisher.

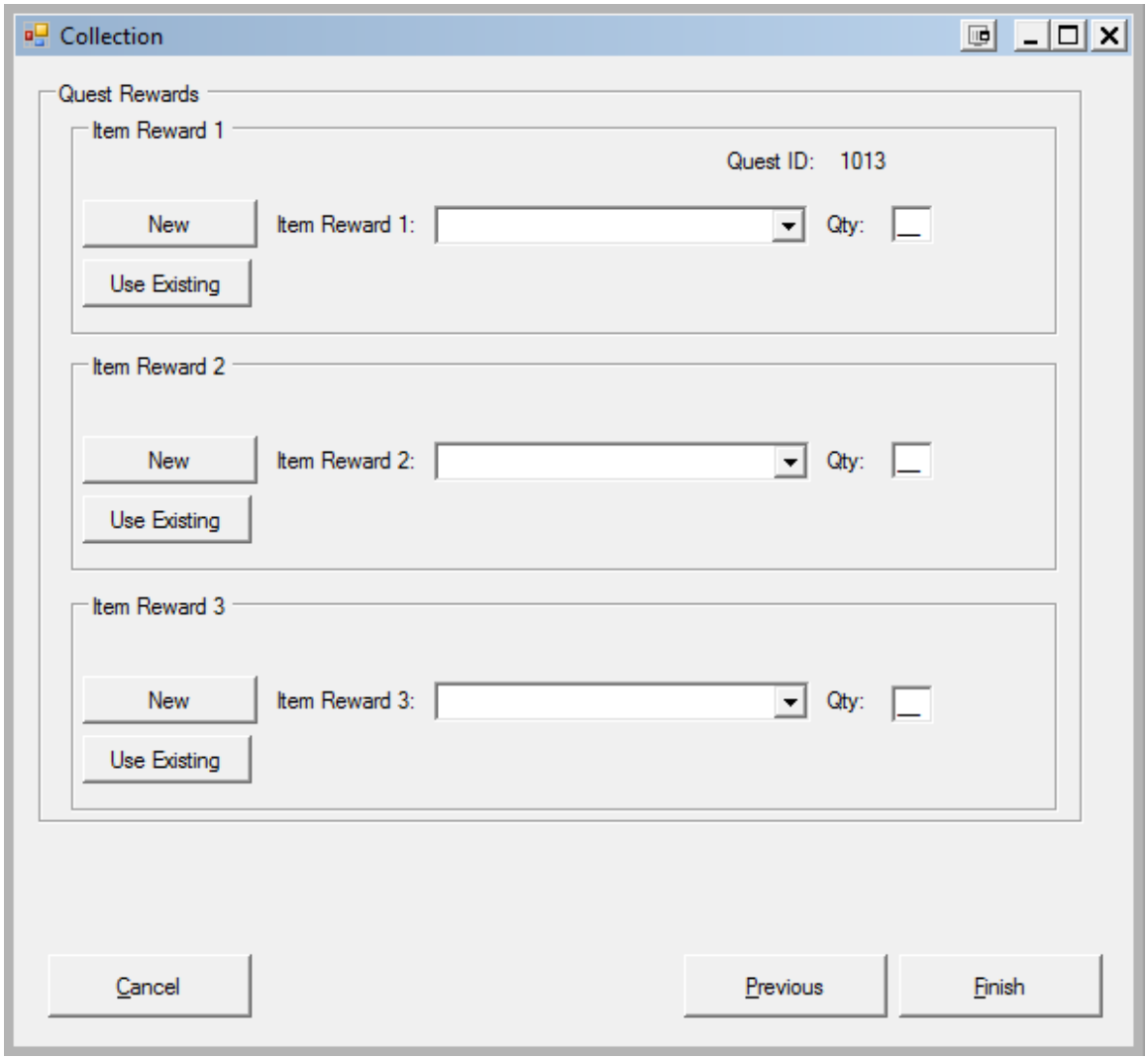

Figure 18 - Collection Rewards

The collector can reward a player with items just as a normal quest. All the same rules apply to a collection item reward as a regular quest. When coupled with the Legends Loot and Spawn Plugins, collections can be turned into a sort of treasure hunt. Chests and other objects can be spawned in random locations around an area with the Spawn Plugin, while their content can be randomized using the Loot Plugin. This will create the effect that any one of several of the items of a collection quest can be found in any one of a number of locations in an area. This keeps the collection quest random and makes a great repeatable quest as the items won't be the same item in the same location each time!

Deeds

Deeds are a great alternative to monster grinding and allows the builder to prevent farming XP. Instead of giving experience on the death of a creature, a deed can be leveraged to require x number of creatures defeated to complete the deed and reward an experience reward at the end. The builder can then optionally set the appropriate number of repeats on the quest. Upon defeating the first creature of a deed quest, the deed offer will be displayed. Once the last creature is defeated, the finish is then displayed and the experience reward offered.

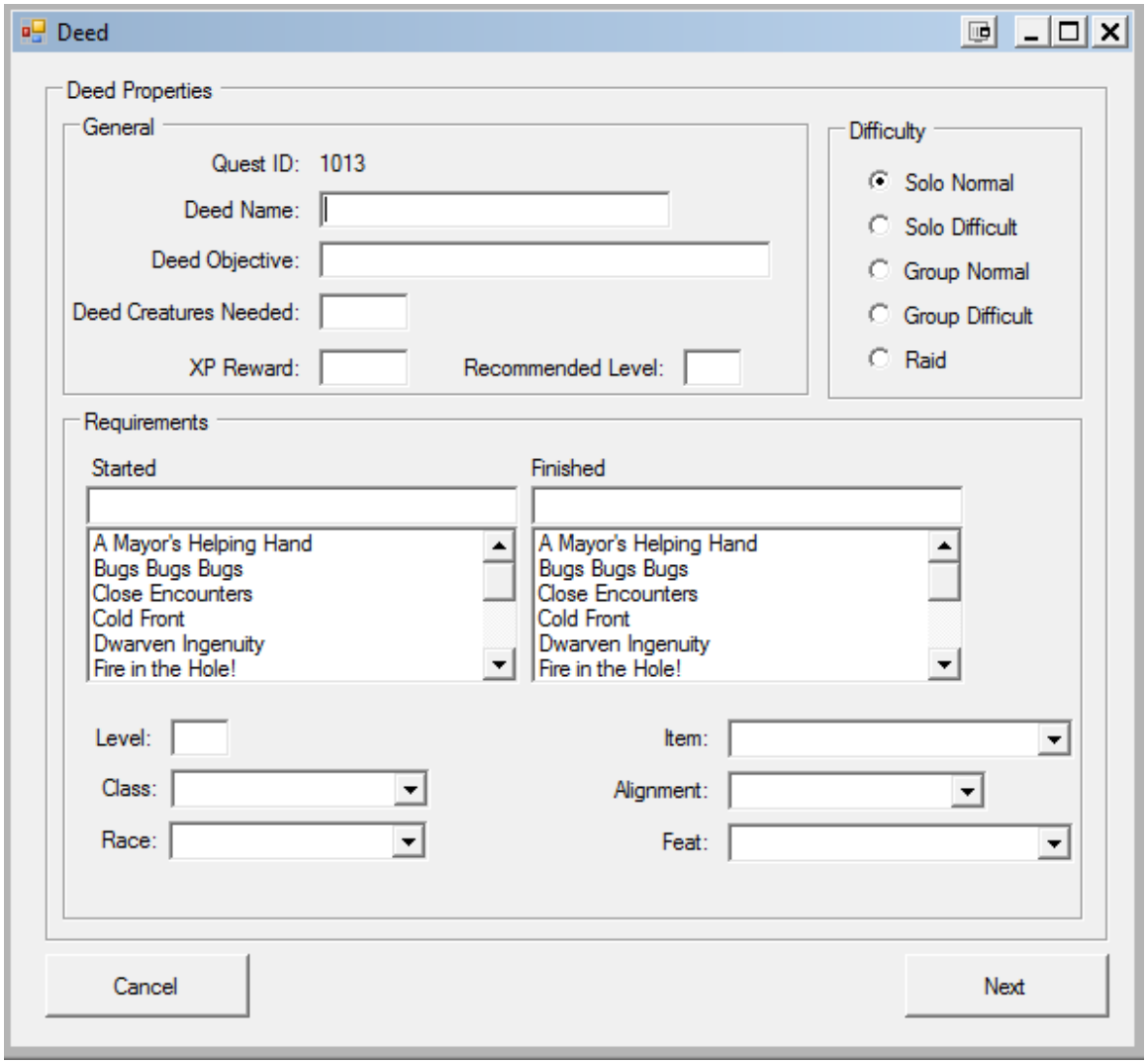

Figure 19 - Deed Properties

The Deed Properties are similar to the other quests with typical rewards and requirements. One major difference in this screen is the "Deed Creatures Needed" field. This tells the quest how many creatures of the listed creatures must be defeated in order for the player to complete the quest.

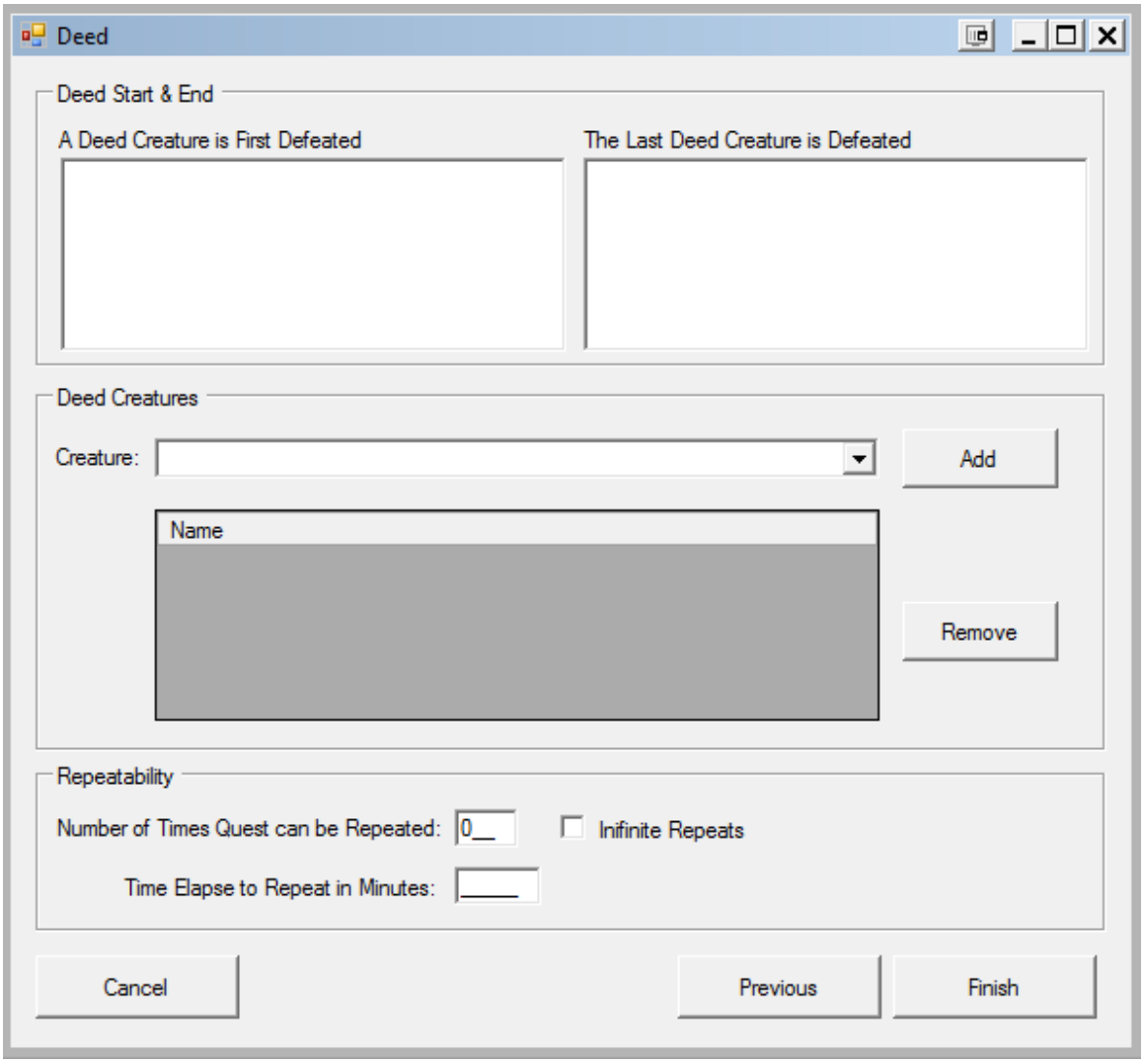

Figure 20 - Deed Creatures

Deed quests are offered upon the defeat of any one of the deed creatures listed in the quest. The offer message comes from the "A Deed Creature is First Defeated" text box. Of course, when the last quantity of required creatures is defeated, the Finish Quest dialog box appears to conclude the quest.

The Deed Creatures is simply a list of creatures that you add to a list. This can give the effect of having an entire type of creature included in the event there are multiple blueprints representing one type of creature. For example, there may be a deed to defeat Orc from the Windlock clan. Of these orcs there may be Shaman, Archer, Grunt and a Chief blueprint. Adding all these creatures to the deed creatures list will ensure all of them count against the required creature count.

Deeds can be repeated as many times as a builder wishes.

Icon Updating

One thing to note on the main File menu of the plugin is the Update Reward Icons menu option. This button is used when you've created some quests and had the quest plugin create the item rewards for you. Once you have updated the toolset icons from these auto-generated blueprints, you will want to click this icon and perform an update of the database.

⚠ If you notice in your quest rewards panel in game that the items icons are incorrect, you will need to run this Icon Update. It only takes a moment for perform.

Advanced Objectives

New to v1.88 is the ability to perform some advanced things to various objectives in a quest. In the past, a typical quest NPC offered a player a single or multiple list of objectives to complete. The player, for the most part, went off and performed these objectives in whatever order they decided and simply referred to their journal to recall what they had done and what was left to do. Upon completing all the objectives, the player returned to the NPC or a different NPC and progress or finish the quest.

The new Advanced options allows you to continue this type of quest however you can now ALSO have the objectives update and change on the fly as players complete them. Each objective that this can apply to has a new Advanced Options section in the plugin.

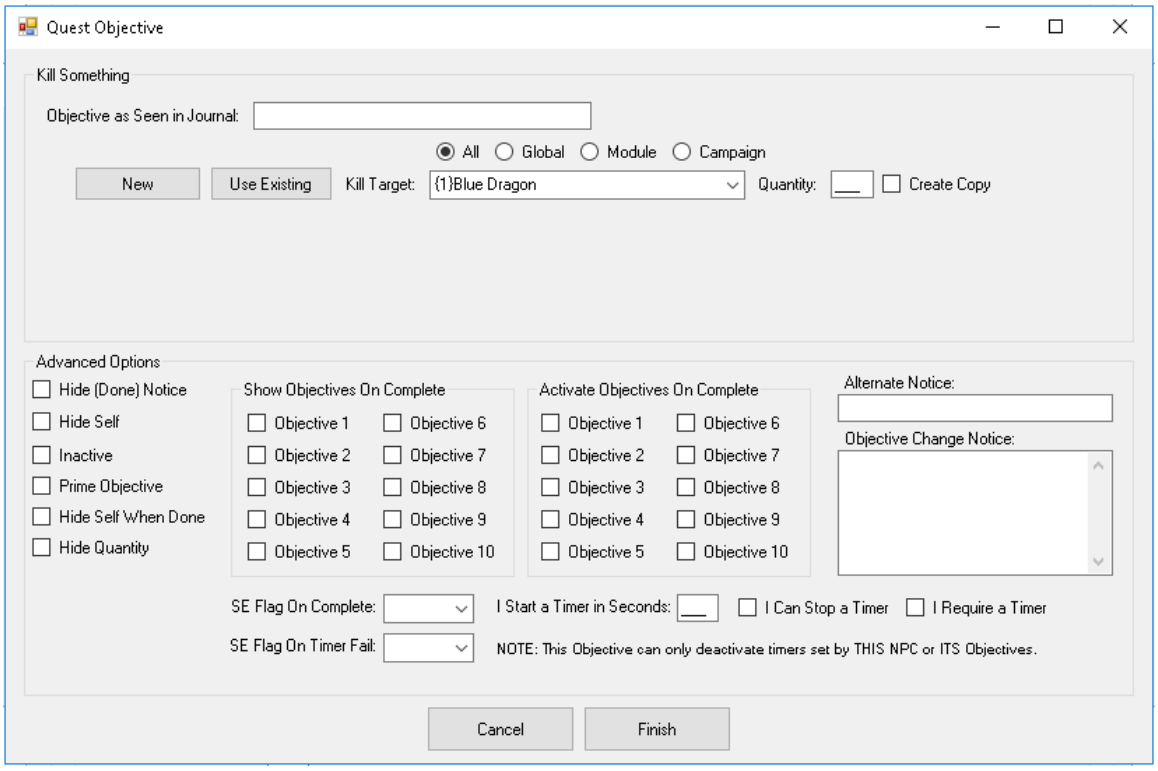

Figure 21 - Kill Something with Advanced Options

As you can see from the diagram, the objective's top portion remains the same however the Advanced Options area has been added. Advanced options are applied during different events such as when the player gets the objectives (whether by accepting a quest or advancing to the next NPC), or even when an objective is completed.

Each advanced option is detailed as follows:

Hide (Done) Notice	When this option is selected, the current objective will NOT display (Done) in the players journal, even if the objective is completed. This can be useful when you have multiple similar objectives that a player needs to complete and all but one of them are hidden in the journal.
Hide Self	This option will cause the objective to be hidden from the journal when the player receives it. This is useful for objectives that will be shown later as the player progresses through the quest or if it's related to a different objective that isn't hidden.
Inactive	This option makes the objective inactive. It will still be an objective however the player will be unable to complete it until it is activated. Again this is useful for objectives that will be activated later as the player progresses.
Prime Objective	Any objective marked as a Prime Objective will cause ALL other objectives to be automatically completed if the player completes it. Prime objectives are useful to allow a player to bypass all other objectives. For example, if the player has a quest to kill a creature and has 2 objectives, one of which is to search for clues as to the whereabouts of the creature and the second is to actually kill the creature, traditionally, BOTH would need to be completed. If however the Kill Creature objective is set to a Prime Objective, the player is not REQUIRED to perform the first objective and can simply kill the creature if they already know where it is. You can also have multiple Prime Objectives per NPC – this means that a player can also complete one OR the other objective if both were set to Prime.
Hide Self When Done	This option will cause the objective to be hidden from the journal when the player completes it. This is useful for changing the objective listings in the player journal. For example, if a player is asked to kill a creature, then find a special artifact via Loot a Placeable in that order, the "Loot a Placeable" objective could be set to Hidden and Inactive at the start, then when the creature is killed, the Kill Creature objective can be set to Hidden using this option and the Loot a Placeable objective can be set to displayed and Active using the Flags discussed below.
Hide Quantity	This allows the builder to hide the quantity values in the player's journal of how many of a task they must obtain or perform and how many they may have. This is also useful for removing the quantity "1" for objectives that have only 1 quantity.

Show Objectives On Complete	This entire section is applied when the current objective is **completed.** Each objective is normally numbered from 1-10 and can be seen in the objective table when viewing any particular NPC. When the currently selected objective is completed, any other objective selected here will stop being hidden assuming their initial state was set to Hidden using the "Hide Self" option above.
Activate Objectives On Complete	This entire section is applied when the current objective is **completed.** Each objective is normally numbered from 1-10 and can be seen in the objective table when viewing any particular NPC. When the currently selected objective is completed, any other objective selected here will become Active assuming it was initially set to Inactive using the option above.
Alternate Notice	Normally, as an objective is completed, the player is given a notice about it such as Goblin Defeats (2/4) and so on or "Catapult Destroyed (1/1)". By placing text in this field you can override that behavior with any message you like. When the objective is completed, the text here will appear instead of the standard text.
Objective Change Notice	With the Legends Info Plugin v1.86, a special text box can be made to appear whenever this objective is completed. The text in this field will appear in the Info Text Box and can offer players more information that the standard one line message. NOTE that this will only display if the objectives should change meaning if one becomes shown or active etc.

Something you may be wondering at this point is the purpose of having Hidden AND Inactive objective options for an NPC. Surely if an objective is set to Inactive, it should be hidden automatically. This is true however there can be cases when you would like an objective Hidden yet remain Active.

Consider this. You have a quest objective that requires you to "Summon the Evil God". The player must discover how to do this. As a builder, you know that the player must find 4 different colored crystals that must be placed on 4 different colored pedestals. While you can have 4 objectives displayed to the player, this can almost give away what you want the player to discover on their own. So instead of having 4 objectives that say "Place x colored crystal on pedestal" you can have 1 objective state "Summon the Evil God".

There would still be 4 objectives and each one is of type “Place Item In Placeable” however you would set 3 of them to hidden but leave them Active. The 4th one you would leave it visible and select the Advanced Option “No (Done) Notice”. The Objective Text for this objective you would set to “Summon the Evil God”. The other three objective texts can be anything you like as they are never displayed to the player. Now the player must discover on their own that they need to find these 4 crystals and place them on the pedestals some other way such as reading it from a book they may have looted. As they complete the 4 objectives, you can use the “Alternate Notice” text in each to display something like “The God Approaches” letting the player know they are on the right track. Combining this with the Special Effects system described below now opens up a new world of questing power and opportunity.

The Pull Down option on this screen entitled “Set Area Flag On Completion” is related to the new Special Effects system described below. As you will learn about shortly, this option allows you to set a specific flag when this particular objective is completed. Useful when you need to set a Special Effect flag on the death of a creature or other activity the player may perform that is quest based.

Special Effects

A brand new system included with the Legends Quest Plugin starting with v1.86 is the Special Effects system. While this system has some tight integration and was originally created for the sole purpose of enhancing quests, it CAN be used on its own however the quest plugin must be installed along with it due to code dependencies.

As powerful as the Quest Plugin is, there are things it just doesn’t do. While you can have a requirement to go kill the big bad ghost in the attic of the haunted mansion, what about performing a ritual to summon it? How about having the players walk through a crumbling ruins only to have the ceiling collapse on them? Perhaps the evil god worshipped by its sadistic followers is immortal and immune to damage until the brave adventurers spill the blood of the high priests and douse the flames of power turning the god mortal? All of this and much, much more can be done by cleverly using the Quest Plugin along with the Special Effects Plugin (hereafter called SE) without writing a single line of code.

The first thing to notice about the SE plugin is that it is a standalone plugin. It is not an extra menu or option you will find in the Quest plugin. It is installed along with the quest plugin and will appear in your plugins menu as a separate item.

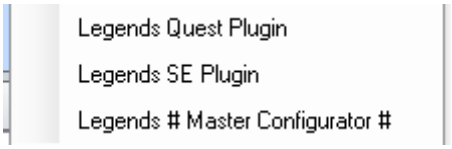

Figure 22 - Quest and SE Plugins

The concept of Special Effects can be summarized as follows.

It is a collection of Events that set flags which are then checked. Any rules that are applied for a set of active flags cause a reaction.

This of course is fairly oversimplified but true none the less. Each area in your NWN2 world is allowed 31 flags. One or more flags can be turned on by various events such as completing a quest objective, walking across a trigger or clicking on an object. A special SE Man object sits in the area where SE events occur and monitors these flags. On this SE object are reactions that you the builder apply to it. When the area flags you are monitoring activate, your designated reaction occurs.

Here is an example. Suppose you have a brazier placed in your dungeon and you would like a flame effect to appear on it when a player crosses a trigger. Remembering that you have 31 flags per area that you can do anything you want with, you decide that if the player walks across your trigger, you will activate Flag #1. Next, on your SE Object, you will tell it to watch for Flag #1 and if it becomes active, create a fire in the brazier.

Simple right? Well it is! That's how easy it is but there's a lot more you can do with it as well. The following tutorials will help you perform this example and more which will hopefully stir some creative ideas on how you can use the SE plugin.

⚠ The Legends SPAWN plugin is required to perform Special Effects! As the Info plugin is a requirement for the Legends Quest Plugin, if you wish to enjoy the full benefit of Quests and Special Effects, you will need both Info and Spawn active.

Tutorial 1 – Man Creates Fire

With the Quest Plugin (and SE) installed and configured, create a new area in your module. Don't forget to apply the On Client Enter and On Client Exit scripts as described in Part 1 above.

Because the SE Man (aka Manager) is a spawned object, you will need set up the Legends Spawn plugin HBMan waypoint as per the Legends Spawn plugin documentation. Once you have spawning active you can continue.

Select the brazier placeable object from the blueprints palette and place it in your area.

⚠ Ensure it is not set to Static and give it a unique TAG such as "brazier1".

In the Waypoints palette you will find a special waypoint called Mr SEMAN in the Special Effects category under Legends Quest. Place this waypoint near your brazier.

⚠ You can have multiple of these SE waypoints in a single area and they are usually configured with a series of related special effects and placed nearby where the special effects are occurring.

Next you will find a special Trigger called a “Flag Trigger” in the Special Effects category under Legends Quest. Place this where you would expect players to walk over it triggering the flame that will appear on the brazier.

Figure 23 - Flame Brazier Setup

Now that you have your objects placed to make this work, you have to configure your Flag Setting. Remembering from above we are going to set Flag #1 when a player crosses the trigger. To do this, select the trigger and load the SE plugin.

From the menu choose File -> Set Flags On -> Trigger Instance and then check the checkbox labeled “Flag 1” and click Finish.

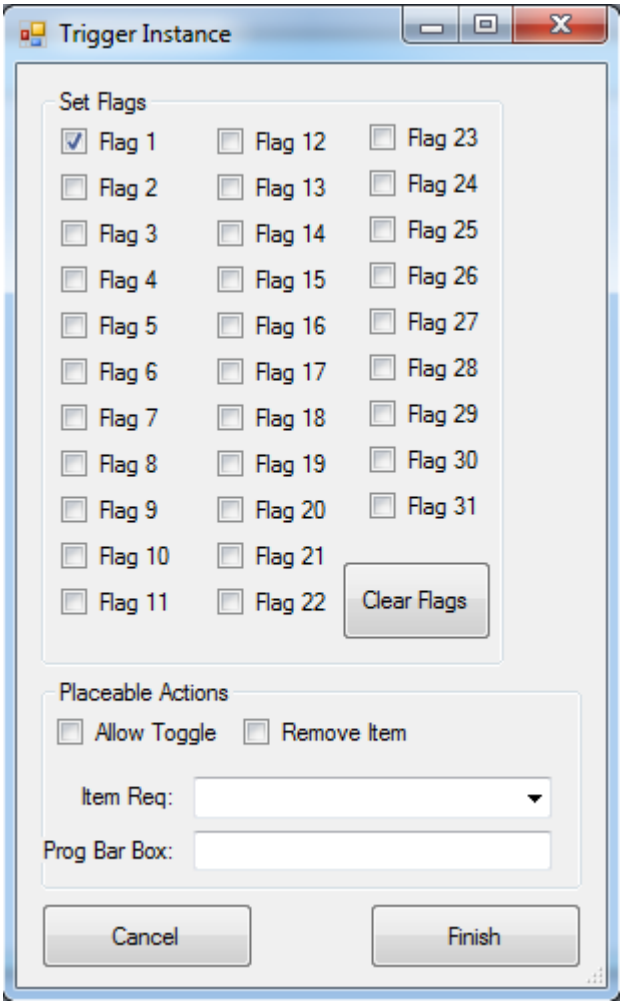

Figure 24 - Setting Flag 1

Now whenever anyone walks across this trigger, the Area flag #1 will be set to “on”. It will stay this way until something turns it off which we will discuss in a different tutorial. Now of course not much is going to happen with this flag on because we haven’t defined anything yet. All activities and reactions from flags being turned on are configured on the SE Man waypoint.

Select the SE Man waypoint that you placed and load the SE plugin. Select File -> Special Effects.

The first thing you want to select is what you want to actually have happen when your flag is turned on. This is called a “Reaction”. In the pull-down list of Reactions, choose Visual Effect.

In the SE Helper Tag, enter “brazier1”. The SE Helper Tag is the object in which we will place our Visual Effect. This could be a placeable object or if we are creating a visual effect in thin air we can use the SE Helper placeable object that came included with the Quest Plugin – this object is visible in the toolset, but not visible in game.

You can leave the Source Tag blank for now as that is only used in Beam Type Visual Effects. In the Visual pull-down, choose “VFX DUR FIRE” and set the Duration field to “-1”. This causes the effect to be permanent.

Now that we have defined our reaction, we just have to tell the SE Man WHEN we would like this reaction to happen. As discussed previously, when the player walks over the trigger Flag #1 will be active thus we will select Flag 1 in the Check Flags ON section.

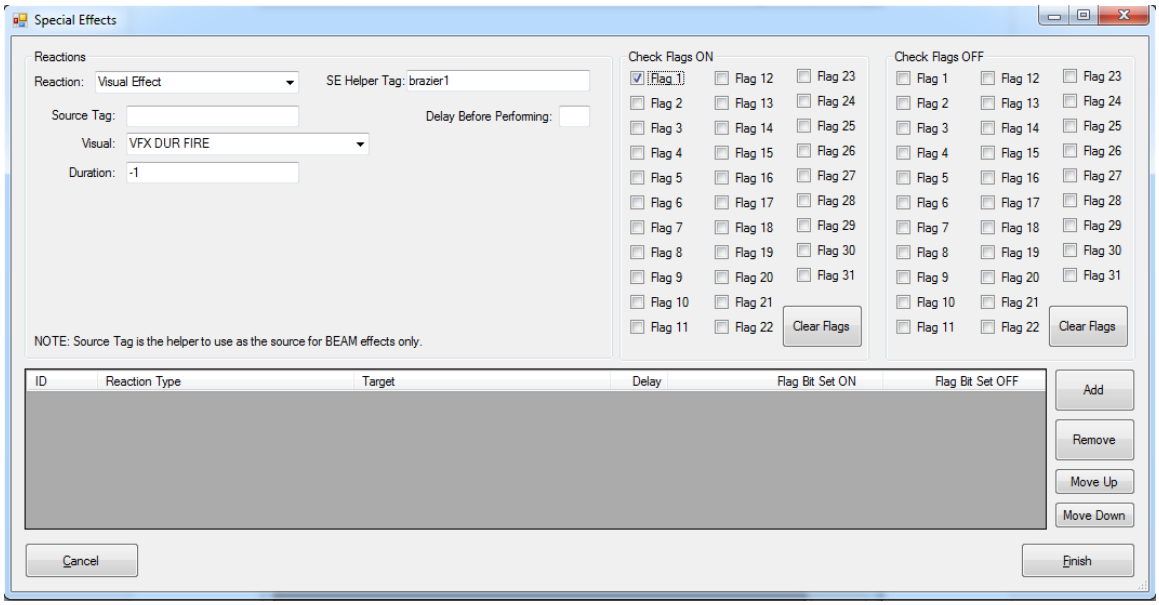

Figure 25 - Visual Reaction

Click Add to place this reaction into the Table and click Finish. That’s it. Load up your module in a single player game to test. Walk over the trigger and observe the results. You’ll notice that the visual effect isn’t quite right because VFX DUR FIRE seems to engulf the entire brazier and if we chose to put something along the lines of the Torch Glow effect, it would be buried deep inside the brazier that you would not even see it.

To get around this issue, we can use a special placeable object called the SE Object Helper which can be found in the placeables palette in Legends Quest, Special Effects category. Place this object in your area and select it. Position it just above the brazier. Modify its tag and change it to “brazier_helper”.

These are for effects that just don’t seem to fit on a placeable or if you need an effect to appear out of thin air with no placeable nearby to apply it to.

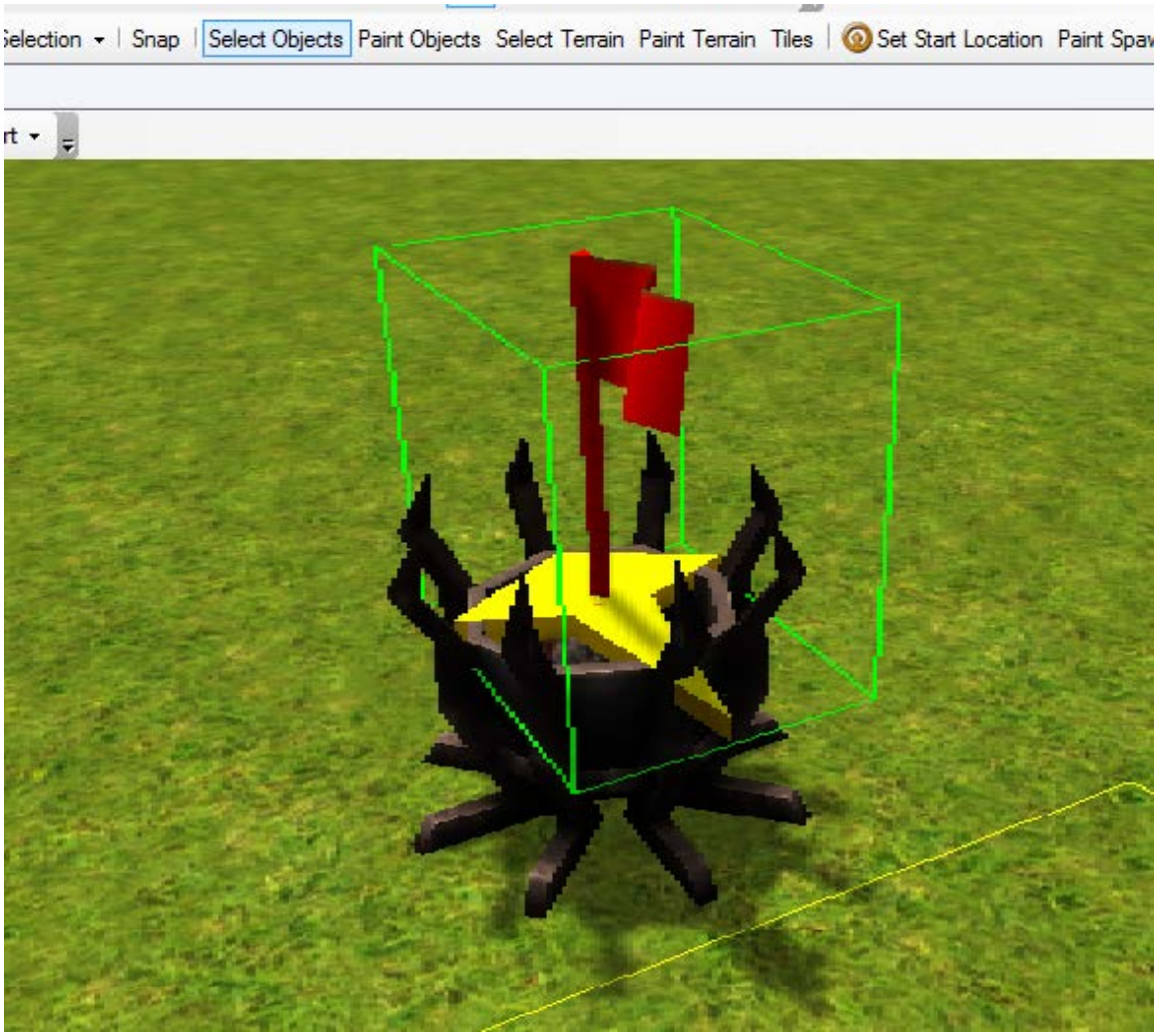

Figure 26 - SE Helper Object

Edit the SE man waypoint with the SE plugin (you can double click any effect in the table to edit it) and change the Visual Effect to “FX FIREPLACE.SEF” and change the SE Helper Tag to “brazier_helper”

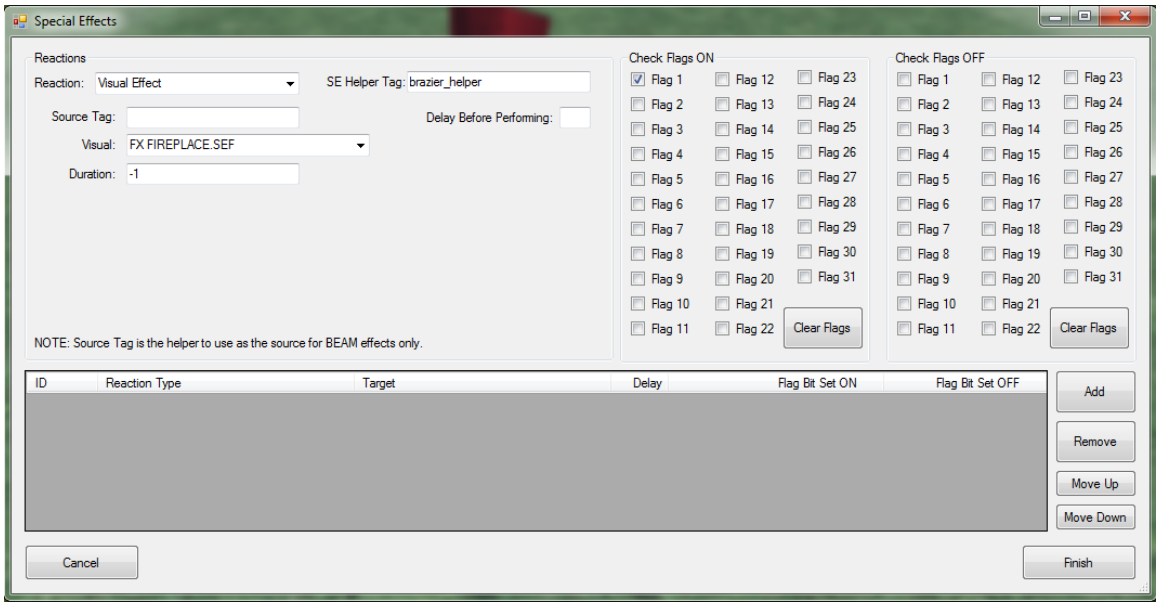

Figure 27 - Brazier Helper

Click Add again and then finish. Load your module up in game and take a look – much better! You’ll see now that sometimes getting just the right effect that you want can take a little trial and error.

Now that you have the basis of how a special effect works you can move on to more advanced configurations. Remembering that the process is quite simple:

Activate one or more flags and react in one or more ways to those flags.

Tutorial 2 – The Sky is Falling!

In this tutorial we will move on to something a little more complex. Let's suppose we want to create a trap for our unsuspecting characters. We can have a trigger that once crossed will cause the ceiling of some ruins to cave in and fall down causing damage on our unsuspecting prey.

To do this, we'll need a setting and a few props. Create a new interior area using whatever tileset you wish. Don't forget to add the On Client Enter and Exit scripts. Next place a Mr HBMAN spawning waypoint in the area and configure it for spawning as per the Legends Spawn plugin documentation. Choose a location near where you would like your Event to occur and place the Mr SE Man waypoint from the Special Effects category under Legends Quest nearby it.

Figure 28 – Mr HBMan WP and Mr SE Man Waypoint Setups

For this tutorial, we'll want to have a few pieces of rubble fall on the players that will block their path. They'll have to bash it up in order to proceed. To do this we'll select 2 pieces of rubble and configure them. Find the placeable with the name "Rubble {Sunken Ruins 02 (X1)}" and make a copy of it. Then find the one called "Rubble {Sunken Ruins 14 (X1)}" and make a copy of that one as well. These will be our pieces of rubble that will fall on the players. Edit each one's properties and ensure they have these settings:

- Dynamic Collisions = On
- Has Inventory = Off
- Plot = Off
- Static = Off
- Useable = On
- Walkable = Off

Next, place two spawning waypoints in locations where the rubble is going to land after it falls from the ceiling and add one of each of the placeables to it. For the Min Respawn Mins and Max Respawn Mins, set them to -2. Click the "Trigger Spawn" checkbox to On for both and remove the Drop Loot checkbox. Set the Spawn In Effect to "FX DOOR EXPLOSION.SEF".

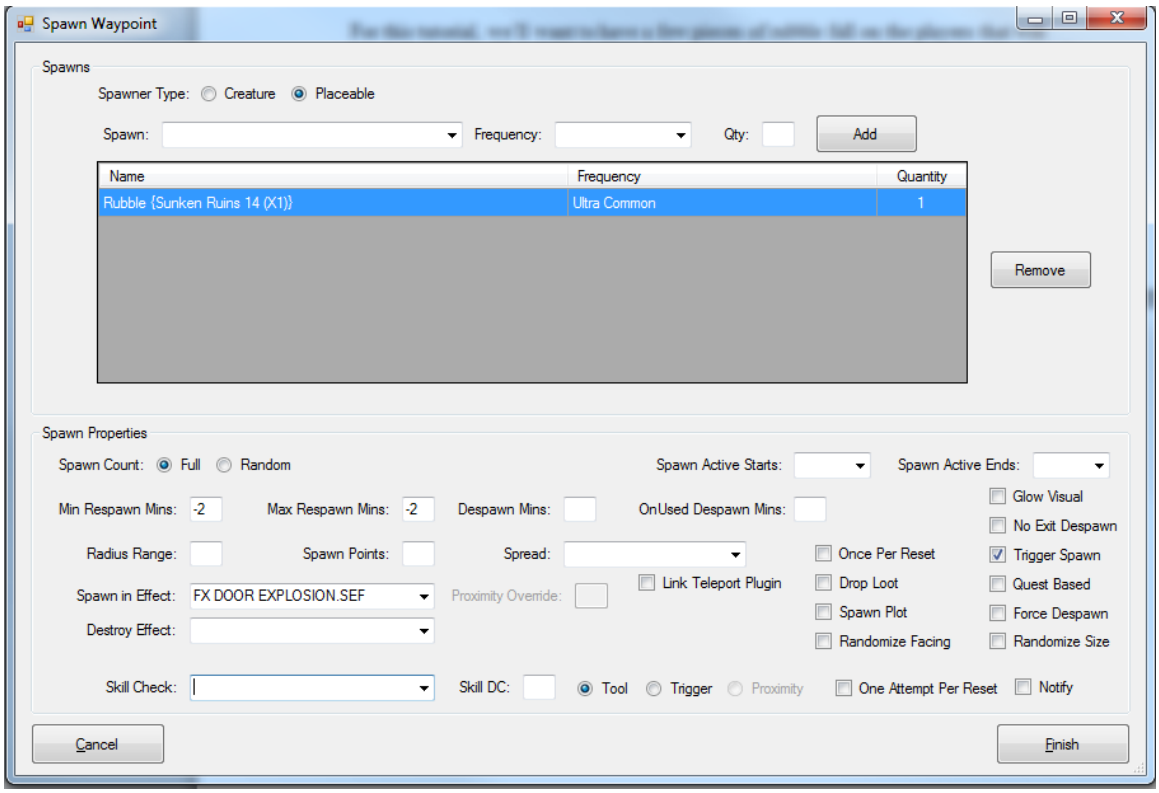

Figure 29 - Triggered Rubble Spawn

Do this for both spawn points, one with each of the rubble placeables.

Next select the Flag Trigger from the Special Effects category under Legends Quest in the Triggers palette. Place this in your area where you would like the players to trigger the collapse. Select the trigger and load the SE plugin. In the plugin choose File -> Set Flags On -> Trigger Instance. Choose "Flag 1" and click Finish. The trigger is now setup to turn Flag #1 on when crossed.

Our final prop will be an important one. We will be using the special placeable called the "SE Object Helper" which can be found in our placeables blueprints in Special Effects under the Legends Quest category. Place this object at the center of the action. Give it a tag of "ceilingtrap". This object is going to be the center of our trap. It will be the object that we'll apply our special effects to as well as the center of the damage area for our trap.

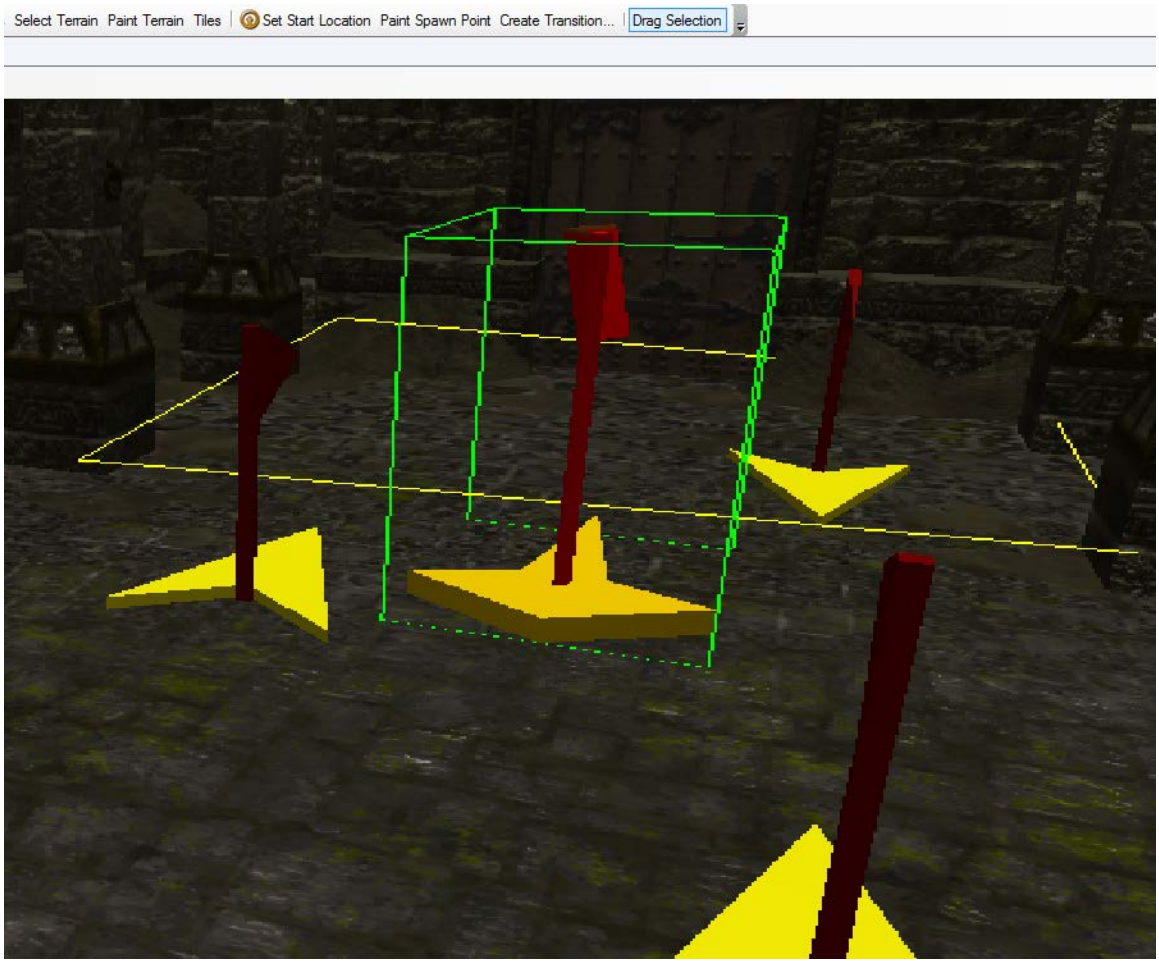

Figure 30 - SE Object Helper

Now we have to tell our SE Man waypoint what to do. This is where things get a little different than in the previous tutorial and a little planning is required.
What we want to have happen when a player crosses the trigger is the following:

1. Make the screen shake for a couple of seconds
2. Play some sound effects of falling debris
3. Perform a visual effect of falling debris
4. Cause some damage to the players
5. Make some rubble appear with crashing visuals
6. Turn all visual effects off and reset the flag to Off so the next players can hit it.
7. Notify the players of what just happened.

In our list above, item number 5 is all set to go. We have our spawn points ready to make rubble appear with a spawn in visual effect however they are not active yet so we'll need to get ready for that. We'll want to record the Spawn Point's unique tags that the Spawn Plugin created for us when we set them up as we'll need them when we configure the SE Man waypoint.

After recording the tags of the spawn points, select the SE Man waypoint and run the SE plugin. Select File -> Special Effects. Select the "Flag 1" checkbox as we would like this set of reactions to occur when Flag 1 is active.

In the Reactions pulldown, select "Visual Effect". The "SE Helper Tag" will be "ceilingtrap" as our object at the center of our trap is where we will apply our visual effects. Choose "VFX FNF SCREEN SHAKE" as the visual effect and set the duration to "0". All Fire and Forget (FNF) type visual effects should be set to 0 for the duration.

Click Add. We have now complete item #1 from our list above. You'll notice that after we clicked Add, the "Flag 1" checkbox is still selected. This is typical as all of our effects we are applying will all occur when Flag 1 is active. This way we can have multiple effects happen.

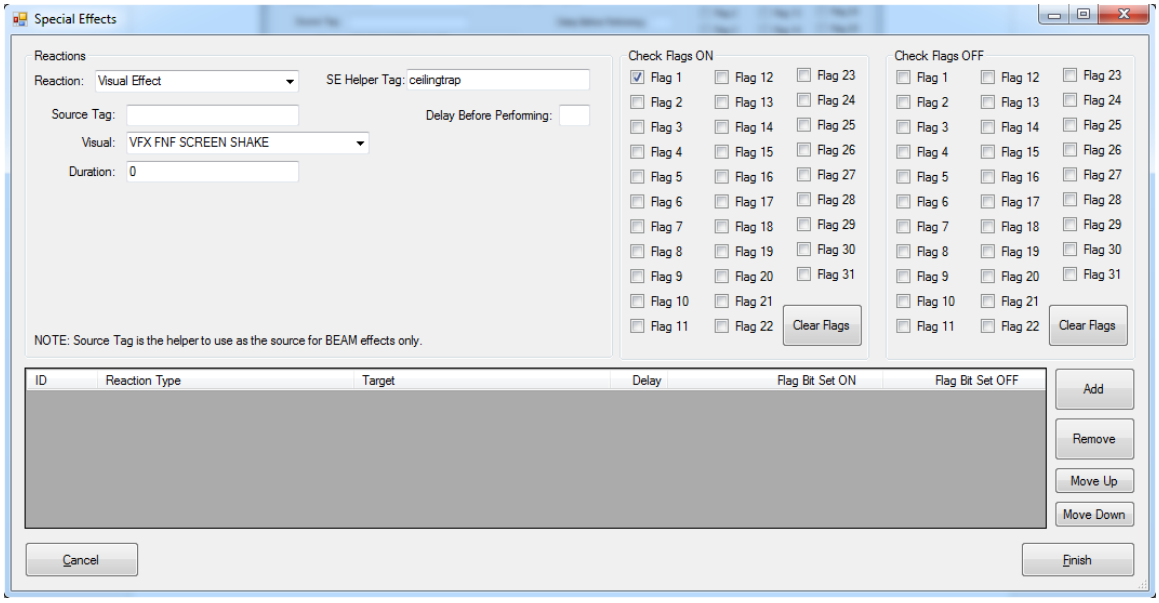

Figure 31 - Our First Reaction

The next reaction we are going to choose is our Sound Effect. Select "Sound Effect" for our next reaction and in the SE Helper Tag enter "ceilingtrap" again. We place our sound effect on our helper object for two reasons. First, it gets around a bug in NWN2 in that when sounds are applied to the players themselves, they will not fire until the player's action queue is empty and secondly it makes more sense for the sound to originate at the center of our event anyway. The sound we want to use is "as_na_rockfallg2". Click Add again. This completes item #2 of our list of reactions from above.

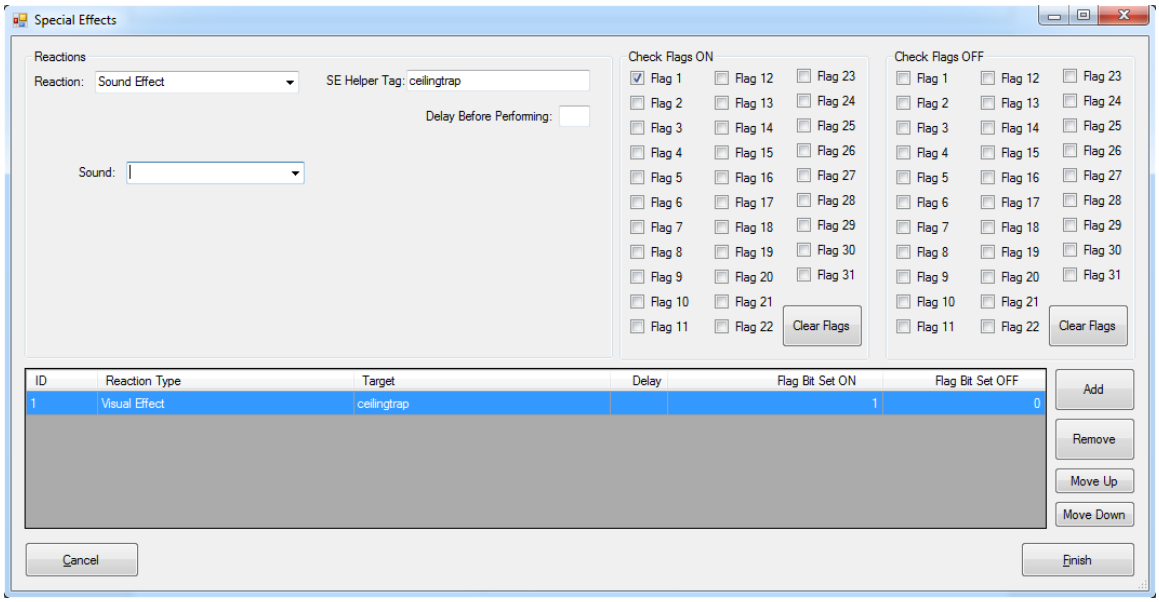

Figure 32 - Sound Effect Reaction

According to item #3 of our reactions list above we would like to display a visual effect of falling debris. This is pretty easy to do however to create our "scene", we don't want our debris to fall immediately. Remember, as soon as the player enters the trigger, the screen is going to shake and some rumbling sounds are going to occur. It makes sense that the debris actually falls a moment AFTER that occurs. So we'll want a delay on our falling debris. In the next reaction, choose a Visual Effect again. As before, enter "ceilingtrap" in the SE Helper Tag. For the Visual select "VFX SPELL HIT EARTHQUAKE" and Duration 0. In the Delay Before Performing field enter 3. This means that after the screen starts to shake, we want our Earth Quake effect to appear 3 seconds later. Click Add.

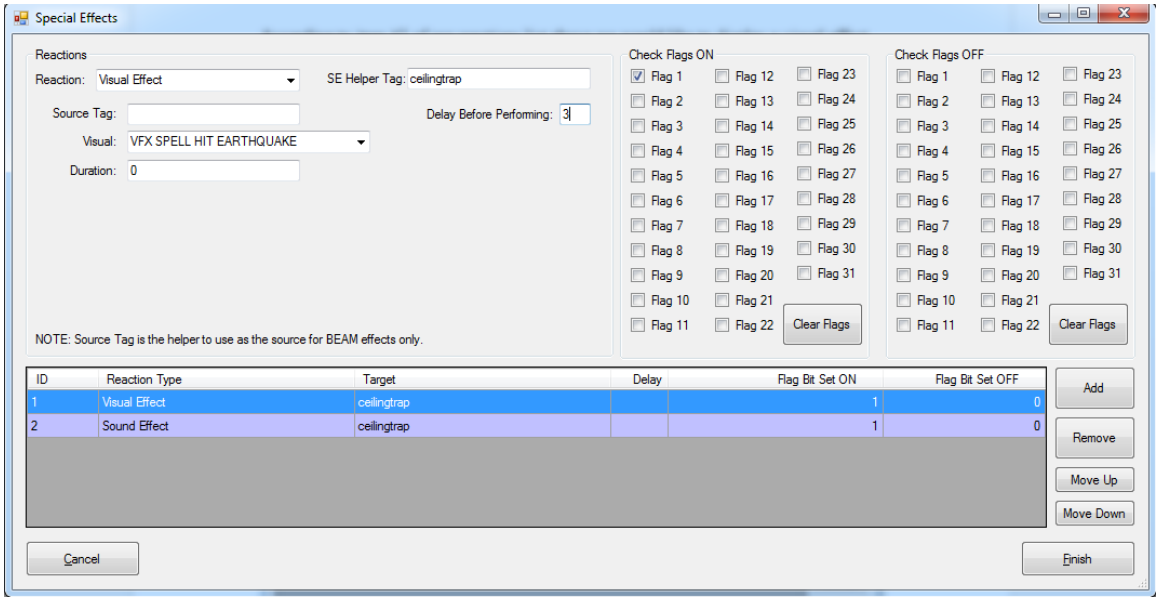

Figure 33 - Delayed Effect

Item 4 from our list tells us we want to damage our players that are in the immediate area of the falling debris. For this we'll select the AOE Damage reaction. We'll want to have the damage occur right after our falling debris visual effect so we'll put 3.2 seconds in the Delay Before Performing field. The SE Helper Tag will be "ceilingtrap" again as this will designate the center of our damage radius. For Min Damage enter 4 and Max Damage enter 6. This damage range would hurt most level 1 players which we'll assume our trap is geared for. For damage type select "Bludgeoning" and for this tutorial we'll set Reflex Save to "Allow a Reflex Save". Set the reflex DC to 14 and Reflex Type to "Save vs Trap". We could optionally have a damage visual effect on each pc but for this tutorial, we already have enough visuals going off so we'll leave that one. Finally set the radius to 10 meaning that any player within 10 meters of our SE Object Helper will be affected by our trap. Click Add.

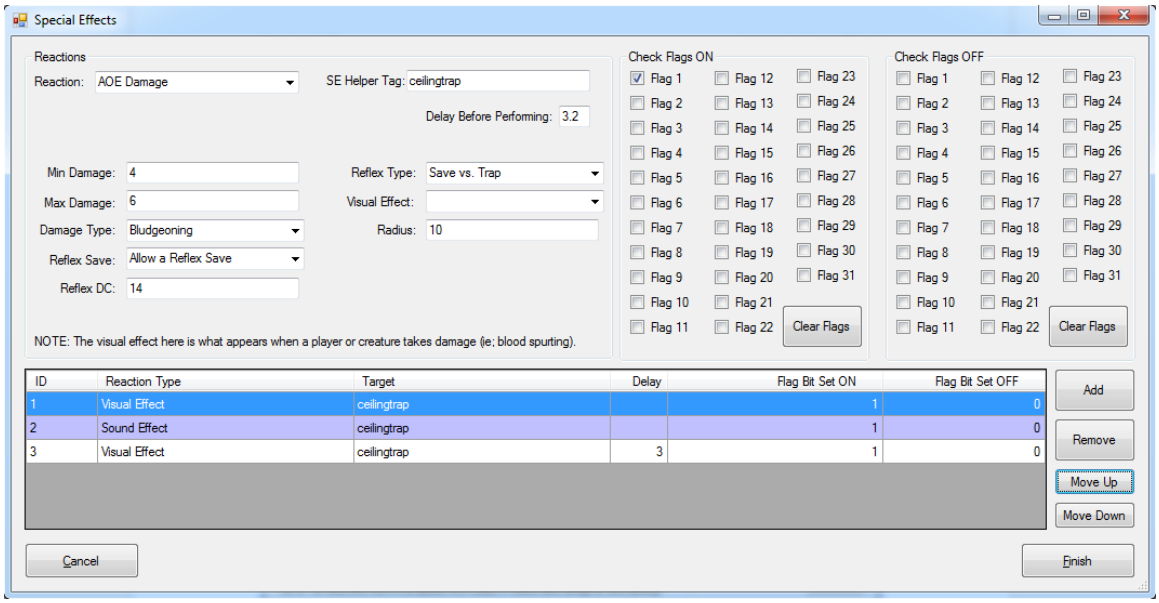

Figure 34 - AOE Damage Reaction

As we mentioned previously, list item #5 is already setup by our spawn points however they are set as “Trigger Spawns” meaning they won’t actually appear until some outside force activates them. To do this we’ll need 3 more entries in our special effect waypoint. Two of them will be to activate the two spawn points and the third will be a Fire Spawning type. Remember that the Spawn Plugin only checks for spawns once every minute so activating the spawn points and leaving them at that would require us to wait up to a minute for the spawn plugin to actually make them appear. Using the “Fire Spawning” reaction, we can cause this to occur immediately. So let’s start these by choosing a reaction type of “Activate a Spawn Point”. In the Tag of Spawn field we’ll enter one of the Spawn Waypoint tags we recorded earlier. We also don’t want our rubble to appear to early so we’ll put a delay of 3 seconds on it. Add this and then create another one using the second spawn point. Add this and then select a reaction of “Fire Spawning”. Set the delay to 3.5 seconds giving the system a moment to complete the activation of the spawn points in the previous two reactions.

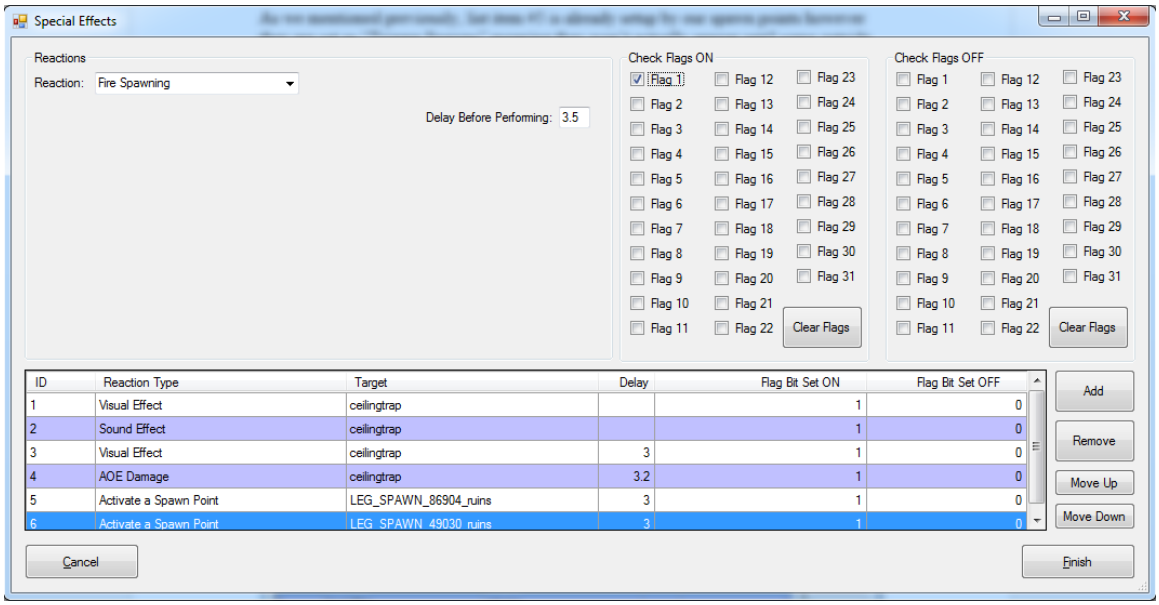

Figure 35 - Fire Spawning

Item 6 from our list resets everything. It will deactivate the spawning points so the rubble won't respawn after the players destroy it, turns off all visual effects and will reset the Area Flag #1 back to off allowing the trigger to be crossed again by another player. Of course we don't want the reset to happen immediately so we'll place a delay on this. Choose the reaction type "Reset All Effects & Flags" and set the delay to 8. Click Add.

Finally, according to our list we want to inform our players what just happened. To do this we'll use the Legends Info plugin v1.86's new Alert type information box. Select "Display an Info Alert Box" and set the SE Helper Tag to "ceilingtrap". Any players within the vicinity of our SE Object Helper will get the information message we specify. We'll set the delay here to 2 seconds giving the players a moment to react, perhaps even run and then telling them what happened. In the Info Text field enter "The Ceiling Collapses!" Click Add.

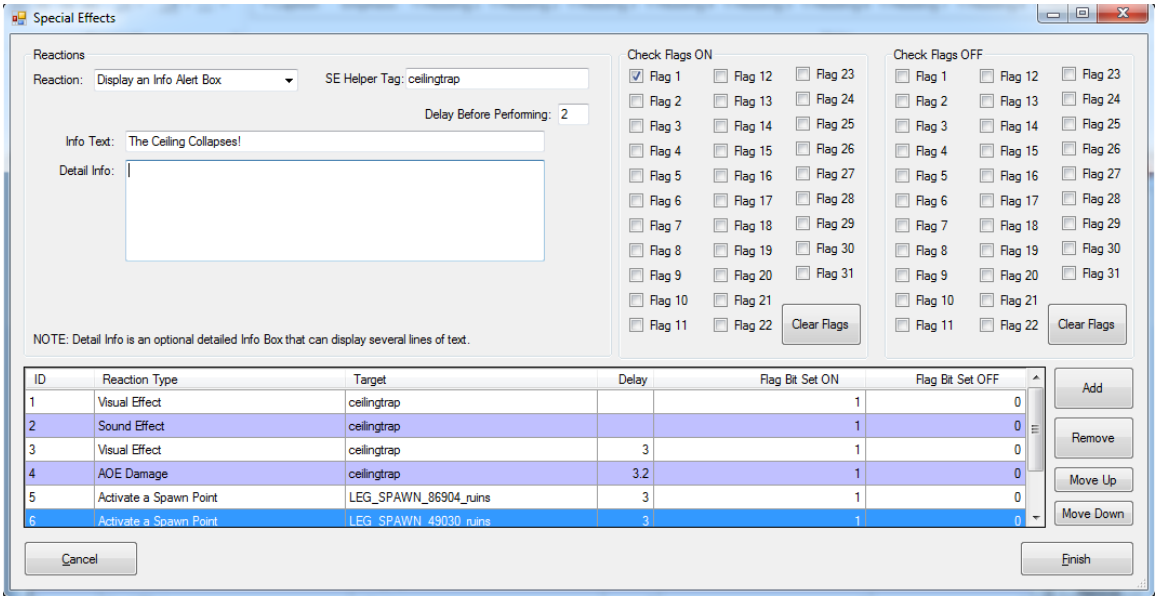

Figure 36 - Information Reaction

We're now finished! Save everything and load your module up. Walk across the trigger you placed and enjoy the show.

Tutorial 3 – The Bowels of El Diablo

In the previous tutorials, we saw how the new Advanced features and the SE plugin can be used to create an interesting scenario. The next question is, can we take it a step further? Can we allow players to have choices on how they want to finish the quest? Can they choose to fulfill one task instead of another? The answer is YES!

For this tutorial, we'll assume our players have performed several quests and collected various information along the way learning that some fanatic evil worshippers have been attempting to summon a demon thinking it will grant them immortality. It's up to our band of hearty adventurers to put a stop to this.

Designing the Quest

As builders we must set the stage for designing this quest and like before we'll create a list of things we want to accomplish with it.

1. Players accept a new quest to put an end to the worshipper's activities. A nearby town's guard captain will want them to investigate a fortress where our players have learned is the location of the worshippers from previous questing.
2. The players will explore the nearby ruins where they will discover some clues that the worshippers are indeed conducting strange activities in there.
3. Upon exploring the fortress further and fighting several fanatics, the players will eventually find a library where they will find a book about the summoning ritual and that it must be performed when the stars are aligned or the demon will be vulnerable and lose most of its power, including the ability to grant immortality to others. The book speaks of how to perform this ritual.
4. Upon claiming the book, a ghost will appear. The ghost is the soul of a sacrificial woman. She tells the players that her soul is now trapped in purgatory but to protect others they will need to either kill the demon or stop the high priest. The choice is theirs. She tells the players to either follow the ritual as soon as possible BEFORE the stars align or locate the soul stone that contains the high priests power that can be used to defeat him. Using the soul stone on his altar will destroy it and weaken the priest enough to be attacked. She tells them the stone can be found in his tower bedroom and the altar is at the top of the tower. If the players choose to summon the demon, they learn from the book that they will need 3 artifacts that must be placed on 3 pedestals in the ruins summoning chamber. This will cause the demon to appear. The 3 artifacts are in the fortress carried by three guardians. Either route, defeating the high priest or summoning and defeating the demon, will put an end to the fanatic worshipper's plans.
5. At this stage, the player can choose one of two paths. They can either kill off the high priest and his fanatic group or summon the demon themselves by performing the ritual and defeat it while it is in its weakened state. Upon completing one of these tasks, they will return to the guard captain, complete the quest and get their reward!

On larger quests such as this one, it is always a good idea to dissect it into smaller parts. The first part that we will need is our guard captain who will send you on the quest. We'll not want to give anything away to the player yet so his first objective will be to simply investigate the stronghold. As the players investigate they will encounter a few cultists which will confirm their presence.

Writing the Quest

Our quest will begin with the guard captain and we'll assume you've just reported your findings to him. The first thing we'll do is open the quest plugin and create the quest itself. Many of the items and objects required for this quest will be automatically created and we can just go back later and tune them with appearances and icons etc. Setup your new quest in the usual way – give it a name, XP reward and Gold reward. Set the recommended level and difficulty.

As mentioned above, we can imagine that there were several other quests leading up to this quest and if this quest were part of a persistent world we would want to ensure we configure the appropriate quest requirements however for this tutorial, we will just assume the players have the requirements already.

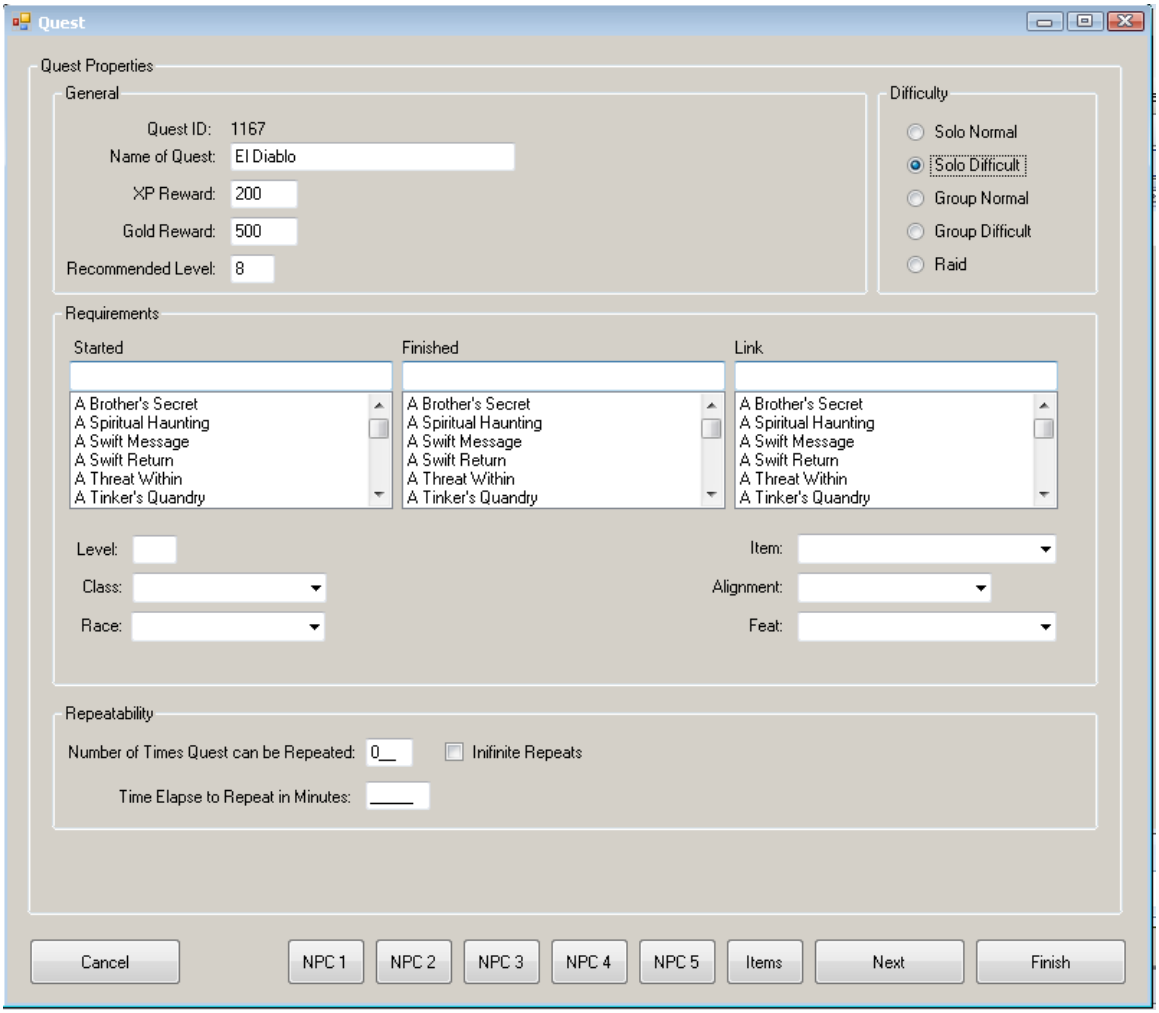

Figure 37 - El Diablo Properties

Click next and configure the guard captain to offer the quest in a similar fashion as below. If you want you can even put the Quest Finish text in now as well or wait until later and edit it.

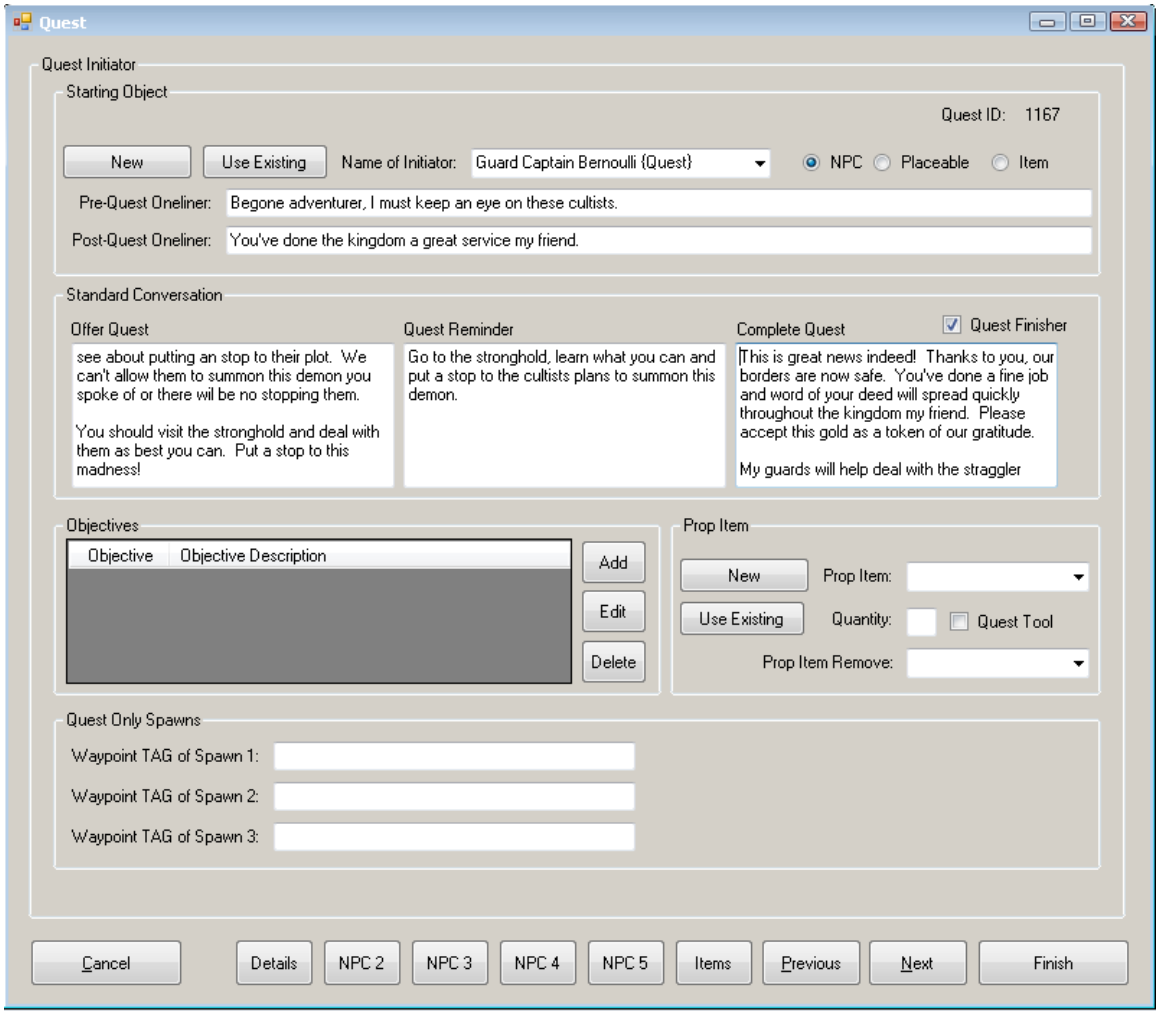

Figure 38 - Guard Captain

As discussed above, we'll want to create the first objective for the guard captain and that is to investigate the cultist stronghold. Inside the stronghold we'll have a few cultists to fight and some signs of their presence. We'll place a trigger that the players can cross in order complete the objective and we'll only want this objective to be visible and active and no others. Any other objectives will be hidden at this stage. Once the players complete this objective, we'll activate and show the next objective which will be to find the book of summoning.

We'll use the, "Discover a Place" objective type for this first objective.

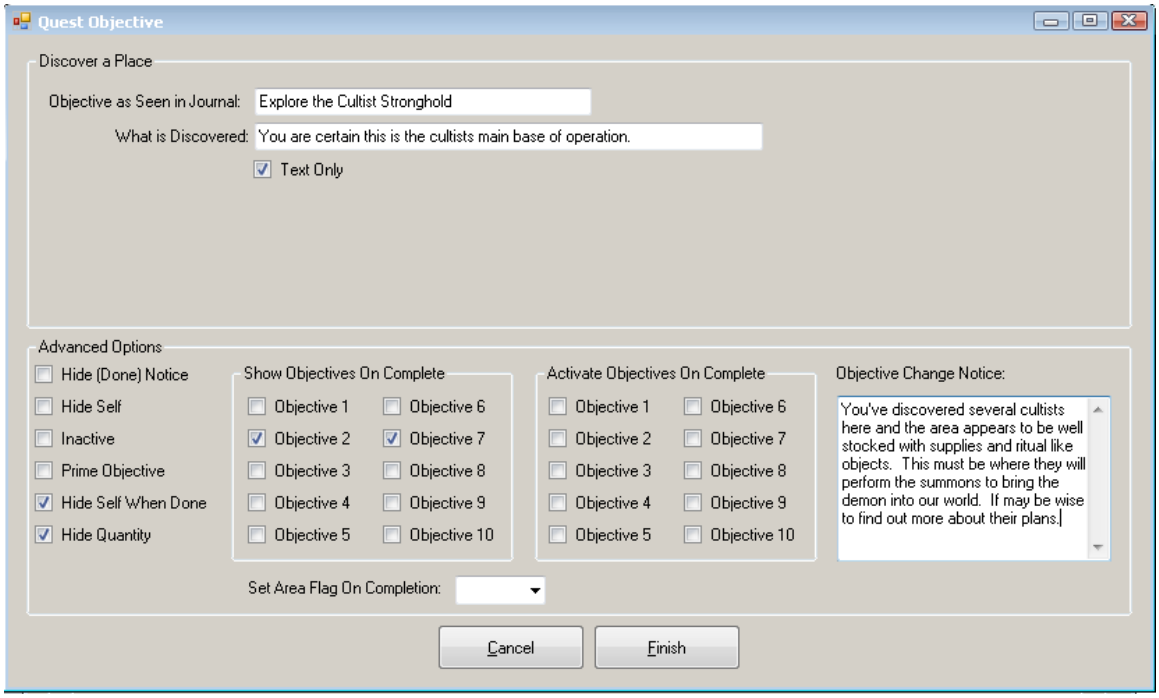

Figure 39 - Discover a Place

As you can see we are hiding this objective when it's complete and then activating and showing objective #2. We also entered in useful information for our player when the complete this objective with some assistance on what they may want to do next.

The next objective is a little more complex. If we refer back to our list above, we want the players to next find the book of summoning at which point we'll want our ghost girl to appear. To do this we'll be using a simple Loot Placeable Object type however in order to make the ghost appear, we'll be using a special effect.

The SE plugin has the ability to hook into the spawn plugin and cause creatures and placeables to spawn when SE flags are set. In order for our ghost to appear once we loot the book of summoning, we'll have to set an area flag which we can do right in the objective screen. We will assign Flag #1 to our ghost spawn and make note of this for later when we use the SE plugin to configure this. Let's create this new objective.

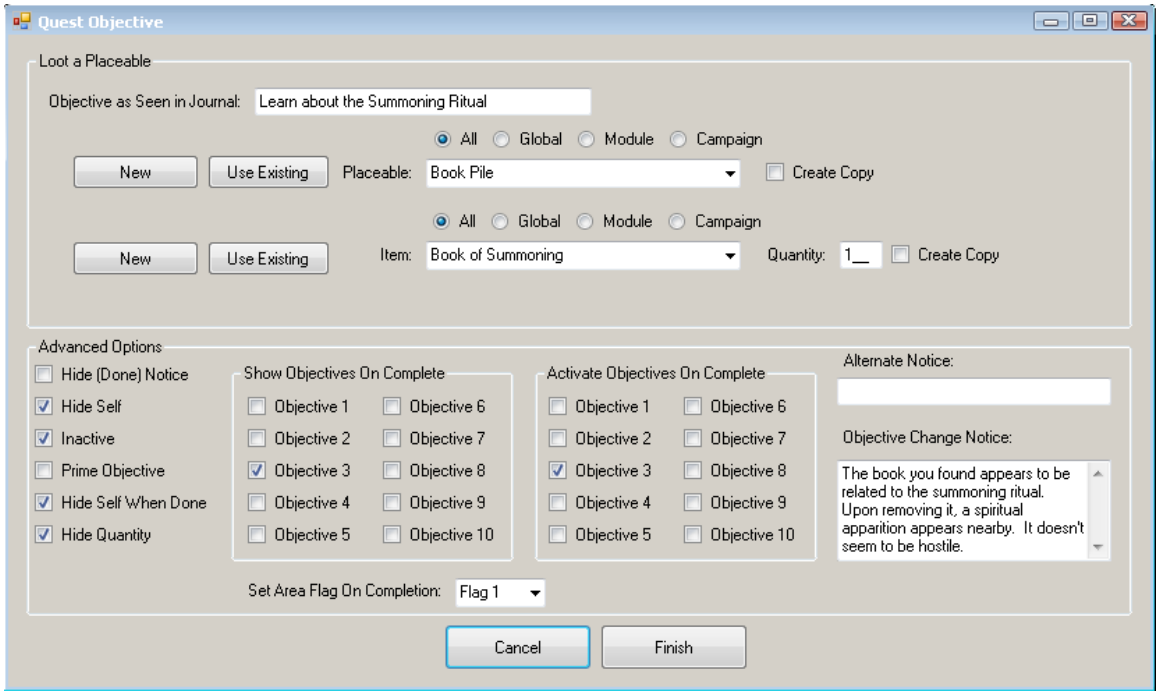

Figure 40 - Looting the Book of Summons

As you can see from the above objective window, we are not coming out right and telling the players they must find a book but when they find it, they will know they are on the right track. It is set to Hide Self and Inactive at the start of the quest because this objective won't be revealed until Objective #1, above, is completed first. Again we will hide this objective when it's completed and activate objective #3 which will be to Talk to the Spirit. Also, we add some custom text to the notification so our players won't get the default "Found Book of Summoning (1/1)" message.

⚠ Pay close attention that when this objective is completed, we are activating SE flag #1 for the area.

When we are finished creating this quest, we'll need to ensure we go back and modify the Book of Summoning item to add the instructions of how to perform the ritual to the description so that if the players choose that course of action, they will know what must be done.

In the third objective for the Guard Captain, we are going to have our players talk to the ghostly apparition that has appeared.

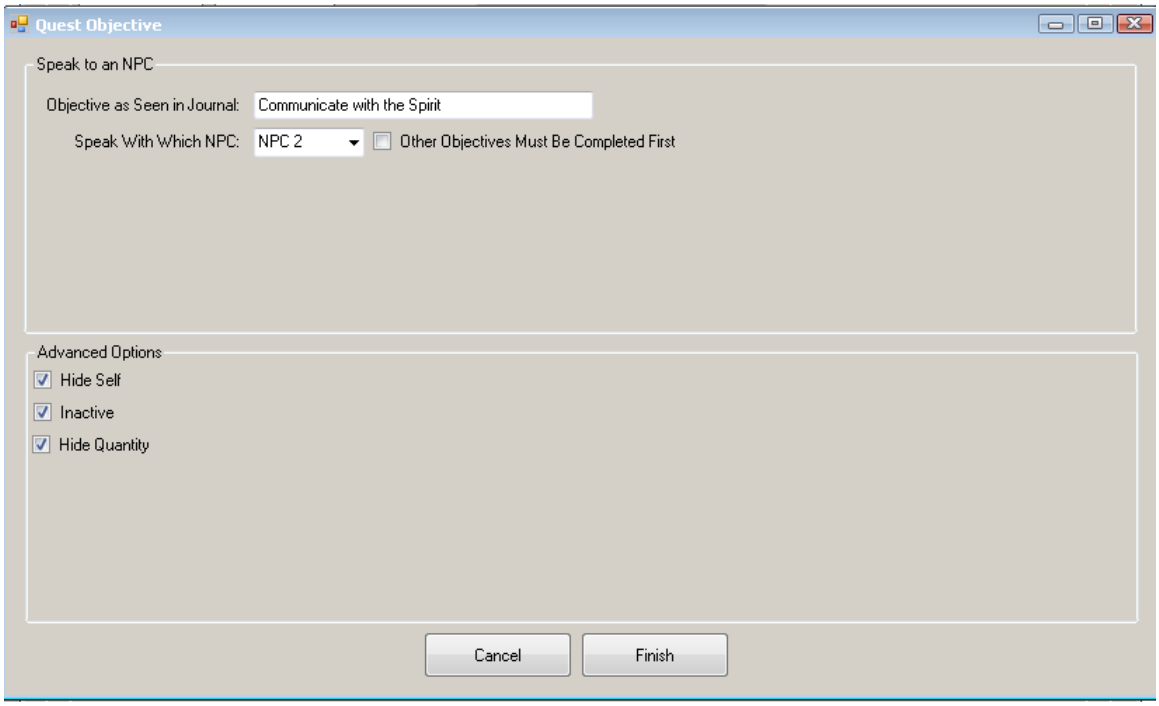

Figure 41 - Talking to the Dead

This is a fairly straight forward objective allowing us to move on to NPC #2 which will be a conversation with the ghost. The objective is of course hidden and inactive until Objective #2 activates it above. We will have to remember that the ghost's spawn waypoint will be a special one that is set as a Trigger Spawn. We'll also want to ensure we set it to de-spawn after a few minutes for the next group of adventurers as well. We'll cover that more when we start placing our actors and props. Note we don't really need the "Other Objectives Must Be Completed First" checkbox here because this objective isn't even active or available until the other objectives are completed.

The next step is to create our NPC #2, our ghost, and configure it to speak with the player and setup the next group of objectives.

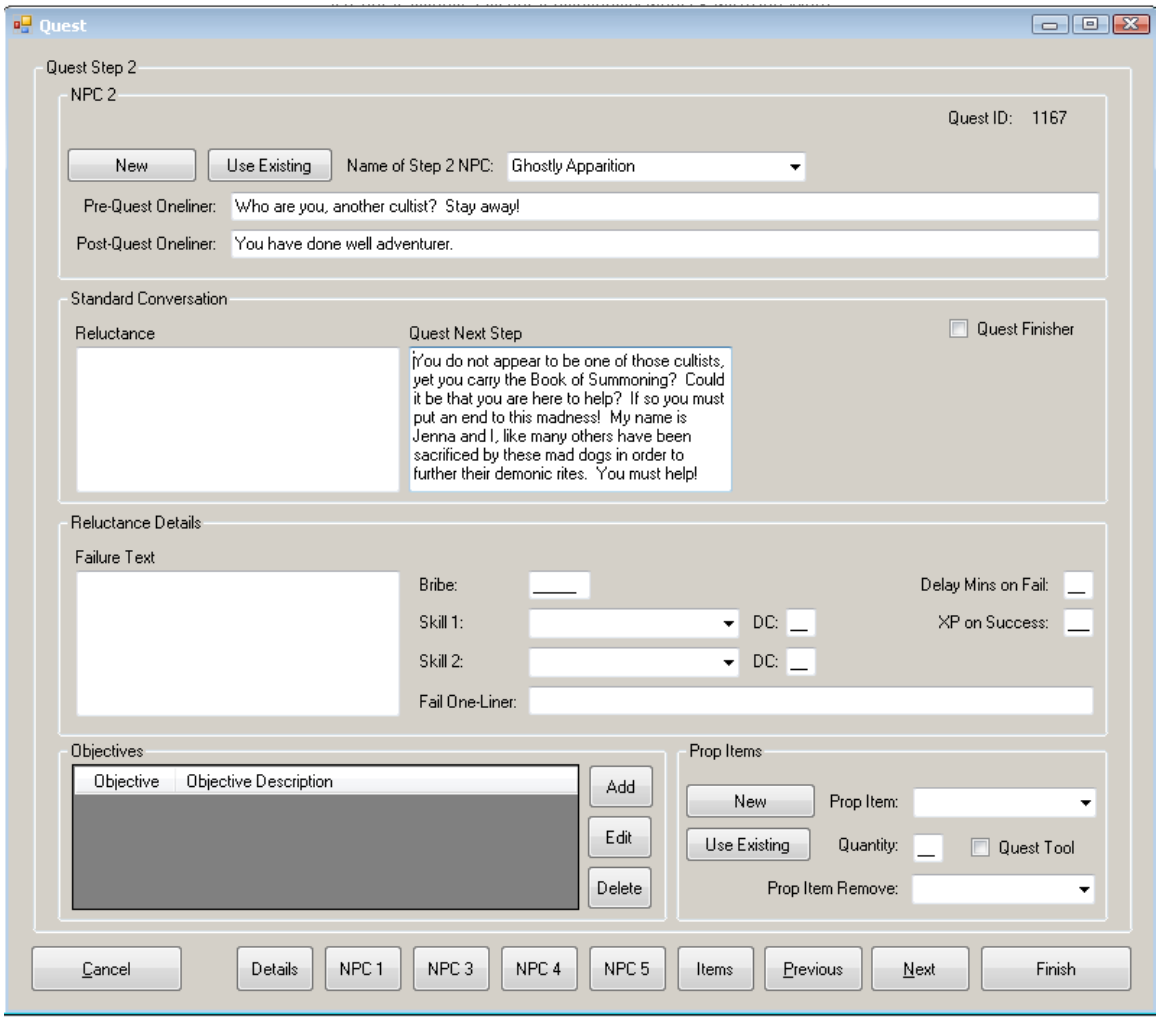

Figure 42 - The Ghostly Apparition

This NPC's objectives can get a little complicated as it will be covering two possible outcomes for the players. The players at this point can choose to either defeat the high priest, or perform the ritual to summon the demon and destroy it.

We don't know at this point which objective the players will perform so we will have one objective visible but multiple objectives active. We'll start with the high priest objectives. If the players choose this route, they will need to loot a placeable object to get his soul stone. This will be our first active objective.

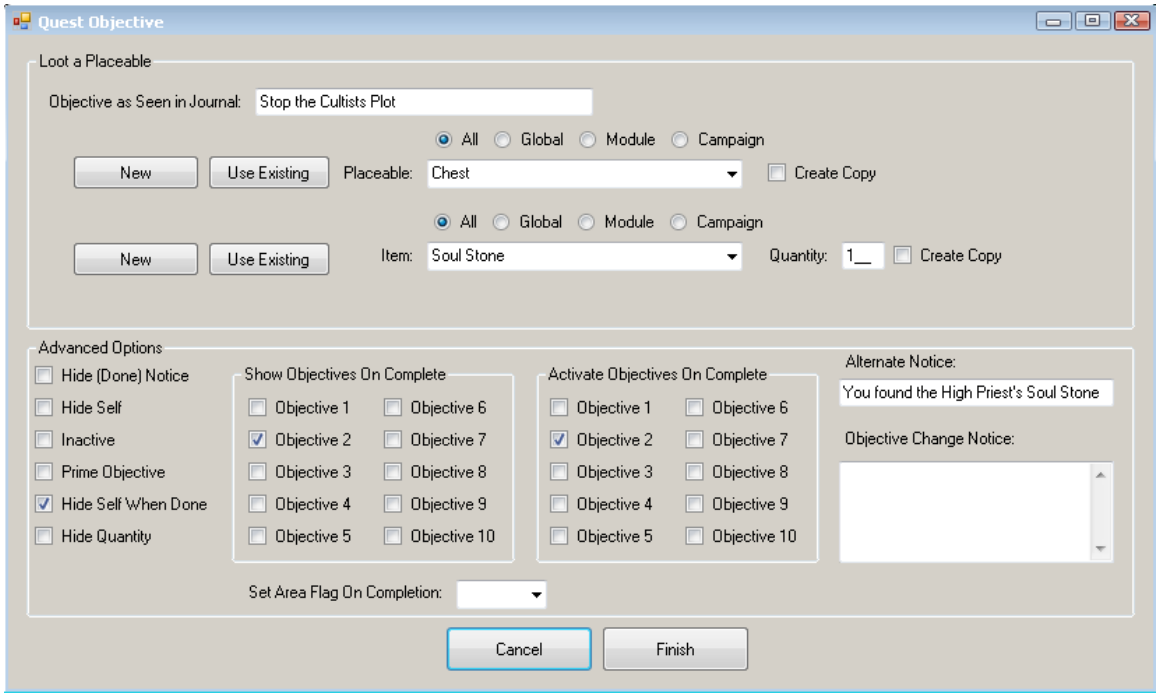

Figure 43 - Ghost's First Objective

The first thing you will notice is the “Objective as Seen in the Journal” field. The players are just told to “Stop the Cultists Plot”. This keeps things open ended enough so that the players can make a choice rather than being told what to do by the journal. This objective is visible and so the players will see it. The fact that it is tied to obtaining the Soul Stone the spirit speaks of from the high priests chest is because IF the players choose to perform this task, then it is easy to just advance the journal to Objective #2, putting it into the Altar. If however, the players choose to perform the summoning ritual, then we can continue to display “Stop the Cultist Plot” until they finish the ritual and summon the demon.

The ritual itself, as they will learn from the book, will be to have the players find 3 artifacts around the stronghold and place them into the appropriate pedestals in the summoning chamber. When they perform these tasks, we can use the Special Effects plugin to change the player’s journal from Objective #1, “Stop the Cultists Plot” to a different objective of “Defeat the Demon”. At the same time we’ll use the SE plugin to spawn in the demon. We’ll see more about that as we progress.

Continuing along, we can see that if the players do indeed go get the Soul Stone, we will activate and show Objective #2 which will be for the players to “Put the Soul Stone in the Altar”.

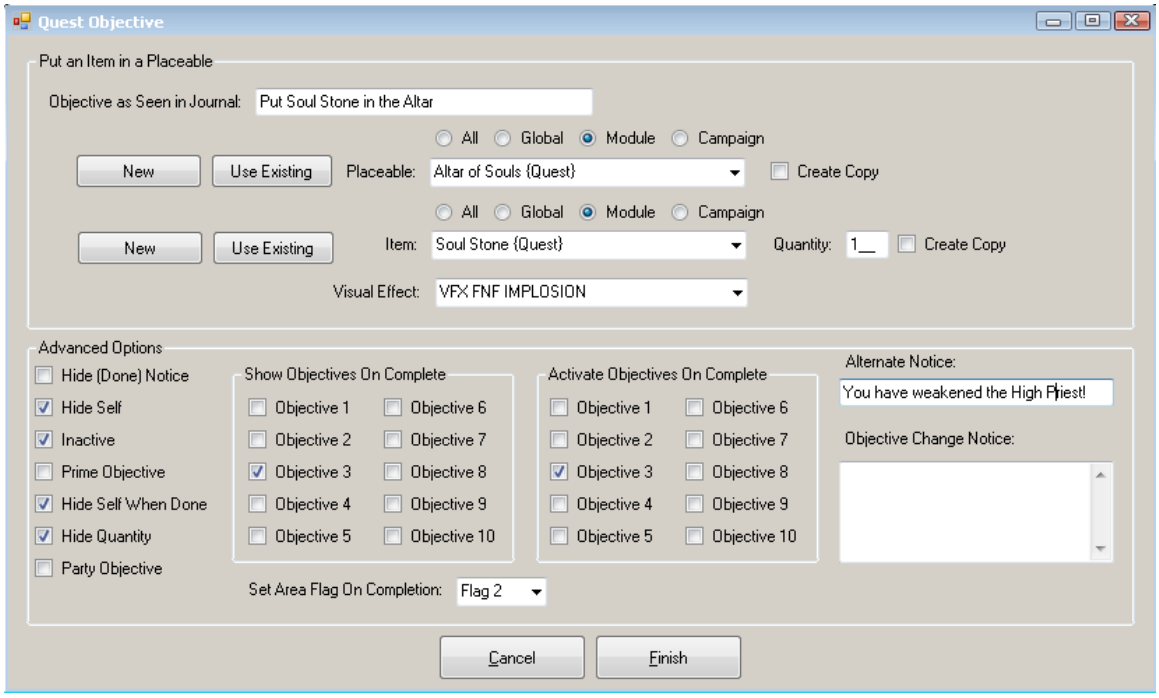

Figure 44 - Objective #2

As we can see, objective #2, is to take our Soul Stone and place it in the high priests Altar. This objective will activate and display when objective #1 is complete. Once this objective is completed, the strength of the High Priest will have diminished allowing our players to attack him. We inform the players of this and then we can spawn him in his altar room for the fight. We set SE Flag #2 to spawn the high priest once the player completes this task. We'll make note of this for later when we configure the SE plugin for it.

⚠ NOTE: that in our test module, the Altar room and the Library where our ghost spawns are in different areas. SE Flags are on a PER AREA basis which means we could have re-used Flag #1 again for this spawn.

Now that we have completed this task, we activate objective #3 which is the Prime Objective of Defeating the High Priest. The SE plugin will spawn him in and a fight can ensue.

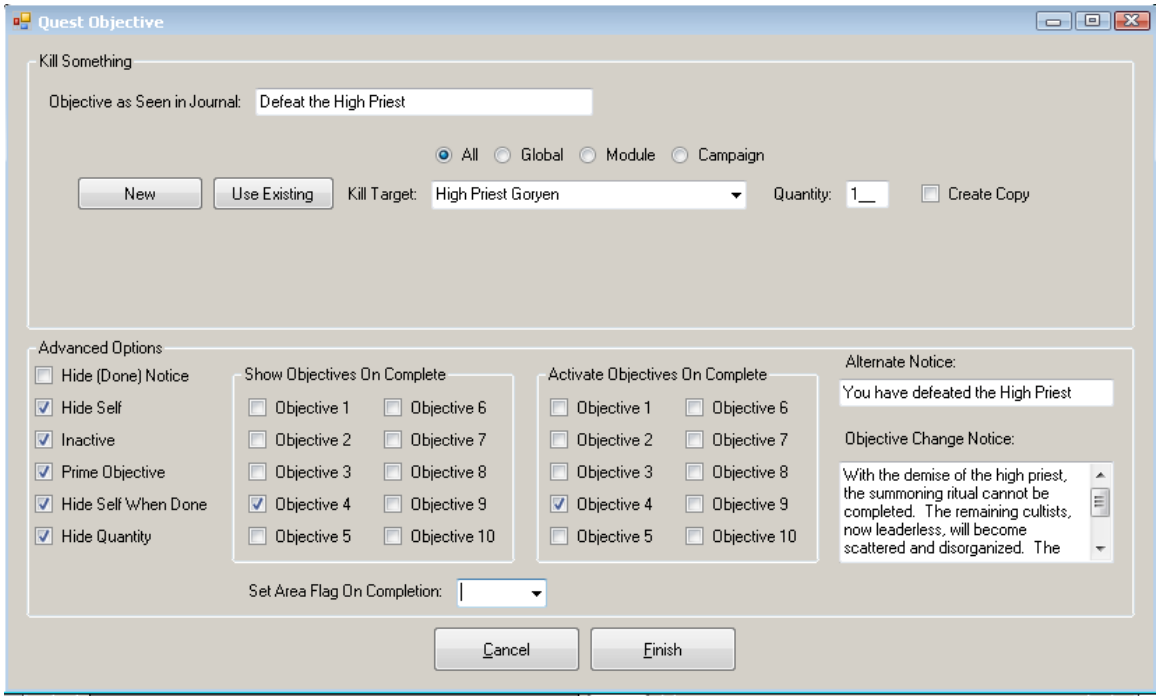

Figure 45 - Objective #3

This objective is to defeat the High Priest. Upon his death we'll give our players some information and activate our fourth objective to return to the Guard Captain. This objective is a Prime Objective meaning that once it is complete, ALL other objectives, active or not will be automatically completed EXCEPT for any "Speak To" type objective. Objective #4 will be exactly that – Speak to the Guard Captain to finish the quest and get our reward.

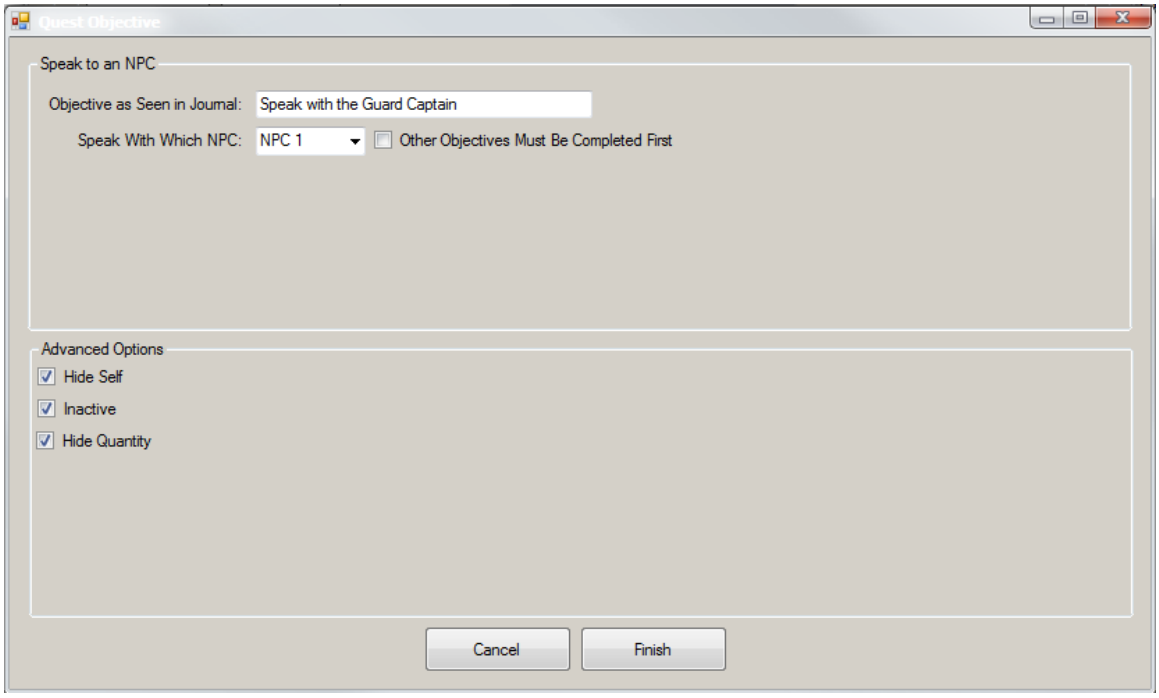

Figure 46 - Objective #4, Finishing.

The last objective to occur regardless of which direction the player chose to take, defeating the High Priest vs summoning the Demon, is our Speak To Objective. This objective will send the players back to the Guard Captain for their reward.

Of course, we could have these 4 objectives and as long as the players didn't have a choice, and could only choose to fight the High Priest, our quest could almost be completed however because we are adding the additional complexity of giving them an option to perform some other objectives, we still have work to do.

Objectives #5, #6 and #7 will all be similar in that they are to place 3 different relics into 3 different pedestals in the Summoning Room. These objectives are NEVER actually seen in a player's journal. Remember, once the player speaks with the ghost, their "VISIBLE" objective is simply to "Stop the Cultists Plot". Even though these next three objectives are not seen in the journal, it is important to notice that we are leaving them ACTIVE. This means that even though objectives are not displayed, as long as they are active, a player can still perform them.

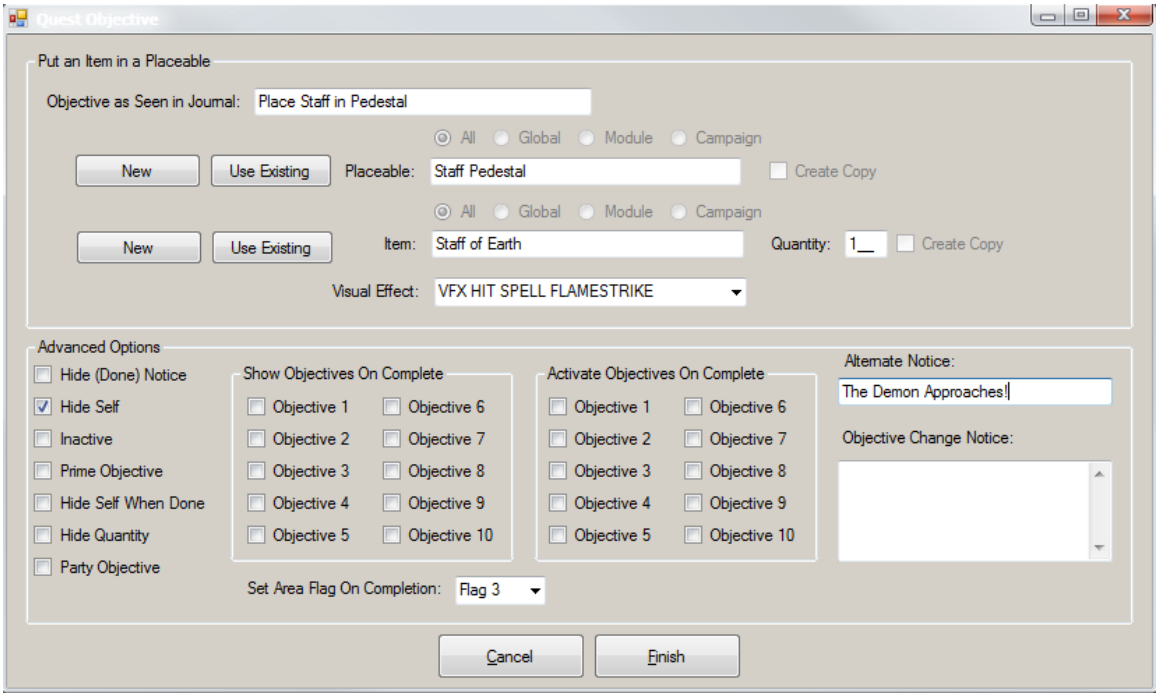

Figure 47 - Objective #5, Hidden but Active

In this objective, we are also setting SE Flag #3 here. As we've said, we want to have our demon appear AFTER all three items have been placed into their respective pedestals. The order in which the players do this is not important, as long as all three are completed. Our SE plugin will perform the spawning of our demon but will only do so when all 3 SE flags are set. Flags #3, #4 and #5 as we'll see later on.

⚠ As a side note, you'll notice that we do not have any objectives to obtain the three artifacts, only to place them in a placeable. This is because we are going to let the players find them a different way. In this example, we're just going to place them in the inventory of three guardians the players must fight. Upon defeating them, the players will obtain their inventory and loot the artifacts. You could optionally use the Legends Loot plugin to do this or other creative ways using the Quest plugin that would take us out of the scope of this tutorial.

The next two objectives are quite similar and are just other items for other placeable objects. Notice they are hidden yet active and we are setting a different SE flag for each. Once all three flags are active, the SE plugin will spawn our demon.

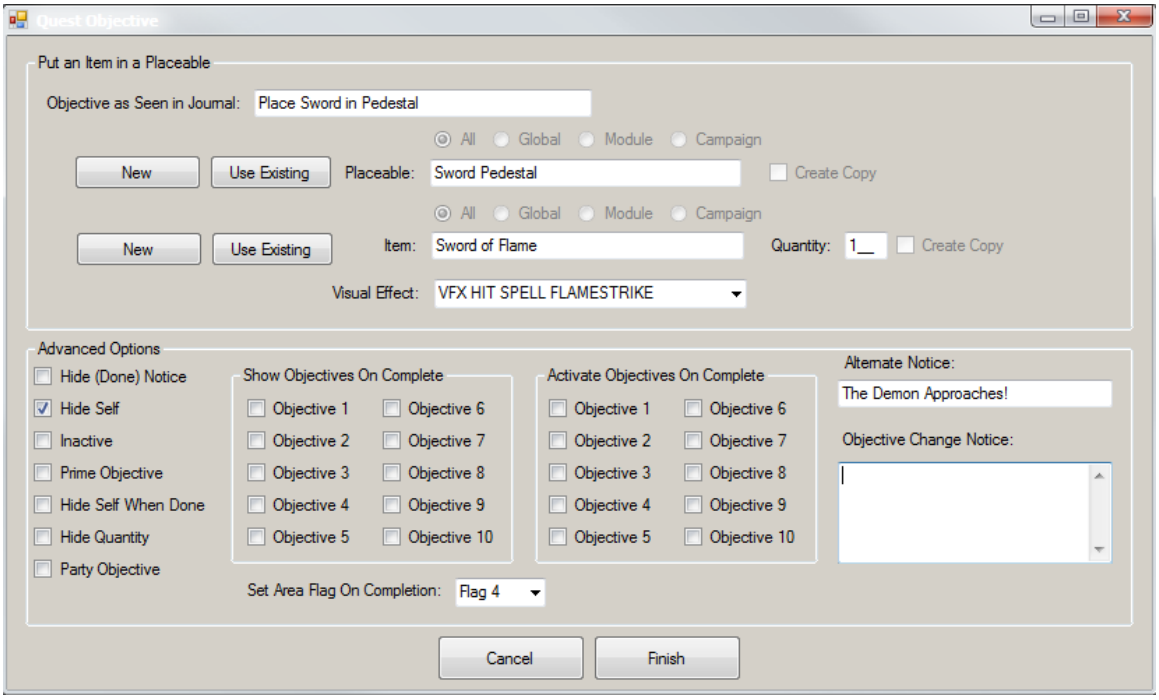

Figure 48 - Objective #6, another Artifact

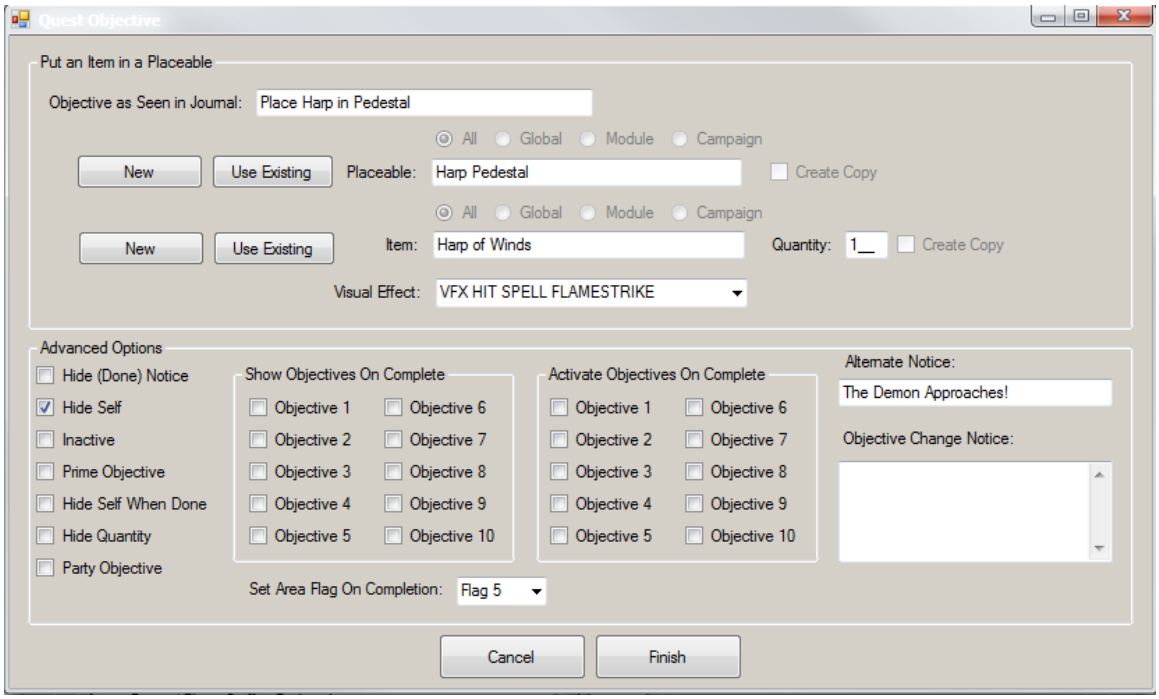

Figure 49 - Objective #7, another Artifact

Once the three above objectives are complete, we can spawn in our demon for the players to fight. Remembering that the objective still displayed in the players journal is objective #1, “Stop the Cultist’s Plot”, the SE plugin will take action.

As we'll see when we set up the SE, once flags 3, 4 and 5 become active, we'll use the SE to hide objective #1 and show objective #8 which will be to "Defeat the Demon".

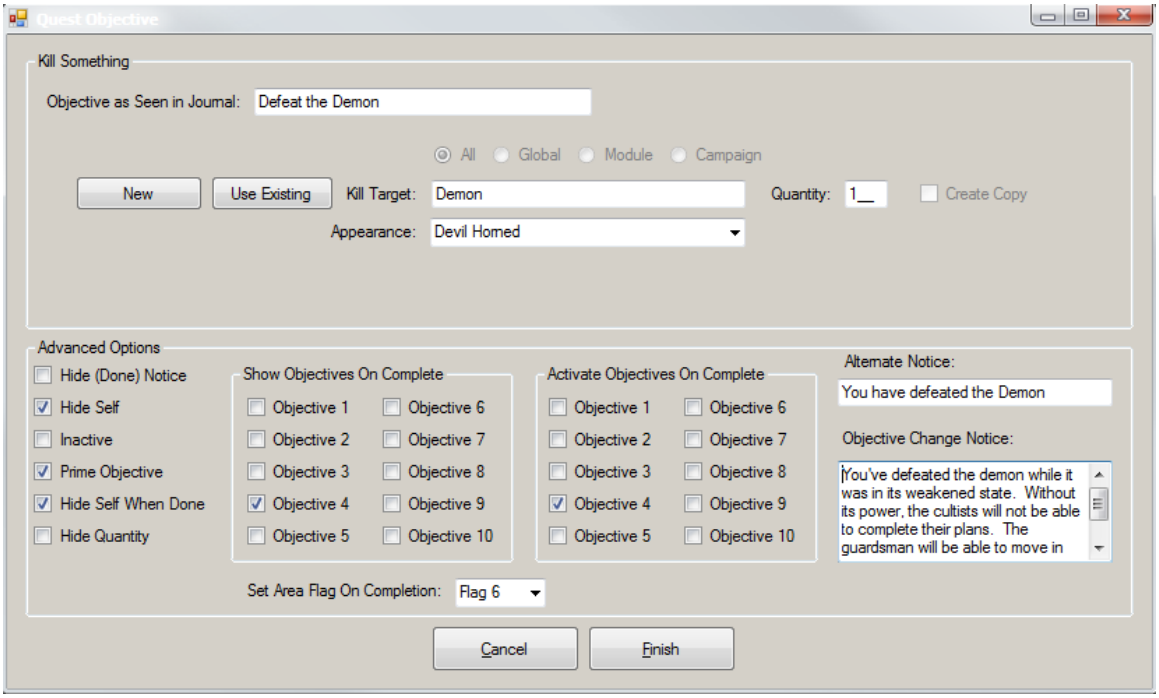

Figure 50 - Objective #8, Defeat the Demon

So it seems that the players have chosen to perform the summoning ritual. If that happens, we may as well update the journal from "Stop the Cultists Plot", to "Defeat the Demon". This will be performed by the SE plugin as mentioned above.

This objective is also a Prime objective, as before with the High Priest, completing this objective will automatically complete ALL other objectives except for any "Speak To" objective. Also in this objective we are setting SE Flag #6 active when the demon dies. This isn't a requirement for the quest to work however we will be using it for another reason.

When we configure the SE plugin, we are going to change the players objective from "Stop the Cultists Plot", #1, to "Defeat the Demon", #8. Also we'll be spawning in our demon. At the same time, we're going to place some special visual effects around the room to enhance the battle. Once the demon dies, we're going to turn off all those visual effects by instructing the SE plugin to do so when it notices Flag #6 is active. More on that later.

Finally, we can see that when the demon is defeated, we'll hide this objective and display Objective #4 which is "Speak to the Guard Captain", same as if we had defeated the High Priest.

At this point we are actually finished writing our quest and it is now saved in the system and our objects, items and actors have all been created. Next comes the task of changing icons, appearances and abilities of each. We won't cover that in this manual however it should be suffice to say that tailoring your creatures look, strength etc is up to the individual builder. For this tutorial, we'll continue by assuming you have completed this step.

Inventory

Now it's time to take inventory and create any "extras" we may need to complete our quest. To start, we can establish a vocabulary in that an "Actor" is any object, item, trigger or creature that is directly part of the quest. Meaning that if we configured it in any way in the Quest Plugin, it is an actor. For example, our pedestals in the summoning room are actors, the soul stone is an actor and the demon and high priest are actors.

"Extras" are objects, items, triggers or creatures that are not configured in the quest plugin but may be related to the quest. As we mentioned above, we will have three guardians carry our three artifacts that players will need. The artifacts themselves are actors because they are configured in the quest plugin itself (in the Put Item in Something objectives #5, #6 and #7) however the guardians are no-where to be seen. This makes them extras.

Another thing we will do to enhance our quest is to make the soul stone a little more challenging to obtain. To do this, we'll have our Chest that the soul stone is in (Objective #2), inside a locked room that requires either a rogue to unlock or a key. We'll place this key on a creature in a different room that the players will fight to obtain. This creature and the key will be "Extras" as well. That said, let's take inventory:

<u>Actors</u>
Guard Captain Bernoulli – Starter and Finisher of our quest.
Ghostly Apparition – NPC #2, tells us our options on what we should do.
High Priest Goryen – One of the two bosses that we can defeat to finish the quest.
The Demon – The other boss we can choose to defeat to finish the quest.

Book Pile – The placeable object that we will obtain the book of summing from.
Chest – Where we will get the Soul Stone if we choose to defeat the High Priest
Altar of Souls – The placeable that we will put the Soul Stone in to summon the priest.
Harp Pedestal – The placeable we put the Harp artifact into to summon the demon.
Staff Pedestal – The placeable we put the Staff artifact into to summon the demon.
Sword Pedestal – The placeable we put the Sword artifact into to summon the demon.

Book of Summoning – The item that contains steps on how to summon the demon.
Soul Stone – The High Priests item we get and use in the Altar to summon the priest.
Harp of Wind – One of the artifacts held by a guardian for summoning the demon.
Staff of Earth – One of the artifacts held by a guardian for summoning the demon.
Sword of Flame – One of the artifacts held by a guardian for summoning the demon.

A trigger that will be used in the exploration of the stronghold is our last actor. It is created by the quest plugin and if we re-call, is Objective #1 of the Guard Captain.

Extras
Room Key – Used to open the door to the high priests room where the soul stone is.
Guard Dog – Guardian of the room key which is tied around its neck.
Guardian 1 – Carrier of the Harp of Wind
Guardian 2 – Carrier of the Staff of Earth
Guardian 3 – Carrier of the Sword of Flame

At this point we'll want to ensure all of our actors and extras are created and configured the way we want them to look and behave in our quest. Next we'll begin placing all of our cast into our game world.

Spawning our Cast
Now that our cast are ready to use, we'll place them around our areas in the appropriate locations. NOTE that our High Priest, Ghost and Demon will have to be spawned in a special way using the Legends Spawn Plugin, so we'll start with them.

Our Guard Captain can either be placed or spawned in the normal fashion but the others will need to be spawned differently. Using the Legends Spawn plugin, we'll place a standard Spawning waypoint and configure it. The Ghost's spawn waypoint will appear in our library where the Book of Summoning will be found. The High Priests spawn waypoint will be located in the Altar of Souls room to appear when the player places the soul stone in it and finally the Demon's spawn waypoint will be placed in a summoning room. Use the Legends Spawn plugin to spawn each in a similar fashion as shown in the diagram below.

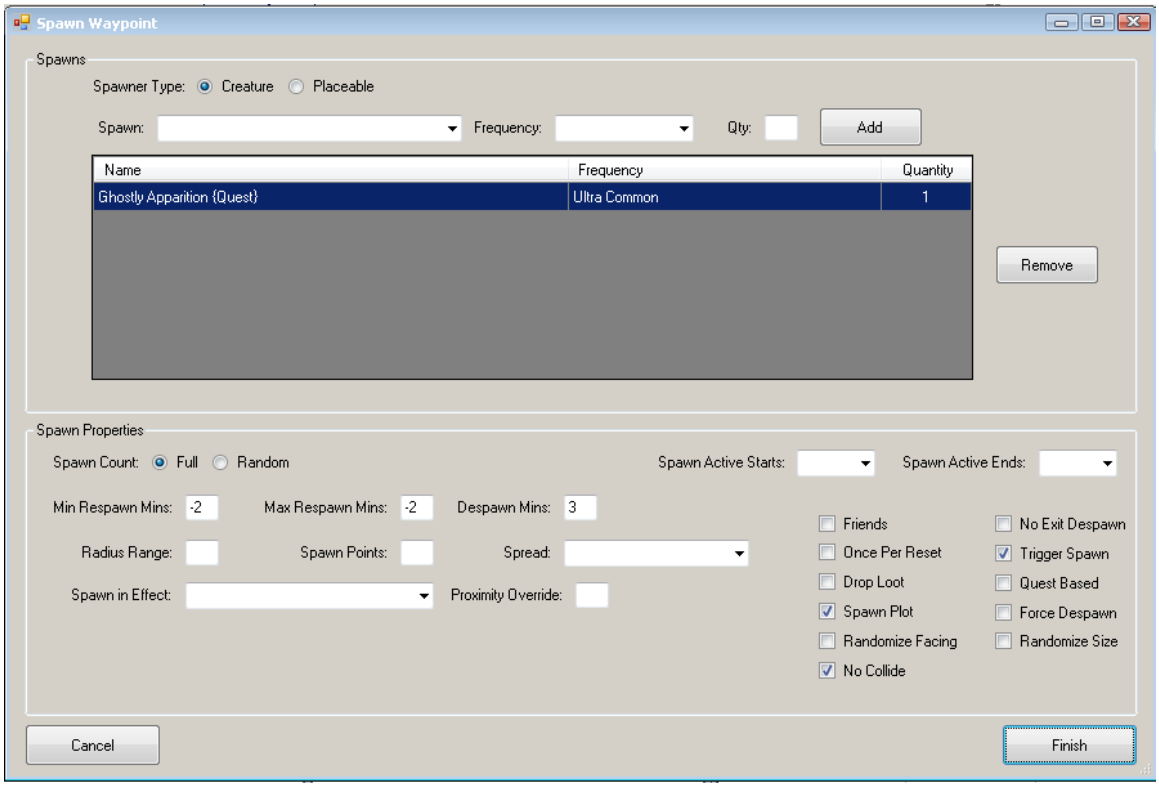

Figure 51 - Setting up SE Spawns

There is not much special about spawning our ghost or other actors except that we are setting the Min and Max respawn minutes to -2 and we have the Trigger Spawn checkbox on. A -2 in these fields tells the spawner that when our ghost despawns (which we have set to 3 minutes), have its time of death stamp set to 0 so that other players that may be on the quest can spawn her right away. We also tell the spawn plugin to activate this as a Trigger Spawn which means that our ghost will NOT spawn unless some outside action activates it (which will be the SE plugin a little later).

The remaining actors and extras can be placed in any fashion you like either by spawning them or just placing them down in the areas. For this tutorial, we'll simply place our remaining placeables and creatures around. Don't forget to place the items in our Extra's inventories for players to find.

⚠ To add extra spice, add in a Spawn in Effect to both the Ghost and the Demon. The VFX HIT SPELL FLAMESTRIKE will work well for our demon. Make sure these bosses are not set to plot and they do not have a despawn timer like our ghost.

Special Effects

Now that our cast has been placed in our world, we have one more task to complete and that is the special effects. During the creation of the above quest, we discussed at several

points that some Flags would be activated so that the SE plugin could perform some tasks when those objectives were completed. They can be identified as follows:

1. Flag #1 was set to activate then the book of summoning was picked up by the players. We want this flag to cause the spawning of our ghost.
2. Flag #2 is activated when we place the Soul Stone in the Altar of Souls and spawn in our High Priest.
3. Flags #3, #4 and #5 are activated when each artifact is placed into its appropriate placeable. When all 3 of these are active, we'll spawn in our Demon with some special visual effects.
4. Flag #6 is activated when our demon dies. This will be used to turn off the visual effects from his spawn in.

The first thing we'll need is to record the unique spawning waypoint TAG of our ghost. Once we have that, we'll start by placing down our first SE. Somewhere in our library, place down the Mr SEMAN waypoint from the Special Effects category in Legends Quest. Select it and load the SE plugin and choose File -> Special Effects.

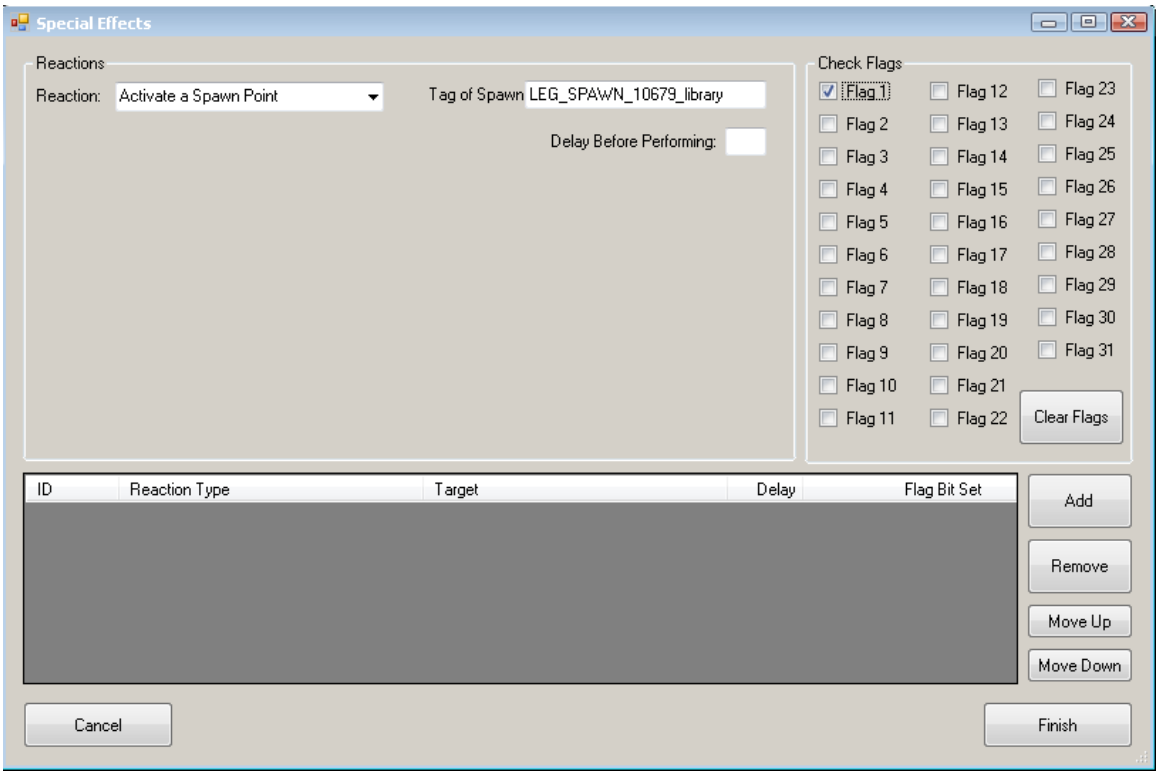

Figure 52 - Activating our Ghost Spawner

Set the Reaction to "Activate a Spawn Point" and enter the Tag of your ghost's waypoint. Ensure you check the "Flag 1" check box, then click Add.

⚠ Whenever we have a reaction to activate one or more Spawn Points, we'll always need to include a "Fire Spawning" reaction to ensure they spawn right away. Don't forget to add this next. Add another reaction for "Fire Spawning" and set the Delay to 0.5 seconds to allow the spawn points in the SE to activate. Click Add.

⚠ A common mistake that could happen at this point is forgetting to DE-Activate the spawner now. Recall that our ghost is going to appear for 3 minutes and then disappear. If the spawn waypoint not turned off again, it will just respawn again right away. We don't want this so we need to reset everything again.

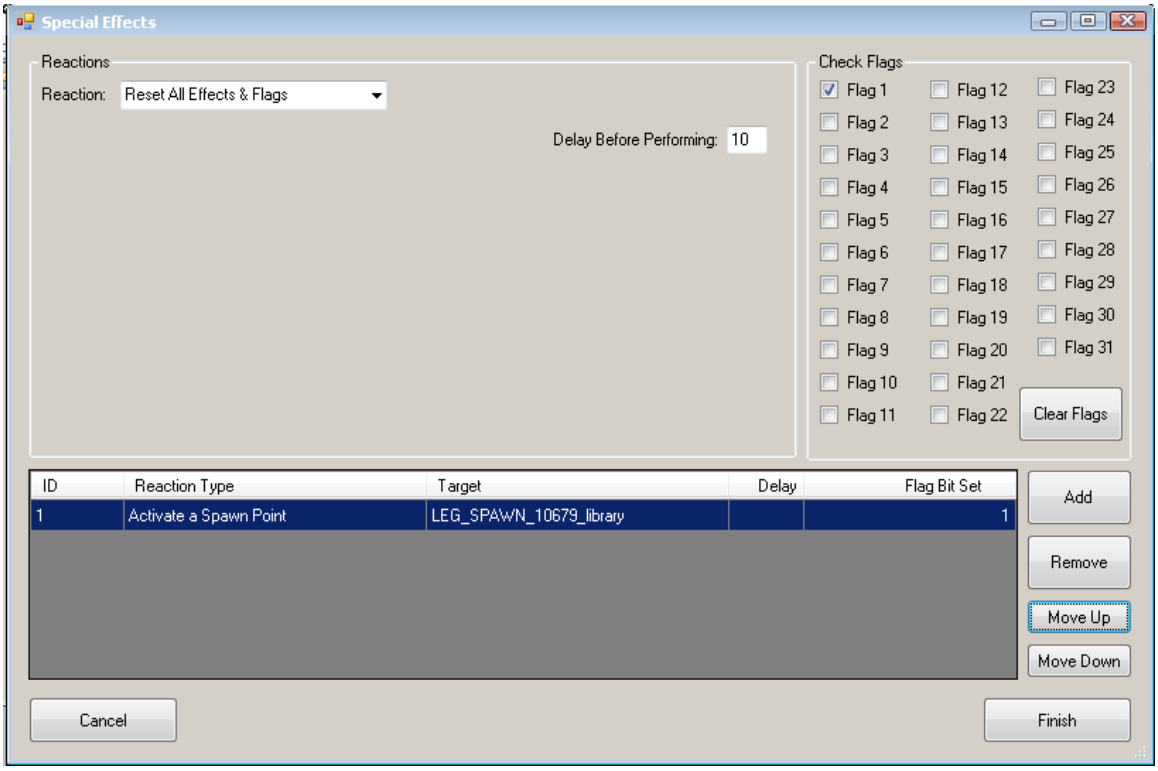

Figure 53 - Turning it Off

Once we activate our spawner, our ghost will spawn in for 3 minutes giving the players a chance to speak with it and continue the quest. After this we will want to ensure the spawn point is de-activated again so our ghost will not come back after despawning until the next player comes along and activates it. To do this, we just need to add a Reset function with a 10 second delay as per the diagram above. Add this as well and then Finish. Now our SE is ready to spawn our ghost.

Perform the exact same thing for the High Priest except for Flag #2. Place the SEMAN waypoint near the Altar and configure it as we did above. Use the High Priests waypoint tag as well. Don't forget to add a Reset reaction as well.

The summoning room SEMAN waypoint is going to be a little different as we'll want to spice this one up a bit and we don't want our demon waypoint to spawn until all three objectives above are completed. That said, it would be nice to add some nifty effects as the players put each artifact in their pedestals so we'll have a few things going on here.

First we should obtain the TAG's of our 3 pedestals and record them. They will all be different if we let the quest plugin create them for us. We'll also want the demon's spawning waypoint tag ready to go too. Then, place an SEMAN waypoint in the summoning room. Load up the SE plugin on it and select File -> Special Effects just as before.

Recall that the Placing of the Staff in its associated Staff Pedestal will set Flag 3 so we'll want to ensure our visual effect for Flag 3 is going to be performed on the Staff Pedestal. Configure the first effect as shown.

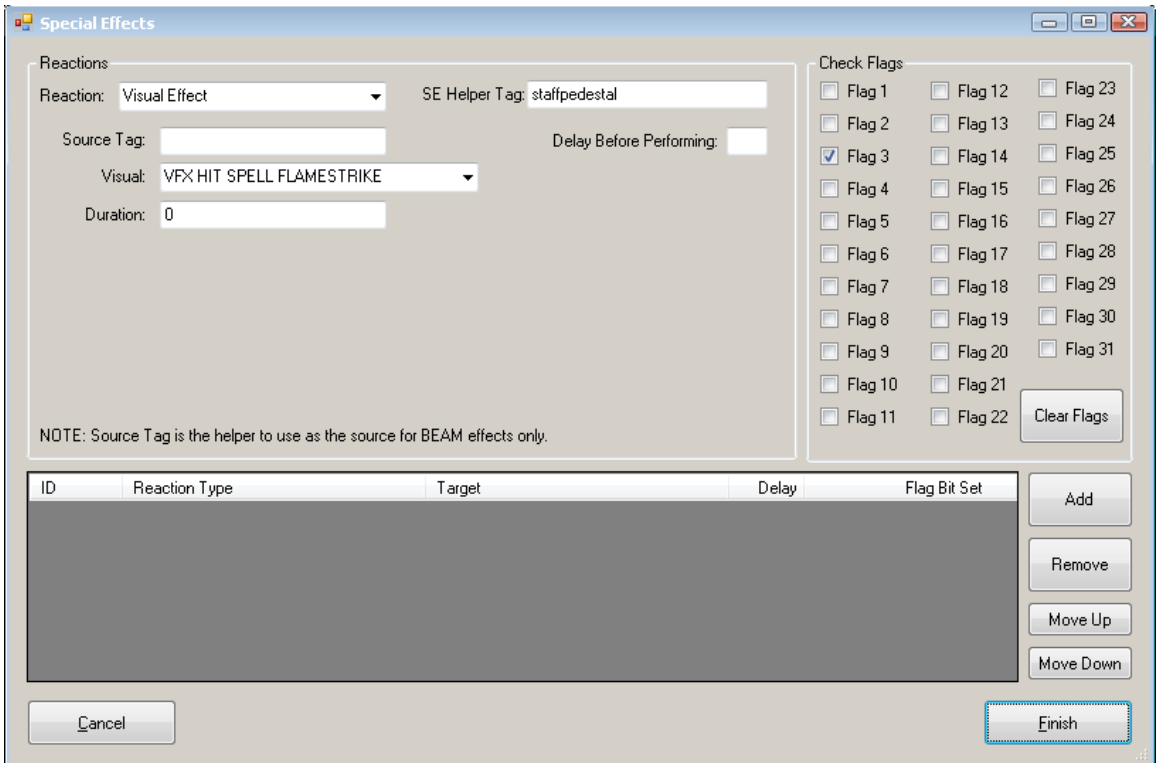

Figure 54 - Visual #1 on Staff Pedestal

We set our visual effect and duration of 0 as this effect is an Instant effect that fires once and finishes. The target will be the Staff Pedestal itself. We perform this visual effect when a player places the staff artifact in the pedestal. That is why we have Flag #3 selected, but let's step it up a little. Add another effect to our pedestal for Flag #3 as shown.

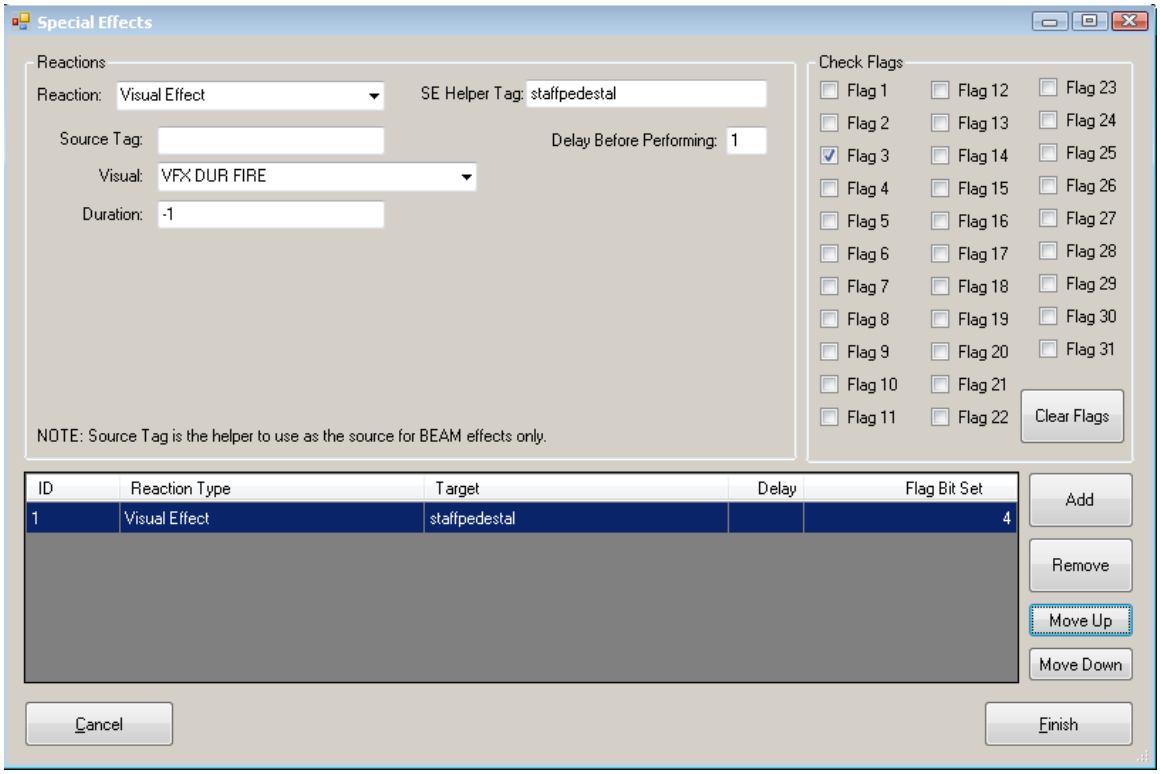

Figure 55 - Second Visual on Staff Pedestal

In this effect we are placing a burning fire effect all over our pedestal. We set the duration to -1 which on a DUR type effect means to activate it and leave on until told to deactivate later. Once again we are performing this on our staff pedestal when Flag 3 is active. We also add a 1 second delay on this to give the effect that the pedestal flames up a moment after the previous flamestrike effect occurs.

Now add two more effects for the other two pedestals in the same way. Don't forget to adjust the Flag checkbox using Flag #4 for the Sword Pedestal and Flag #5 for the Harp Pedestal.

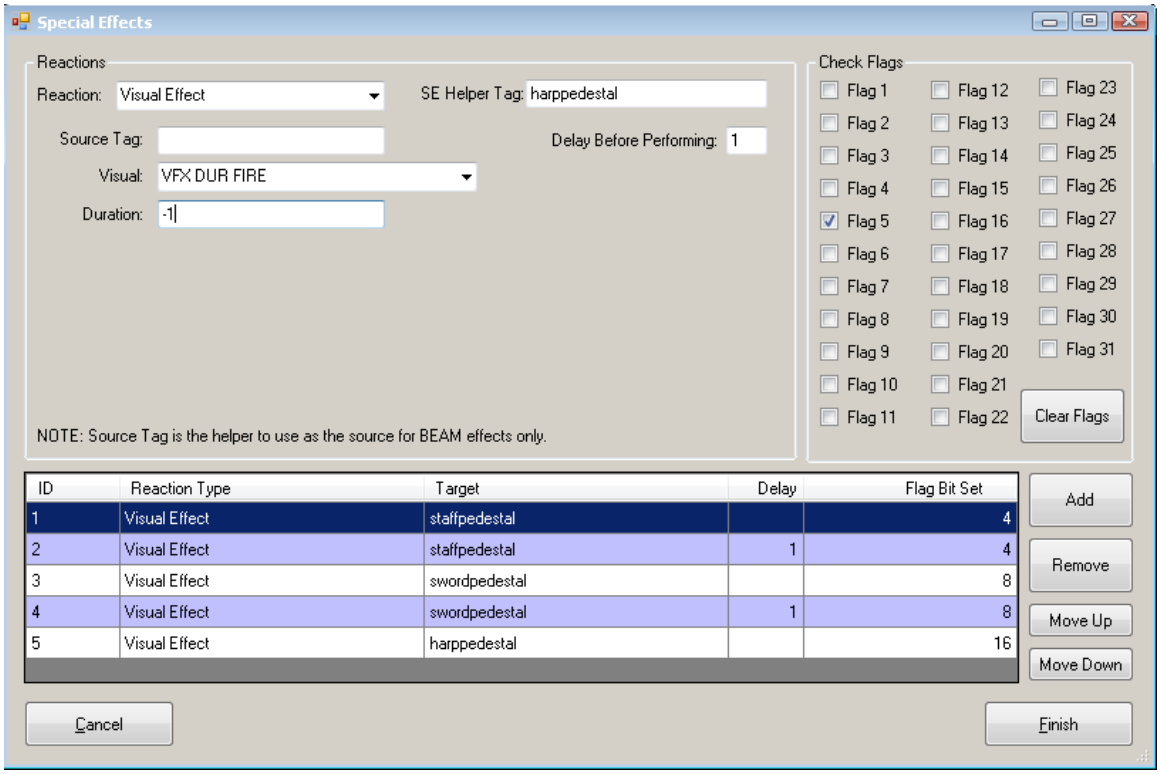

Figure 56 - All the Visuals

Now that all of our visuals are complete, we can commence with the actual spawning of our demon. If we remember from the above section “Spawning our Cast” we set the Spawn in Effect for our demon to be a flame strike effect as well which will just add more flavor.

This next effect will look a little different than the others.

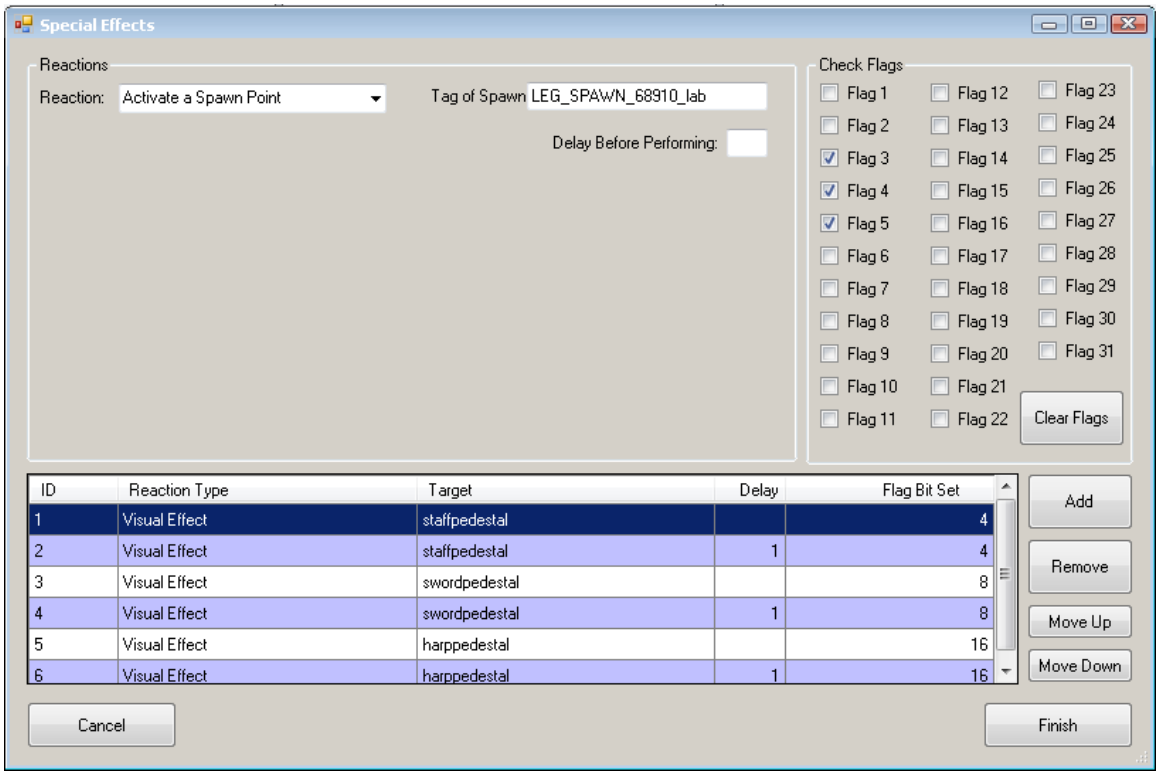

Figure 57 - Spawning the Demon

This SE will only occur when all 3 flags, #3, #4 and #5 are active. When that happens, we will activate our spawn point for our demon. Don't forget to add the "Fire Spawning" SE when these same flags are set as well.

⚠ As a side note, you may be wondering why "Activate a Spawn Point" and "Fire Spawning" are two separate effects. When you think about it, you always want to fire a spawn when you activate it. The reason they are separated is in the situation when you want to activate multiple spawn points for the same set of flags. The spawn plugin may be in the middle of spawning your first activated spawn point when your second one becomes active and it may end up delayed. So to prevent this from happening, you can activate several spawn points and then fire them all at once using a single "Fire Spawning" effect afterward.

When the players use the items on the pedestals, we'll will now summon our demon however it would be nice to update their journal so that they have a new objective. That being "Defeat the Demon". Even though this objective is a Prime and always active the next SE is really for cosmetic purposes in the event someone wants to see what their journal says.

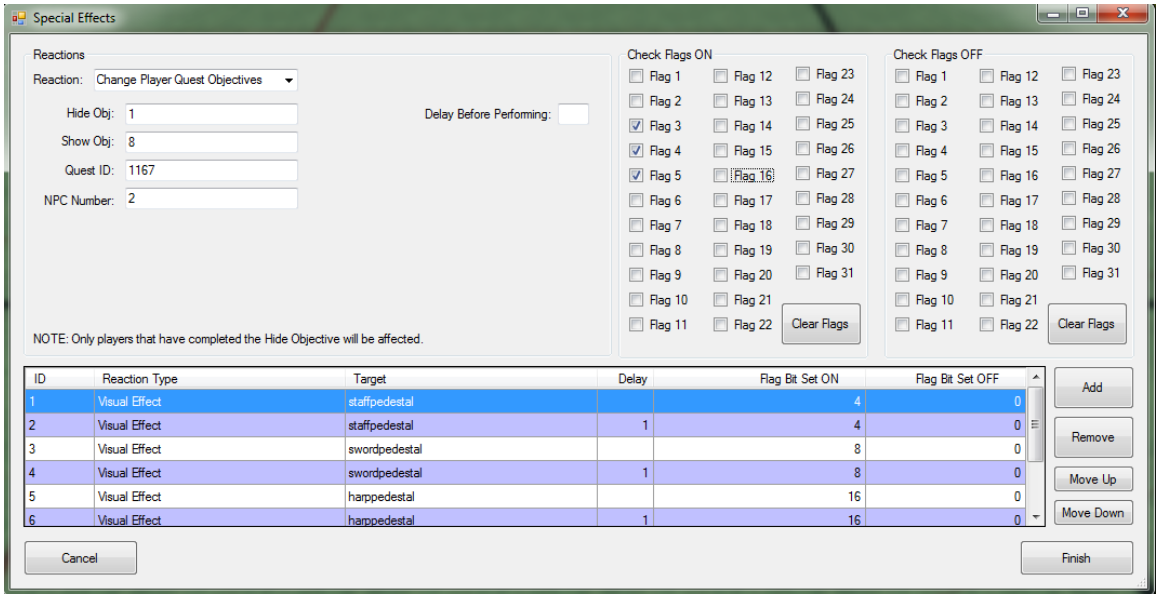

Figure 58 - Updating a Journal via SE

In this SE, we choose the reaction type of “Change Player Quest Objective”. Anyone in the immediate vicinity of the pedestals will be affected by this assuming they are on the correct quest and step. For Hide Obj, we enter “1”. This is objective #1 of our ghost and states “Stop the Cultists Plot”. For the Show Obj field, we enter “8” which will be “Defeat the Demon”. Enter the correct Quest ID for this quest for your module and for NPC Number enter “2” which designates our Ghost NPC.

What this means is that when SE flags 3, 4 and 5 are active, any players nearby who are on this quest and have spoken to our ghost that have chosen to place the items in the pedestal to summon the demon will have their quest journals updated to “Defeat the Demon”.

One final SE that we'll need is to reset everything. Typically you may think to have the reset also occur when flags 3,4 and 5 are active with a short delay however this isn't what we want. If we did this, yes our demon waypoint would deactivate but then our 3 flaming pedestals would go out as well. That's why we configured our quest objective to activate flag #6 on the demon's death. Once the demon dies, we can turn all of these systems off including the flaming pedestals that were activated when our adventurers placed the artifacts in them.

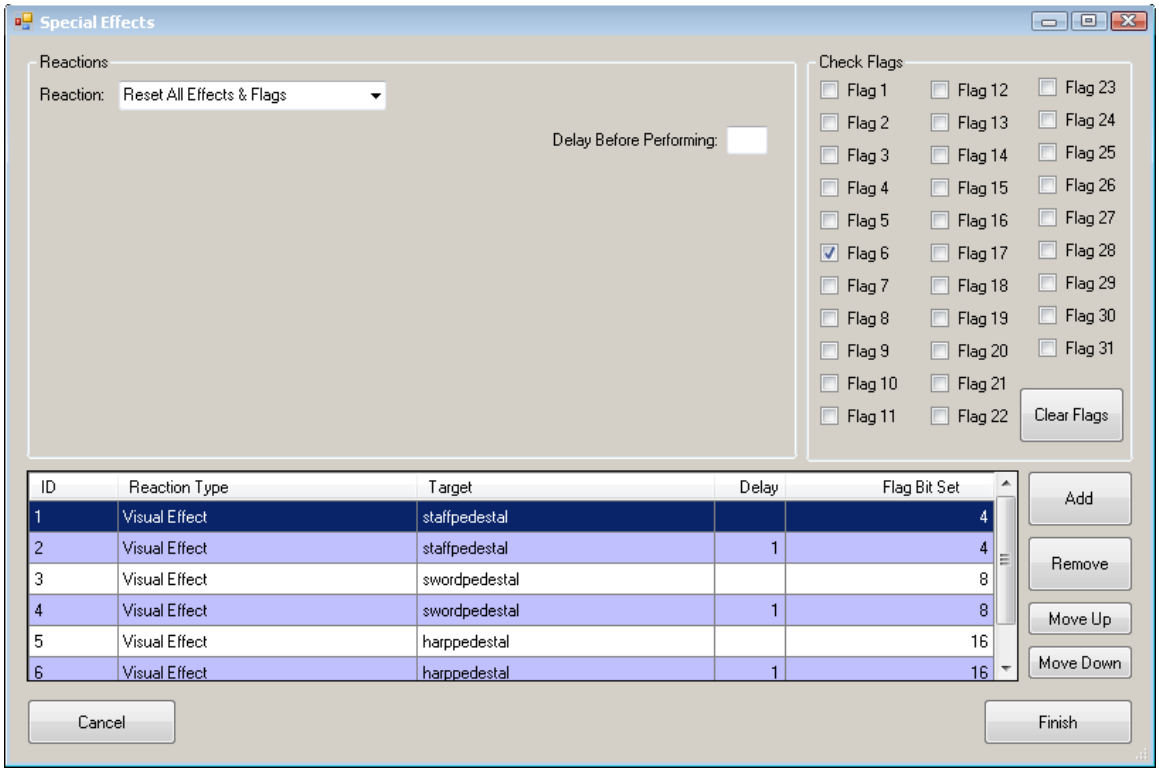

Figure 59 - Resetting Our Demon

The final reset is added to our SE when flag #6 is active causing all flags to be reset, the flaming visual on our pedestals to go out and our demon waypoint to deactivate again ready for the next party of adventurers.

All that's left now is publish our world to our NWNX server and give it a try!

Tutorial Summary

As you can see, when combining the SE plugin with the Quest plugin, we can make some very interesting adventures. Add in some additional side quests for our stronghold such as an escaped prisoner looking to be escorted out, and a grieving wife looking for some remnants of her lost husband inside, we can have quite a fun section of our world for players to enjoy, all without writing any code, conversations or journal entries.

Creating a large adventure still takes careful planning and the complexity of using both the Quest plugin and SE plugin can be daunting. Building up with practice by creating smaller, simpler quests at the beginning is key to being successful and unlocking all of what can be done with these tools as you become more familiar with them and what they can and cannot do.

Final Summary

The Legends Quest plugin has been in use for several years and has been designed to fit the play style of a gamer accustomed to MMORPG style questing. The benefit however of using a system like this is to be able to create content without coding. Many persistent worlds leave it up to the player to "Role Play" their adventures because writing content is so time consuming and difficult. When it comes to coding, many worlds have little built in the way of content at all and simply provide settings for players. The value of creating such content never seems worth it when a player blows through the quest in 20 minutes that took you the builder days and days to create, troubleshoot and finish. With a solution such as the Legends Quest plugin, now you can create quests as quickly as a player can finish them and give your players something to do when they log in, and there's no one around to role play with!

This system was originally designed for the NWN 2 Persistent World known as Legends. This quest based world is filled with literally hundreds of quests. Without having to login and wait for someone else to adventure with or even just talk to, players on Legends can decide to take on quests, deeds, collections and lore books that have tangible goals.

If you have questions you can find me, the author, Marshall (aka Marshall V) in the NWN2 Legends Forums at http://www.nwn2legends.com, sometimes in the NWN IRC channels or just email me at marshallv@nwn2legends.com

I hope you enjoy this system and feel free to season to your individual needs and tastes! Have Fun and Happy Questing!