



Neverwinter Nights 2 Legends AI Plugin

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Document Revision Information (current and historical)

Revision	Date	Author	Description
1.60	October 18, 2011	Marshall Vyper	Initial document.
1.8	October 4, 2012	Marshall Vyper	New 1.8 Options added
1.86	November 15, 2012	Marshall Vyper	New Features and Images
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2.5.1	August 22, 2026	Marshall Vyper	EE64 manual and package-workflow update.

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Revision	Date	Author	Description
1.60	October 18, 2011	Marshall Vyper	Initial Release.
1.70	December 18, 2011	Marshall Vyper	Hak and Script Re-Org
1.80	October 4, 2012	Marshall Vyper	New 1.8 options added
1.81	October 16, 2012	Marshall Vyper	Misc Bug Fixes. See upgrade doc
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Introduction

Getting tired of fighting dumb monsters? Wish your NPCs would do what they were told or at least what you wanted them to do? Looking for a village where the people are doing more than standing around? You've come to the right place because we at Legends Labs have decided to add a couple of IQ points to your mobile objects, and we've done it in such a way as to make it easy for you to actually use. No more looking for obscure variable names or modifying scripts to make your NPCs do various things.

With a simple to use GUI you can make your creatures sneak around, break off an attack or even run away cowardly. Plus, you can have your villagers wander around, perform patrols, switch between day and nighttime postings and even have them go to sleep! Read on brave builder for details on how to accomplish all of this and more!

Features

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

- Make NPCs and creatures sleep at night
- Have guards go out on patrol
- Make your NPCs explore the marketplace
- Let them wander on a short leash
- Make your Wizards cast their spells
- Have sneaky rogues jump you from behind
- Have NPCs change their activities based on events like time of day
- Easy to use GUI
- Integrates optionally with the Legends Spawn Plugin

Legends Plugins

What's a Plugin

The Legends plugin system is a family of builder tools and Campaign resources developed for the Legends Persistent World. AI 2.5.1 includes the shared Master 2.5.1 component and its own current package resources. Other Legends plugins are optional integrations, not AI prerequisites.

Important To Know

Legends plugins can share Master resources and optional integration points while remaining separately versioned products. Use the complete package contents for the release being installed; do not mix partial ERFs, generated files, or independently selected shared resources.

- ⚠ Back up the module before an upgrade, work in a test copy, keep the Toolset closed while placing package files, and use a controlled ERF import. After configuration, compile every imported, generated, or modified script and validate the affected module behavior before promotion.

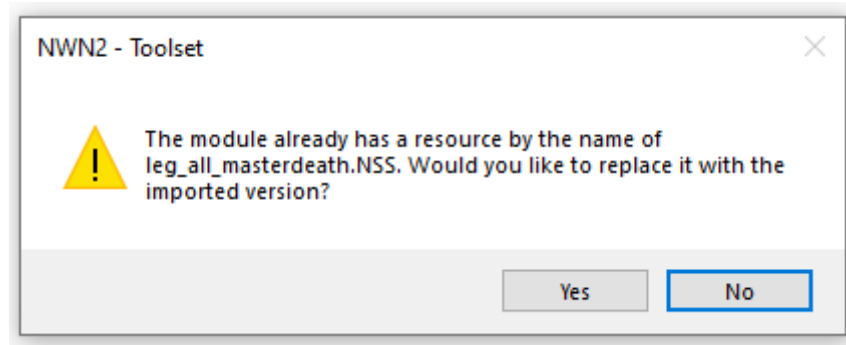


Figure 1 - Master Script Overwrite

Part 1 – Getting Started

What's in the File

The Legends AI Plugin 2.5.1 EE64 package contains the current builder resources, Toolset plugins, two unchanged HAKs, release documentation, and customer manifest described below.

leg_ai.erf	The complete current builder-resource package: 136 resources consisting of 99 scripts (.NSS), 36 waypoints (.UTW), and 1 placeable (.UTP). Import this complete ERF through the normal Toolset workflow.
	△ The ERF includes the current AI, shared Master, NWNX interface, and stock-derived dependency scripts required by the plugin.
leg_ai_manual.pdf	The current AI manual, including installation, configuration, tutorials, and reference material.
leg_ai_upgrade.pdf	The current upgrade guide for moving an existing AI installation to the 2.5.1 EE64 package.
leg_ai.dll	The x64 NWN2 Enhanced Edition Toolset plugin used to configure AI on creatures and supported Spawn waypoints.
leg_master.dll	The shared Master 2.5.1 x64 Toolset component included with every Legends 2.5 plugin package.
leg_ai.hak	The AI-specific HAK supplied with the package. Place it in the normal HAK location and it will be associated to your module automatically during configuration.
leg_master.hak	The unchanged shared Master HAK supplied with the package. Place and associate it together with leg_ai.hak.

YouTube Video Walkthroughs

Historical Legends video walkthroughs remain useful background material at <https://www.youtube.com/user/DJMarshallV>. When an older video conflicts with this 2.5.1 EE64 manual, follow the current written instructions and <https://nwn2legends.com>.

Installation

Install Legends AI 2.5.1 EE64 into a backed-up test copy of an existing module or a new test module, then follow these steps.

1. Before continuing, install or confirm these prerequisites: the NWN2 Enhanced Edition 64-bit Toolset, .NET Framework 4.7.2 for the current AI and Master plugins, and MySQL Connector/NET 8.0.33.1 for the included legacy Master Configurator. AI itself does not require a configured or active database, and Master SQL settings do not need to be configured merely to use AI. Connector/NET remains a runtime prerequisite whenever the Master Configurator is installed or used, even when AI database functionality is unused. This legacy coupling is expected to be reviewed during later modernization.
2. With the Toolset closed, copy leg_ai.dll and leg_master.dll to the NWN2 Enhanced Edition installation folder under NWN2Toolset\Plugins64. Place leg_ai.hak and leg_master.hak in the normal HAK location used by the module; no HAK rebuilding or conversion is required.
3. Open a backed-up test copy of the module in the NWN2 Enhanced Edition 64-bit Toolset. From Plugins, confirm that Legends AI Plugin and Legends # Master Configurator # are available.

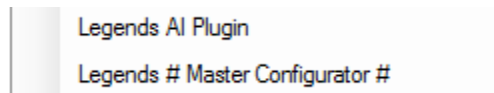


Figure 2 - Plugin Menu

- ⚠ If the entries do not appear, select View > Options > General, confirm that Allow Plugins is set to Load all Plugins, and verify that the current EE64 x64 DLLs are in NWN2Toolset\Plugins64.

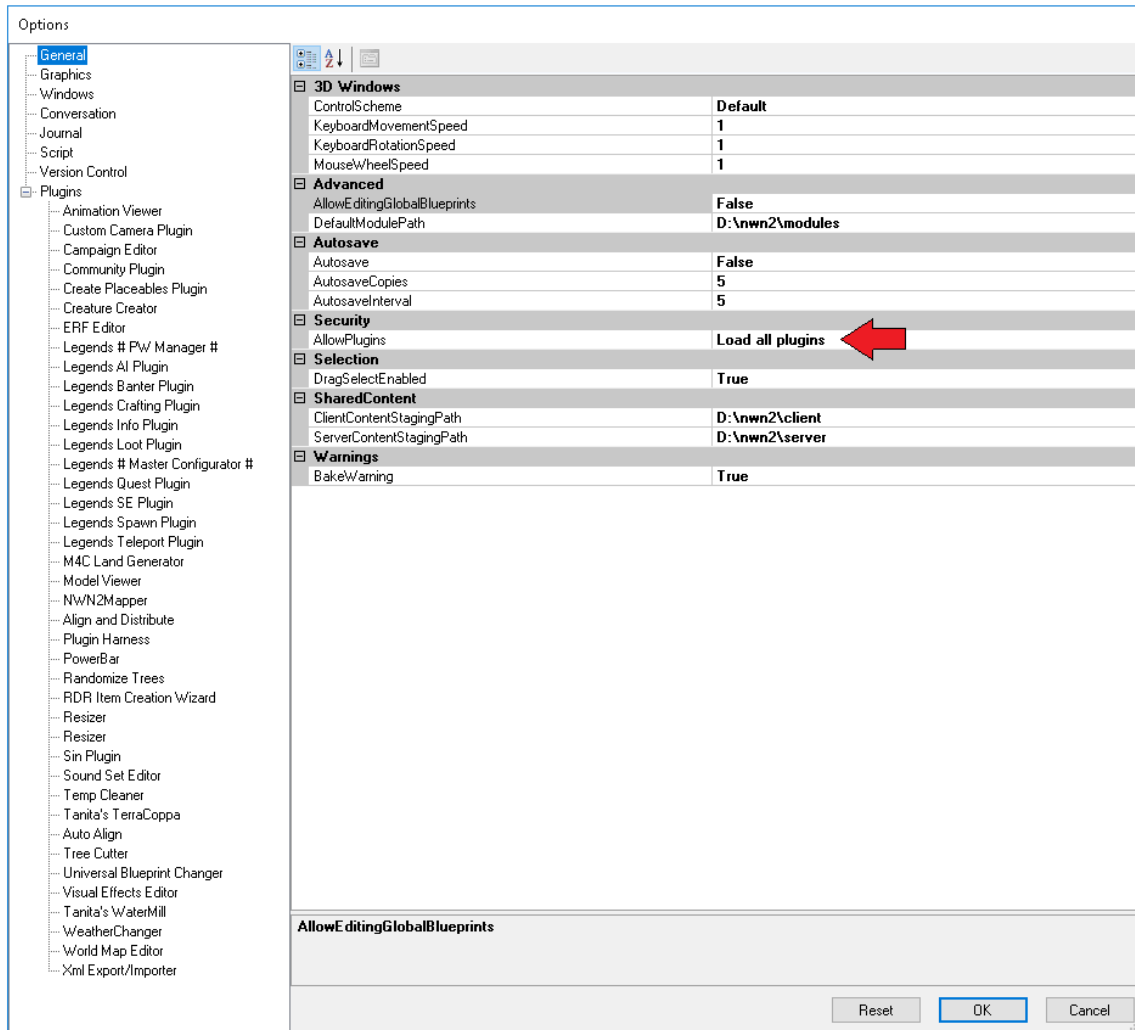


Figure 3 - Security Settings

4. From File > Import, select the supplied current leg_ai.erf. It is the complete 136-resource package, not a delta. When the Toolset reports matching resource names, use the current package resources. Back up intentionally customized same-name resources first and reapply those changes afterward if required.
5. Open Legends # Master Configurator #, preserve existing settings unless a planned migration requires a change, and activate Legends AI Plugin.

Figure 4 - Legends Master Configurator

- **CHECK BOXES** = Activate only the Legends plugins installed for this module. Optional integrations such as Spawn, Quest, and SE are not required for core AI operation.
- **CAMPAIGN LEVEL OBJECTS** = Select this only when the module intentionally uses a Campaign-managed script location. ERF import places scripts in the module; maintains one authoritative script location and avoids duplicate or stale copies.
- **DATABASE OPTIONS** = AI is source-proven non-database. No Connector/NET, MySQL account, grant, or database test is required for AI itself. These fields may be relevant only to separately installed database-backed Legends plugins.
- **PLAYER TABLE PREFIX** = AI does not create or use a player database table. Preserve this value for other installed plugins unless a separately planned migration changes it.

6. After completing the Master configuration, save the module. Use the Master update functions only where required by the installed plugin set, then compile every generated or modified wrapper before testing.

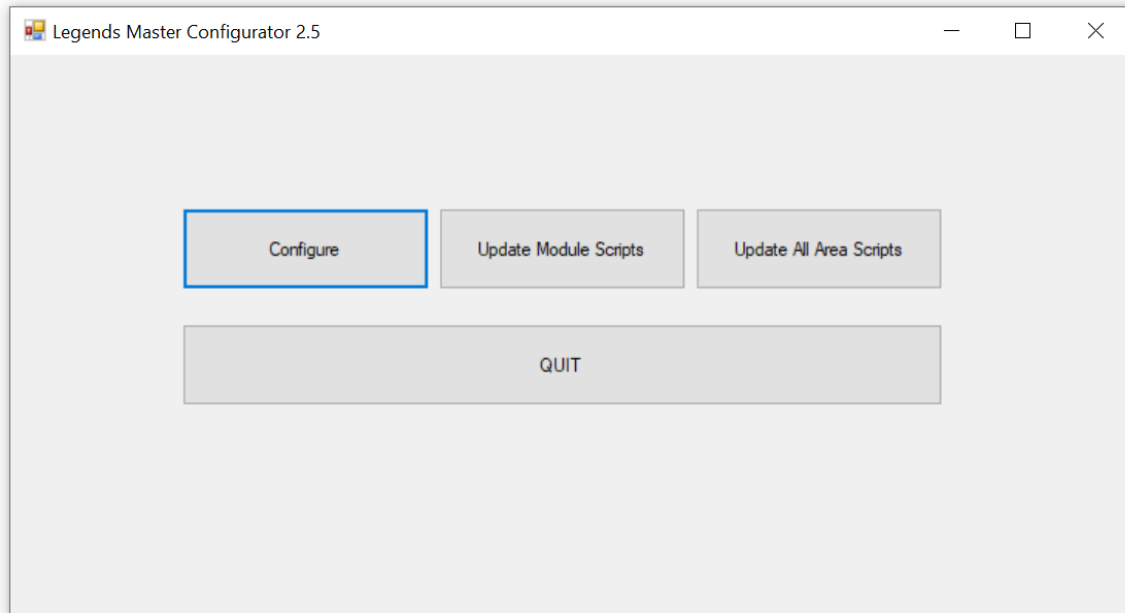


Figure 5 - Master Configurator

- UPDATE MODULE SCRIPTS = Apply the current Master integration only to a backed-up test module. Review each affected module event, preserve existing custom logic, save, and compile every generated or modified wrapper before runtime testing.
 - 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

- **UPDATE ALL AREA SCRIPTS** = Use this only when the active plugin set requires area OnClientEnter or OnExit integration. Back up the module first, review all generated or modified event-script calls, and compile every affected script.
7. Next, select Plugins > Legends AI Plugin > Configuration and review the current AI options for the module.

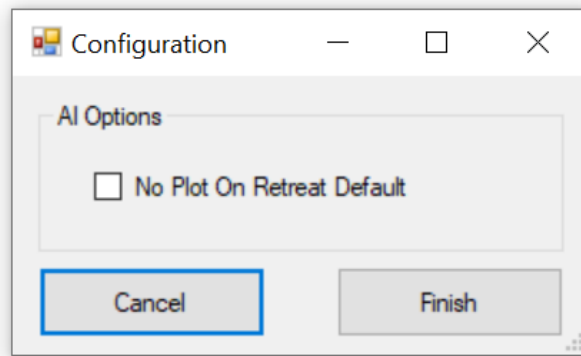


Figure 6 - AI Configuration

- **NO PLOT ON RETREAT** = Sets the default Plot Flag for newly configured creatures or supported Spawn waypoints for behavior when a creature retreats from battle. Existing objects are not changed automatically; review and test the behavior in the backed-up module.

Part 2 – Trying it Out

Tutorial 1 – The Commoner, The Guard, and The Idiot

With installation and area preparation complete, use these tutorials in a backed-up test module. Save after each configuration step, compile all scripts, and verify the intended behavior before applying the pattern elsewhere.

For this tutorial, select three existing NPC blueprints and make copies. Set their faction to Commoner so they do not fight one another.

Designate one NPC as the guard and select its blueprint. Open the Legends AI Plugin and choose File > Edit > Creature Blueprint, set Roam Behavior to Guard, Click *Save to save the Default profile then Finish. Place the NPC in a test area.

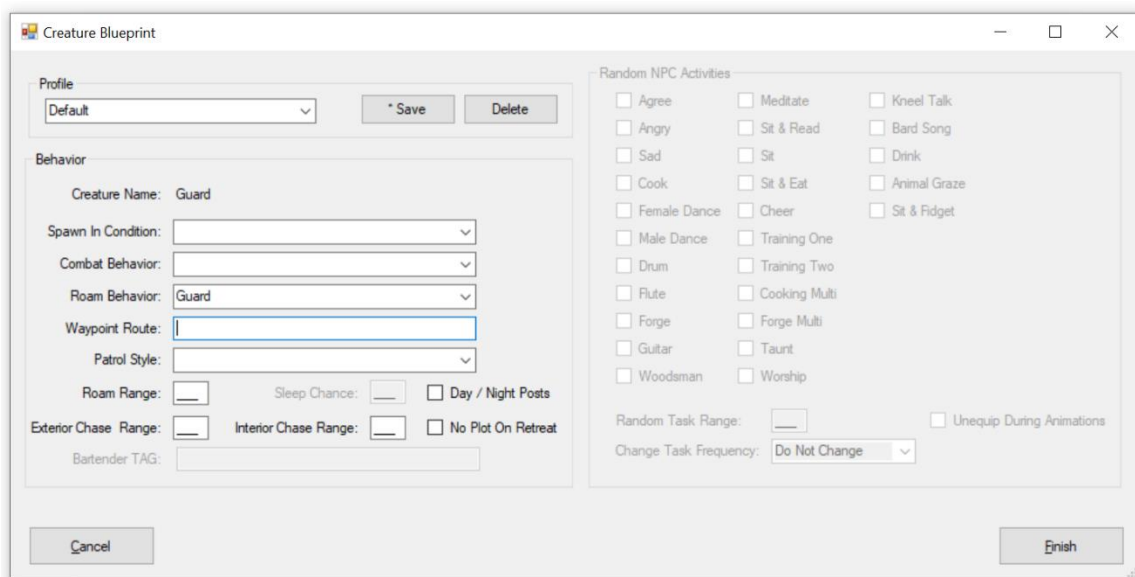


Figure 7 - Guard AI Profile

Configure the other two NPCs as the village Wanderer and Commoner. Set Mobile without Stops with a 10-meter Roam Range for the Wanderer, and Mobile with Stops with a 30-meter Roam Range for the Commoner.

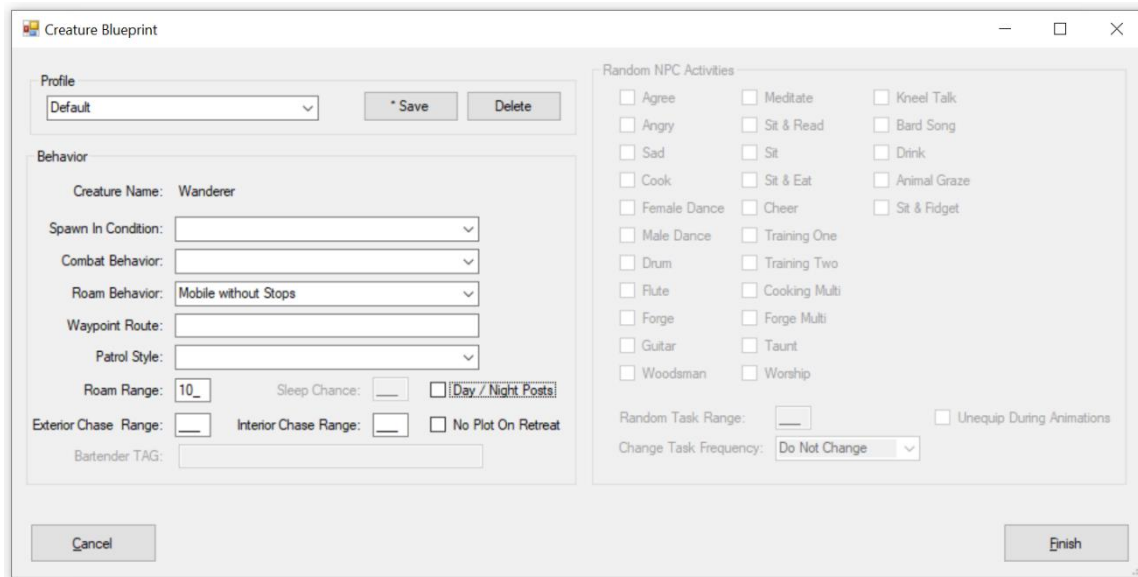


Figure 8 – Village Wanderer Configuration

The Commoner can visit specific locations while the wanderer moves without preferred destinations. Stop Waypoints define the locations available to the Commoner.

Place several Stop Waypoints from the Legends AI category within the Commoner's configured Roam Range.

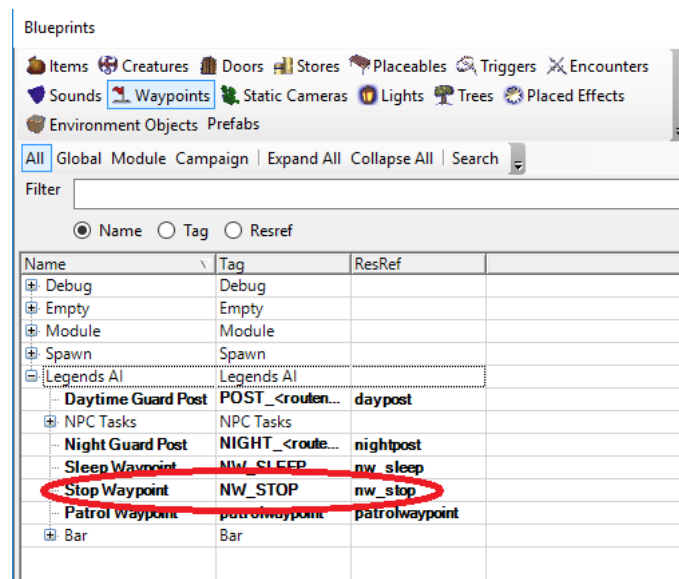


Figure 9 - Stop Waypoint Blueprint

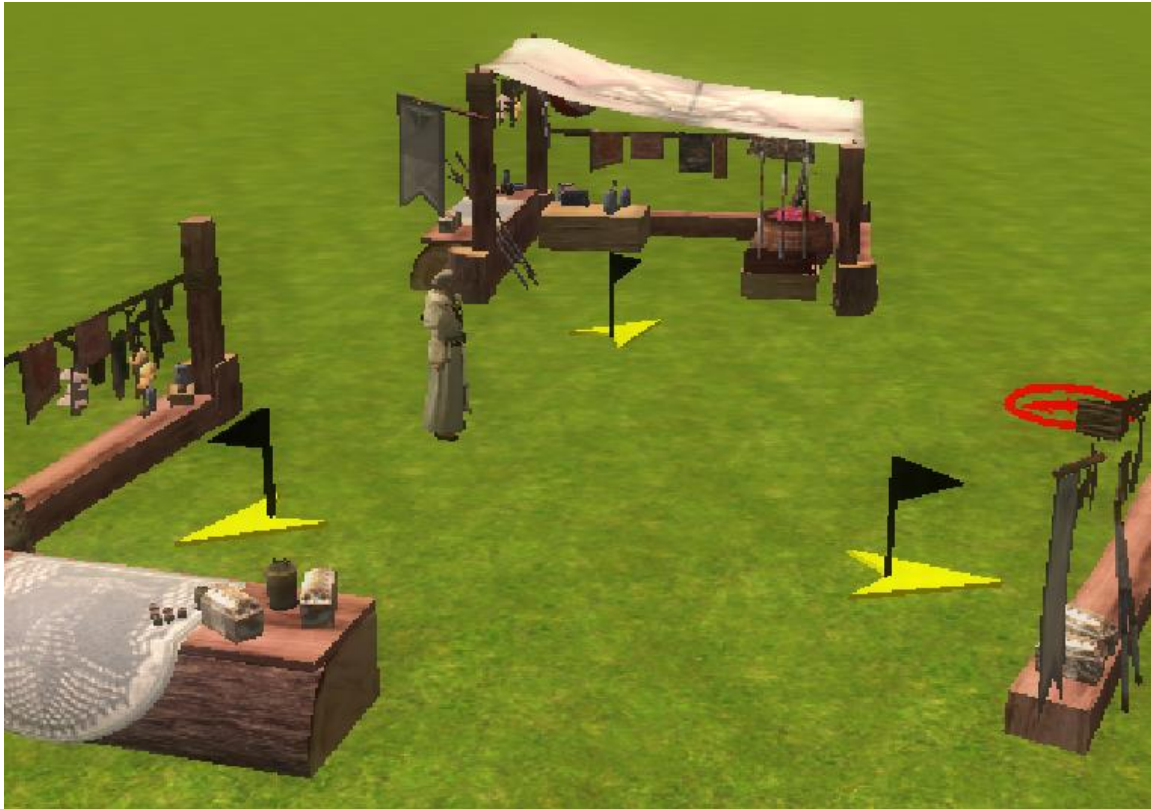


Figure 10 - Stop Waypoints

Compile all generated or modified scripts, save the test module, and verify that the guard remains at the post while the two mobile NPCs use their configured behaviors.

Tutorial 2 – Out on Patrol

This tutorial creates day and night patrol routes for a guard. Work in the same backed-up test module and compile the generated route scripts after configuration but before testing.

Create or copy a guard blueprint, open it in Legends AI, set Mobile without Stops, and enter a unique route base name such as patrolroute1. Use only letters, numbers, and underscores in the route base name.

Choose Circular or Straight Line Back and Forth. Circular repeats from the first waypoint after the last; Straight Line Back and Forth reverses direction at each end.

Save the AI as the NPCs Default profile, finish, and close the plugin.

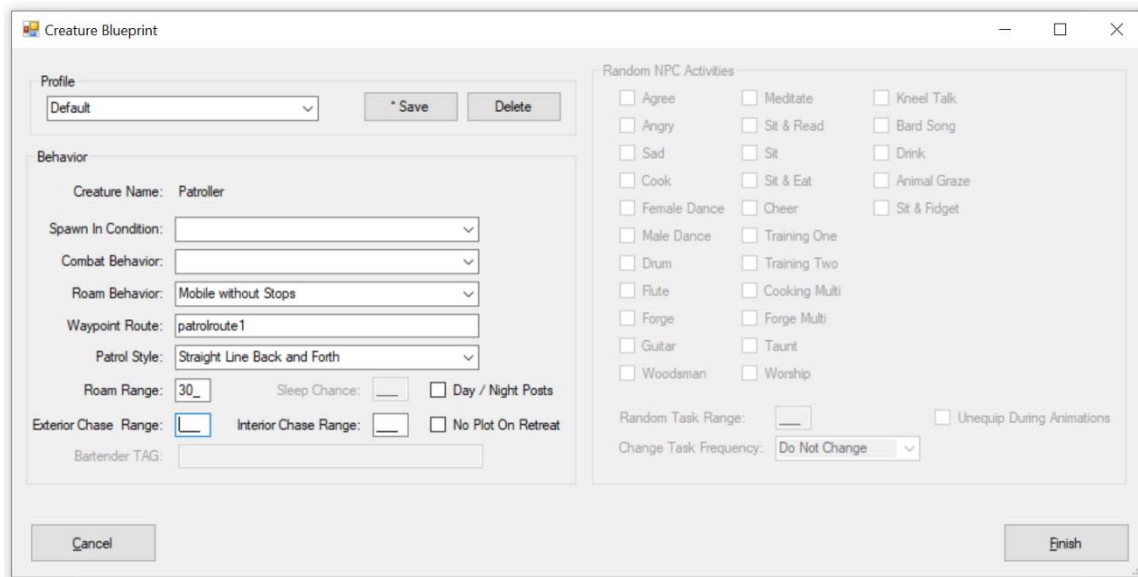


Figure 11 - Patroller

Place four Patrol Waypoints, select them together, and choose Create Waypoint Set. Keep the Toolset-generated WP_ prefix and add the same route base name entered in the AI profile.

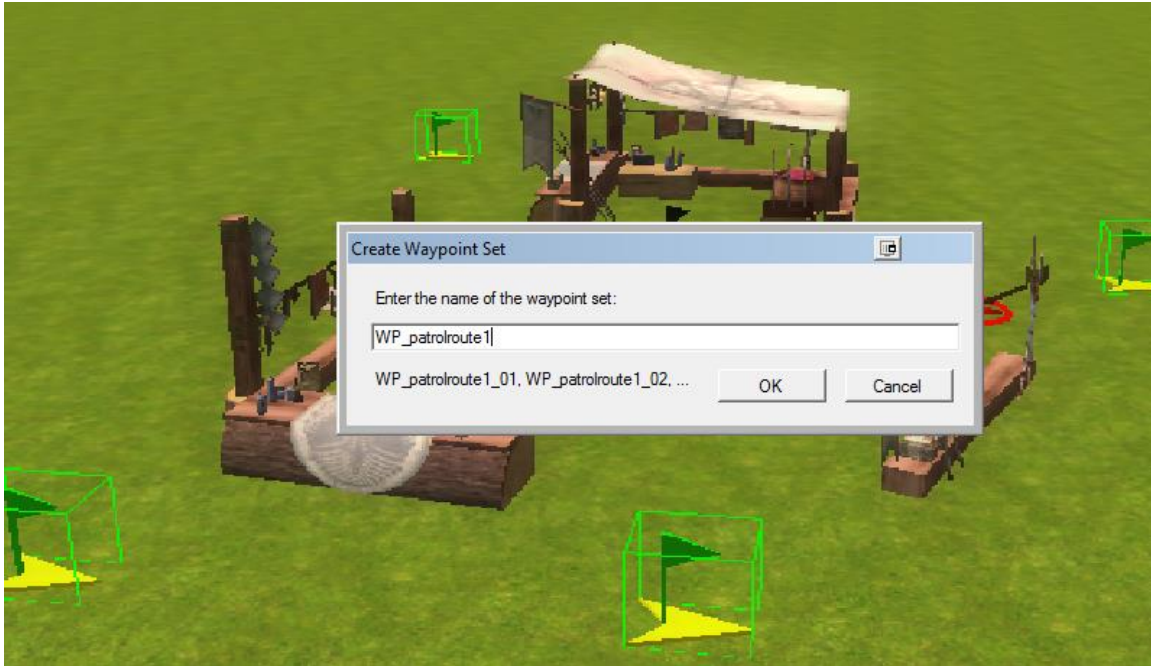


Figure 12 - Patrol Route 1

Save the module and compile the generated route scripts before testing the patrol.
Resolve any compile error before runtime validation.

Create the matching night route using the WN_ prefix when a separate evening or night patrol is required.

Tutorial 3 – Tired of It All

This tutorial configures an NPC to sleep at night and optionally walk to a Sleep Waypoint first. **Some creature models do not present every animation consistently**; do not treat one model test as proof for every model or animation set.

First, we'll want to create or copy an NPC that we will use for sleeping. For this tutorial we are just going to select Duncan from the blueprints list and make a copy.

⚠ NOTE: Some creature models may not display the lying-down animation even when the sleep behavior is active. Use the floating sleep effect and controlled testing to confirm behavior; broader animation compatibility is not claimed by this release.

Using the AI plugin, change Duncan's Spawn In Behavior to "Sleep at Night" and enter 100 in the Sleep Chance field. Click *Save and then Finish to make this Duncan's default AI profile and place him in your area and load the module up. It may be a good idea to set the start time of the module to something close to night, so you won't have to wait long for the results.

The screenshot shows the 'Creature Blueprint' window with the following settings:

- Profile:** Default (dropdown), * Save, Delete
- Behavior:**
 - Creature Name: Duncan
 - Spawn In Condition: Sleep at Night (dropdown)
 - Combat Behavior: (dropdown)
 - Roam Behavior: (dropdown)
 - Waypoint Route: (text field)
 - Patrol Style: (dropdown)
 - Roam Range: (text field)
 - Sleep Chance: 100 (text field)
 - ☐ Day / Night Posts
 - Exterior Chase Range: (text field)
 - Interior Chase Range: (text field)
 - ☐ No Plot On Retreat
 - Bartender TAG: (text field)
- Random NPC Activities:**
 - ☐ Agree, ☐ Meditate, ☐ Kneel Talk
 - ☐ Angry, ☐ Sit & Read, ☐ Bard Song
 - ☐ Sad, ☐ Sit, ☐ Drink
 - ☐ Cook, ☐ Sit & Eat, ☐ Animal Graze
 - ☐ Female Dance, ☐ Cheer, ☐ Sit & Fidget
 - ☐ Male Dance, ☐ Training One
 - ☐ Drum, ☐ Training Two
 - ☐ Flute, ☐ Cooking Multi
 - ☐ Forge, ☐ Forge Multi
 - ☐ Guitar, ☐ Taunt
 - ☐ Woodsman, ☐ Worship
- Random Task Range:** (text field), ☐ Unequip During Animations
- Change Task Frequency:** Do Not Change (dropdown)
- Buttons:** Cancel, Finish

Figure 13 - Sleeping Duncan

If you'll notice, it doesn't really matter where our NPC happens to be when the time comes along for them to sleep, they will just lay down and go to sleep wherever they happen to be. This may not be desired so we can make a change to assist with this.



Figure 14 - Sleeping Duncan

Place one or more Sleep Waypoints from the Legends AI category, save, compile any generated or modified scripts, and test the behavior through the intended night-time transition.

Tutorial 4 – Kobold Invasion

Here we will look at a small Kobold camp where some will choose to fight with their melee weapons while others will use their range of weapons and even try to back off a little when you approach.

This optional tutorial uses the separately installed Legends Spawn Plugin to store AI configuration on a Spawn waypoint. Spawn is an integration example, not an AI prerequisite. The benefit of using the Spawn plugin is we can leverage the same creature blueprint for different AI profiles without the need to create multiple blueprints of the same one.

Use a test module that separately contains both AI and Spawn, create two Spawn waypoints for copied kobolds, and preserve one unmodified comparison case.

Select a Spawn waypoint, open the Legends AI Plugin, and choose File > Edit > Spawn Waypoint to configure AI on the waypoint.

Set one waypoint to Ranged, save, and finish. Equip the creature with both a melee weapon and a ranged weapon with ammunition. By default, the other waypoint will cause creatures to use melee which is why we only change one of them here.

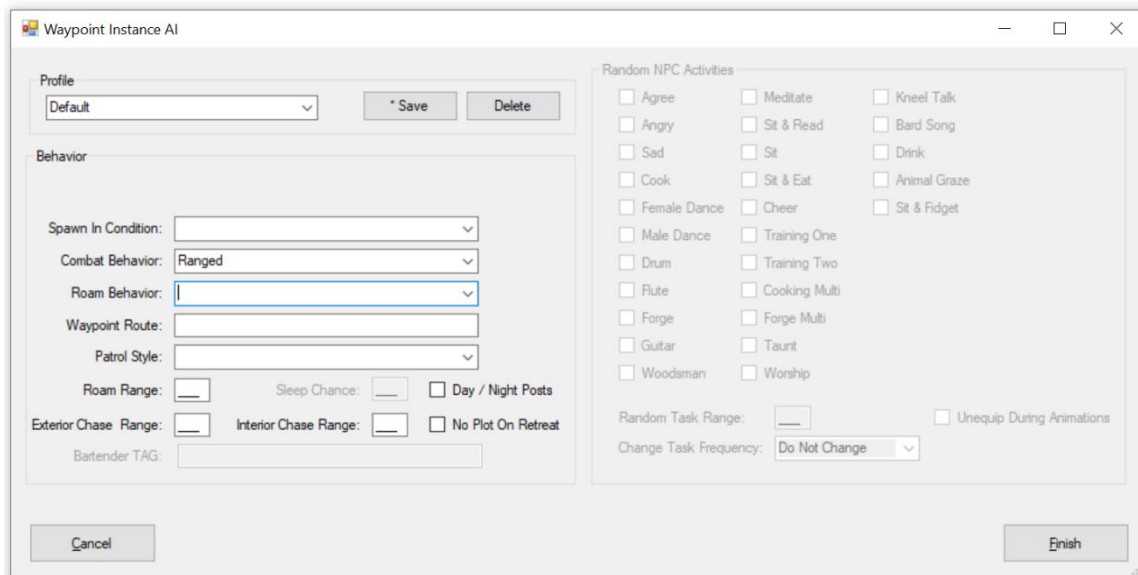


Figure 15 - Ranged Kobold

Upon loading this module up in game, you will notice that when entering combat, one kobold will prefer to use melee weapons while the other will prefer to use Ranged weapons.

This example demonstrates per-spawn AI configuration and different combat choices. Validate the selected creature model, equipment, spells, and behavior in the test module; do not assume every animation or model combination is certified.

- ⚠ If you find the kobolds are not equipped with the correct weapons, ensure the blueprint as both a melee weapon and a ranged weapon (with ammunition) as well as the required feats to wield them.
- ⚠ It's important to understand the behavior of the kobolds in combat. While the ranged kobold will do its best to stay ranged, if you should reach it and attack it will switch to melee to defend itself. It's often best to be strategic in the placement of your creatures to take advantage of terrain when planning to use ranged attackers.

Tutorial 5 – Rogues and Wizards

Having a powerful wizard backed up by a sneaky rogue can be quite a challenge, especially when you're alone. Here we'll look at wizards who cast their spells whilst sneaky rogues jump into the fight hoping for a kill shot.

Create or copy a rogue and wizard in the test module. Assign appropriate classes, attributes, skills, spells, and equipment, and verify both creature blueprints before spawning them. Spawn remains optional; direct creature placement is also supported.

Leave the wizard at its appropriate default or configured behavior. Configure the rogue for Stealthy Spawn in Condition, then review Hide and Move Silently skills and confirm the wizard has the intended spells. Optionally, set its combat behavior to Ambusher.

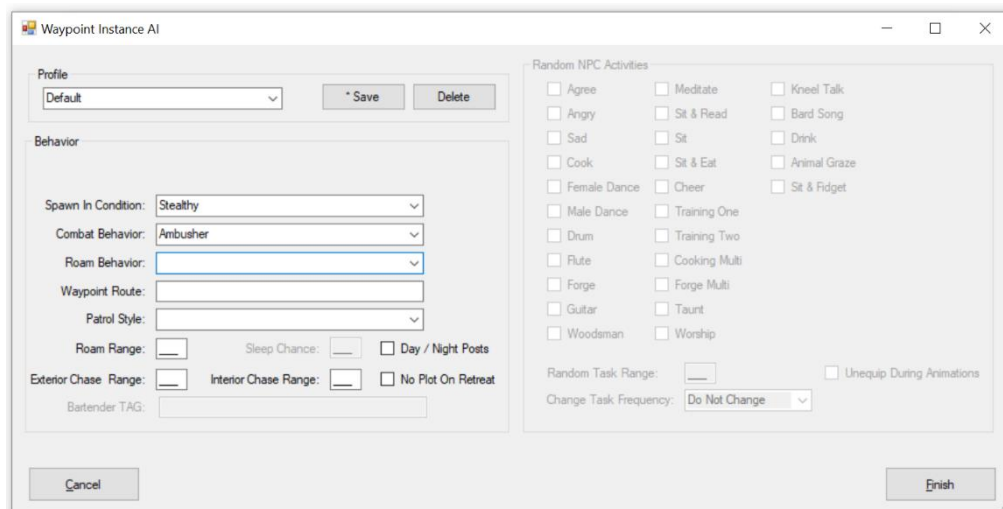


Figure 16 - Stealthy Assassin

Save, compile all scripts, and validate the encounter in the test module.

Part 3 - Pre-Scripts

Pre-Scripts allow a creature blueprint or supported Spawn waypoint to call a selected custom script before a Legends AI event script. Treat custom pre-scripts as advanced integration code.

Open the creature blueprint or supported Spawn waypoint in Legends AI, then select File > Pre-Run Scripts and the appropriate object.

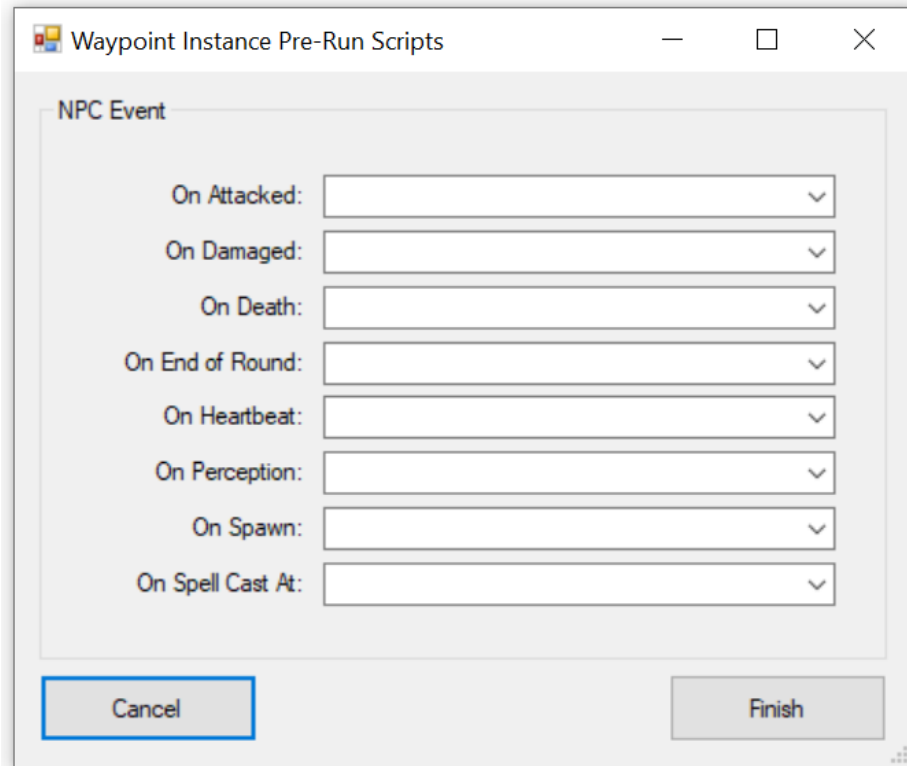


Figure 17 - Pre-Run Script Selection

Select only scripts intended for the corresponding AI events. Save in a backed-up test module, compile every generated or modified script, resolve all errors, and test each event path before production use.

Part 4 – All Functions

This section summarizes the available Legends AI options. Exact behavior can depend on the creature, module, optional integrations, and engine constraints; validate the configuration used by the module.

AI Profiles

A note on AI profiles is in order. Typically, and most of the time your NPC will use a single AI profile. A profile is an AI configuration that the NPC will perform, like chopping wood, or sleeping at night or patrolling on a route.

Multiple AI profiles can be used independently by AI. Quest and its SE subcomponent provide optional separate event-driven integration; they are not included with and are not required by AI.

When the separate Quest/SE plugin is installed, SE events can trigger reactions such as changing NPCs AI profile.

Where can this be used? Let's say you have a boss encounter, and you want your boss standing in a room performing a worship animation when the player arrives. At the end of a conversation with the player, the Boss then changes his AI to stop worshipping and use his ranged weapon to fight. Then let's suggest that once the boss is almost dead, he changes his AI to run away following a set of waypoints? This can all be accomplished with multiple AI profiles and the Special Effects plugin.

First, select your boss NPC blueprint or spawn waypoint and load the AI plugin on it. You'll notice the AI profile selected is called "Default" in the dropdown box and no other profiles exist.

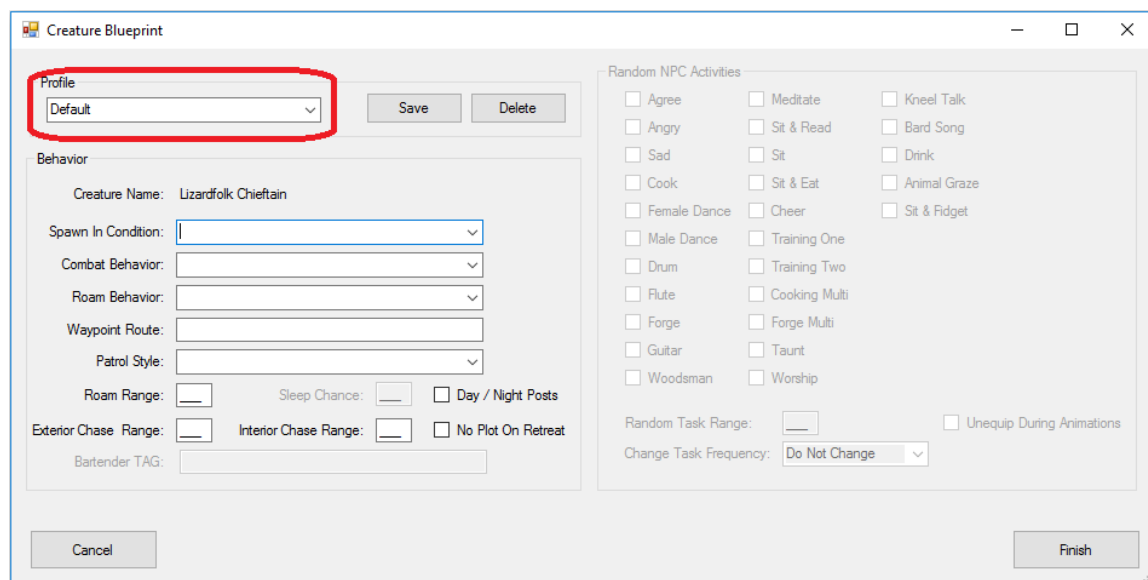


Figure 18 - Default AI Profile

This Default profile will always be the profile that is active when a creature first spawns or is placed in your world. For this example, we want our boss to perform a worship animation. To do this, we change the Roam Behavior to “Random NPC Activities”, click the “Worship” checkbox on the right, set the Random Task Range to “1” and check the “Unequip During Animations” checkbox.

The screenshot shows the 'Creature Blueprint' window with the following settings:

- Profile:** Default (with * Save and Delete buttons)
- Behavior:**
 - Creature Name: Lizardfolk Chieftain
 - Spawn In Condition: (empty dropdown)
 - Combat Behavior: (empty dropdown)
 - Roam Behavior: Random NPC Activities
 - Waypoint Route: (empty text field)
 - Patrol Style: (empty dropdown)
 - Roam Range: (empty text field)
 - Sleep Chance: (empty text field)
 - Day / Night Posts: (unchecked checkbox)
 - Exterior Chase Range: (empty text field)
 - Interior Chase Range: (empty text field)
 - No Plot On Retreat: (unchecked checkbox)
 - Bartender TAG: (empty text field)
- Random NPC Activities:**
 - Agree, Angry, Sad, Cook, Female Dance, Male Dance, Drum, Flute, Forge, Guitar, Woodsman, Meditate, Sit & Read, Sit, Sit & Eat, Cheer, Training One, Training Two, Cooking Multi, Forge Multi, Taunt, Kneel Talk, Bard Song, Drink, Animal Graze, Sit & Fidget, and Worship (checked checkbox).
- Random Task Range:** 1
- Unequip During Animations:** (checked checkbox)
- Change Task Frequency:** Do Not Change

Buttons: Cancel, Finish, * Save, Delete.

Figure 19 - Worshipping NPC

Click the *Save button. Next we will create our Boss' second AI profile which is to do battle with his ranged weapon. To create a second profile, you just give the profile a descriptive name and type it into the Profile Pull down box as so:

Figure 20 - Create New Profile

Once you've created a new profile, change the Combat Behavior to "Ranged" and click *Save.

Finally, we'll create a third profile for walking a patrol route as described above. Type a new profile name. In this case we'll call it "Run Away On Route 1". Adjust the Waypoint Route to use a route (see the Patrol Route tutorial above).

Figure 21 - Escape Profile

After saving the three profiles, finish and compile all scripts. The older [YouTube Video](#) walkthrough remains useful background material for this optional multi-profile integration.

Spawn In Condition

The Spawn In Condition is what the NPC will do when they first appear in the game world. The options are:

- Dead – The NPC will be dead. This is useful for littering the world with corpses, dead animals or some NPC body in your story that the players can find. Or they could just be ambience.
- Prone – This causes an NPC to lay down almost as if they were dead, but they are still alive and can have a conversation or otherwise interacted with.
- Sleep At Night – This option will cause the NPC to sleep at night. If a Sleep Waypoint is nearby, they will walk to it first.
- Sleep Constantly – This option causes the NPC to sleep anytime day or night.
- Stealthy – This option causes the NPC to try to hide from the players as best they can for sneak attacking.

Combat Behavior

This option is how the NPC will fight. Will they try to range? Will they try to run? Will they prefer magic over anything else? The default is Offensive. The options are:

- Ambusher – The NPC will go stealthy or invisible and attack, then run away and try to do it again before re-engaging.
- Cowardly – These NPCs will try to run away in a fight.
- Defensive – The NPC will try to use defensive combat feats if they have them and parry.
- Magic – The NPC will prioritize spell casting above all else.
- Offensive – This is the NPC default and causes them to fight melee without regard to their own defense.
- Ranged – This will cause the NPC to prefer ranged weapons and will retreat a few steps to try and use it however will switch to melee if they are cornered.

Roam Behavior

This is how an NPC will behave when they are not in combat. When using the legends AI, the default behavior out of combat is to wander near their spawn in location.

- **Barmaid** – Select this option if you wish to activate the Barmaid AI on an NPC. By activating this option, you will also want to enter the tag of a matching Bartender NPC as well. The behavior will cause the barmaid to wander around a room talking and taking orders with the other NPCs that happen to be nearby. She will also return to the bar to pick up drink orders. Note, actual items are not exchanged, this is for atmosphere only. There are two important waypoints that must be placed when using this AI behavior. They are in the Waypoints blueprints in the Legends AI -> Bar grouping called “Barmaid’s Drink Pickup” and “Barmaid’s Rest Stop”. Place these somewhere in your tavern so the barmaid will know where to go for these activities.
- **Bartender** – This is the matching bartender that will work with the barmaid and carry on conversation with them. There are two important waypoints located in the Waypoints blueprints in the Legends AI -> Bar grouping called “Bartender NPC” and “Bartender Keg”. Place the first one where you would like the bartender to stand and the other where you would like him to walk to pour drinks.
- **Guard** – This behavior will cause the NPC to stand facing their spawn in direction. They will not casually animate with other nearby NPCs and will not move unless they enter combat. Once combat is complete, they will return to their spawn in location and face their original direction.
- **Immobile** – This causes the NPC to behave just like a guard with the exception that the NPC will turn in place and interact with other NPCs in conversations. They will also perform various random animations such as yawning or talking to themselves. Useful for merchants that you don’t want wandering from their stalls.
- **Mobile With Stops** – This is similar to the default random wander behavior with one slight difference. A special NPC waypoint in the Legends AI group called “Stop Waypoint” can be placed around the NPC. The NPC will wander around randomly however they will tend to gravitate to one of these Stop Waypoints. This is useful if you want to force your NPCs to randomly visit certain locations in a village for example. Ensure you set their roam range high enough for them to travel to these locations.
- **Mobile Without Stops** – This is the default behavior for NPCs and it simply causes them to randomly wander around interacting with other NPCs that are nearby.
- **Random NPC Activities** – This option gives you much more control over what you want your NPCs to do. Each activity is marked as a checkbox on the right when this behavior is selected. You can choose one or more different activities to

have your NPC perform. Hand in hand with each of these activities is a matching waypoint found in the Legends AI -> NPC Tasks waypoint blueprint group. To activate this behavior, place matching waypoints down near the NPC for each checkbox you have selected. The NPC will then randomly choose one of their behaviors and walk to the nearest un-occupied waypoint and perform that task. Optionally you can specify the maximum distance they will travel to find a waypoint as well as how often they should change from one activity to another.

Waypoint Route

This text field, when not empty will force an NPC to start walking a set of placed waypoints. (See the tutorial above on how this works). This field is used to define the BASE NAME of the waypoint set you wish them to follow. A waypoint set will have the format “WP_<BASE NAME>” for daytime routes and “WN_<BASE NAME>” for nighttime routes should they be configured to use different ones depending on time of day. The BASE NAME is the unique name for a specific route set and must be entered in this field without the preceding WP_ or WN_.

Patrol Style

This is only used when a Waypoint Route is configured. Normally each waypoint in a waypoint set is numbered from 1 to the highest waypoint in the set. What happens when the NPC reaches the last waypoint is determined by this option.

- Circular Patrol Route - When an NPC starts following a waypoint set, they will travel to the last waypoint and return back to waypoint 1 and start again. It is desirable to place the waypoints in such a way such that the last waypoint in the set is near the first one in a loop of sorts.
- Straight Line Back and Forth – This behavior will cause the NPC to turn around and walk a waypoint set in reverse once they reach the last one. Again, once they return to the first waypoint, they will again follow the set forwards.

NOTE: This BASE NAME is also used for guard posts as well. Two special waypoints in the Legends AI group called “Daytime Post” and “Night Time Post” can be used here as well. If a WP set doesn’t exist but a matching POST waypoint does, the NPC will go to that waypoint and simply stand guard.

Roam Range

This value is how far in meters the NPC will walk before the AI system instructs them to return to their home location. For NPCs that you wish to wander long distances, make this number high. For smaller camps or areas where you don’t want your monsters to wander far, set this low. The default is 5 meters.

Sleep Chance

If an NPC is configured to sleep, this is a percentage change from 1-100 they will fall asleep at all. Useful if you want only a portion of a camp of monsters to fall asleep at night for example and not all of them.

Day / Night Posts

If you are creating patrol routes and / or posts for NPCs using the Waypoint Route option above and you wish them to switch from one route or post during the day and a different one at night, you must check this checkbox on.

Exterior Chase Range

When an NPC chases another NPC or player during combat this is the maximum range the NPC will follow before they give up on the chase and return to their home location. This range is for exterior areas only. The default is 35 meters.

Interior Chase Range:

This is the same as the Exterior Chase Range except for interior areas. The default is 35 meters.

No Plot On Retreat

When an NPC reaches their maximum chase range in combat and decides to retreat back home, the default behavior is for them to become plot so that players cannot harm them after the NPC disengages until they reach their home location where they will heal and return to normal. This can be overridden with this checkbox.

NOTE: A global override in the AI configuration can cause this behavior for all NPCs using this system.

Bartender Tag

This is the TAG of a bartender that would be configured on a Barmaid when used together with both maid and bartender, so the barmaid knows who is who.

Random NPC Activities

These checkboxes are used with the Random NPC Activities roam behavior. Selecting one or more of these will cause the NPC to perform the associated action.

Random Task Range

This is the maximum distance an NPC will travel to find a matching waypoint for their task. If they cannot find an unoccupied waypoint within this range, the NPC will fail to move or perform any action.

Unequip during Animations

Some animations have their own visual item while other animations do not work correctly if an item is equipped in their hand. This checkbox forces the NPC to remove any items in hand before performing these activities.

Change Task Frequency

When an NPC has multiple activities selected or there are more than one of the same activity waypoints nearby, this is how often the NPC will move from one to another.

Final Summary

Legends AI provides builder-controlled NPC and creature behavior for persistent worlds and single-player modules. Use backed-up test copies, compile all scripts and validate the exact module behavior before production use.

The plugin was originally developed for the Legends Persistent World and remains focused on practical builder workflows. AI 2.5.1 adds current EE64/x64 Toolset compatibility, corrects built-in script archive access to Data\scripts.zip, and restores packaged action 26 and 27 waypoint resources without claiming broader behavior modernization.

For current support and community resources, visit <https://nwn2legends.com>. Historical video walkthroughs may provide useful background, but this manual governs AI 2.5.1 EE64.

Adapt the system to the needs of the module, validate those choices carefully, and enjoy building.

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