



Neverwinter Nights 2 Legends Teleport Plugin

Version 2.5.1 EE64
August 23, 2026
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Document Revision Information

Revision	Date	Author	Description
1.86	December 6, 2012	Marshall Vyper	Initial document.
2.0	August 1, 2017	Marshall Vyper	2.0 Updates
2.5.1	August 23, 2026	Marshall Vyper	EE64 documentation, package, prerequisite, and integration-boundary refresh.

Plugin Revision Information

Revision	Date	Author	Description
1.86	December 6, 2012	Marshall Vyper	Initial Release.
1.88	February 14, 2013	Marshall Vyper	Bug Fixes, See upgrade doc.
1.92	December 26, 2013	Marshall Vyper	Bug fixes, See upgrade doc
1.93	July 17, 2015	Marshall Vyper	Display location on recall stones.
2.0	August 1, 2017	Marshall Vyper	Various Bug fixes.
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Table of Contents

TABLE OF CONTENTS	3
INTRODUCTION	4
FEATURES.....	4
LEGENDS PLUGINS	4
<i>What's a Plugin</i>	<i>4</i>
<i>Important To Know.....</i>	<i>5</i>
PART 1 – GETTING STARTED.....	6
<i>What's in the File</i>	<i>6</i>
<i>YouTube Video Walkthroughs</i>	<i>6</i>
<i>Installation.....</i>	<i>7</i>
PART 2 – TRYING IT OUT	14
<i>Tutorial 1 – There and Back Again.....</i>	<i>14</i>
<i>Tutorial 2 – Multi-Port.....</i>	<i>16</i>
<i>Tutorial 3 – Adding Info!.....</i>	<i>19</i>
<i>Tutorial 4 – Look out for that.....</i>	<i>20</i>
<i>Tutorial 5 – In a Bind</i>	<i>24</i>
<i>Tutorial 6 – Campsites</i>	<i>27</i>
<i>Tutorial 7 – Server to Server.....</i>	<i>30</i>
<i>Tutorial 8 – Dungeon Instances (Not for the Faint of Heart).....</i>	<i>33</i>
FINAL SUMMARY	42

Introduction

Well met and welcome to the Legends Teleport Plugin 2.5.1 EE64. The magical realm of teleportation from one location to another by clicking on something is just the tip of the iceberg for this plugin. The ability to transfer adventurers from one server to another, sending others to different destinations depending on feat, item or quest they may be involved in, or the simple ability to simulate a fall into a pit trap and a climb back out are all things you can do with the Legends Teleport plugin.

This plugin allows you to transport adventurers around your world with ease. Activate the campsite systems and allow your players to return to the last area they were in when they logged off. Want a Bind Point system to allow players to use an item in their inventory to return to where they are bound? No problem. Set cool down timers, special effects and animations gives you plenty of control over the look and feel of moving adventurers from point A to point B.

Features

There are many various combinations of things you can do with the teleport plugin, and with some out of the box thinking, you can do some fun effects:

- Teleport adventurers to a waypoint by walking over a trigger or using an object.
- Have various requirements such as Item, Feat, Level, Quest or Skill Check
- Setup multiple destinations on a single object
- Configure progress bars to create a delay before performing the teleport
- Have information messages appear after a teleport
- Use special visual effects and animations for teleporting adventurers
- Server to Server transport and Instances that allow single parties lone access
- Easy to use toolset GUI to create portals.

Legends Plugins

What's a Plugin

The Legends plugin suite is a standardized set of eight released plugin packages for Neverwinter Nights 2 Enhanced Edition 64-bit Toolset use. Each package is designed for controlled installation into an existing module. Master is a shared component included with every released plugin package; SE is delivered under Quest rather than as a standalone package.

Important To Know

Legends plugins can use shared components without duplicating their release identity. Teleport includes the shared Master DLL and HAK required by the suite package model. Optional integrations with Info, Quest, World, NWNX, or persistent-world systems remain separate package or server responsibilities unless this manual explicitly states otherwise.

- ⚠ Install or upgrade from the complete current package. Import the complete current ERF and review every collision against your module and source-control state; when prompted, overwrite existing resources with the latest plugin versions.

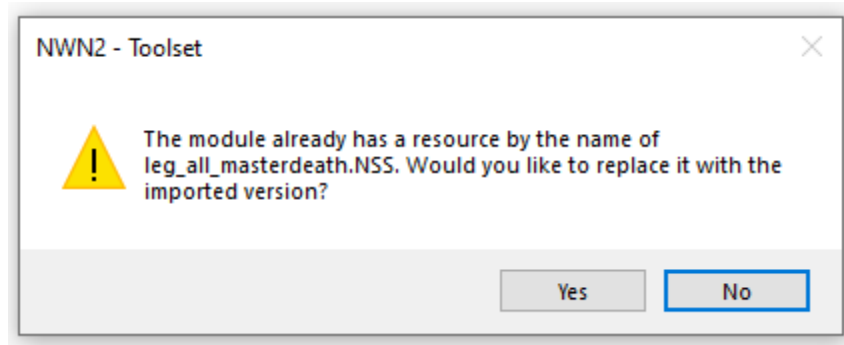


Figure 1 - Master Script Overwrite

Part 1 – Getting Started

What's in the File

The Legends Teleport Plugin 2.5.1 EE64 package contains exactly the seven files below. Shared Master components are included; Teleport has no Teleport-specific HAK.

leg_teleport.erf	The complete builder resource archive: 42 resources consisting of 36 NSS, 2 UTP, 1 UPE, 1 UTI, 1 ULT, and 1 UTW.
leg_teleport_manual.pdf	This manual includes installation guidance, feature boundaries, and builder tutorials.
leg_teleport_upgrade.pdf	The controlled upgrade guide for existing Teleport installations.
leg_teleport.dll	The Teleport EE64/x64 Toolset plugin DLL.
leg_master.dll	The shared Master EE64/x64 Toolset plugin DLL included with every released Legends plugin package.
leg_master.hak	The shared Master HAK used by Legends components. Teleport has no Teleport-specific HAK.

YouTube Video Walkthroughs

The older Legends video walkthroughs may still provide useful background, but their 2.0-era screens and procedures are not current release authority. Use <https://nwn2legends.com> for current support.

Installation

Install the complete Legends Teleport Plugin 2.5.1 EE64 package into a backed-up test copy of your module before applying it to production content. Close the Toolset before placing plugin DLLs.

1. Before continuing, install or confirm these prerequisites: the NWN2 Enhanced Edition 64-bit Toolset, .NET Framework 4.7.2 and MySQL Connector/NET 8.0.33.1 for the current Teleport and Master plugins.
2. Close the Toolset before placing files. Copy leg_teleport.dll and leg_master.dll to <NWN2 Enhanced Edition install folder>\NWN2Toolset\Plugins64. This Plugins64 folder is under the game installation, not the Neverwinter Nights 2 user Documents folders. Place leg_master.hak in the user Documents HAK folder. Place leg_teleport.erf anywhere convenient as you don't need to keep it after installation, then select it to import in the toolset. No setup.exe installer is used.
3. Open the 64-bit NWN2 Toolset and load a backed-up test module. From Plugins, confirm that Legends Teleport Plugin and Legends # Master Configurator # are available from NWN2Toolset\Plugins64.



Figure 2 - 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”

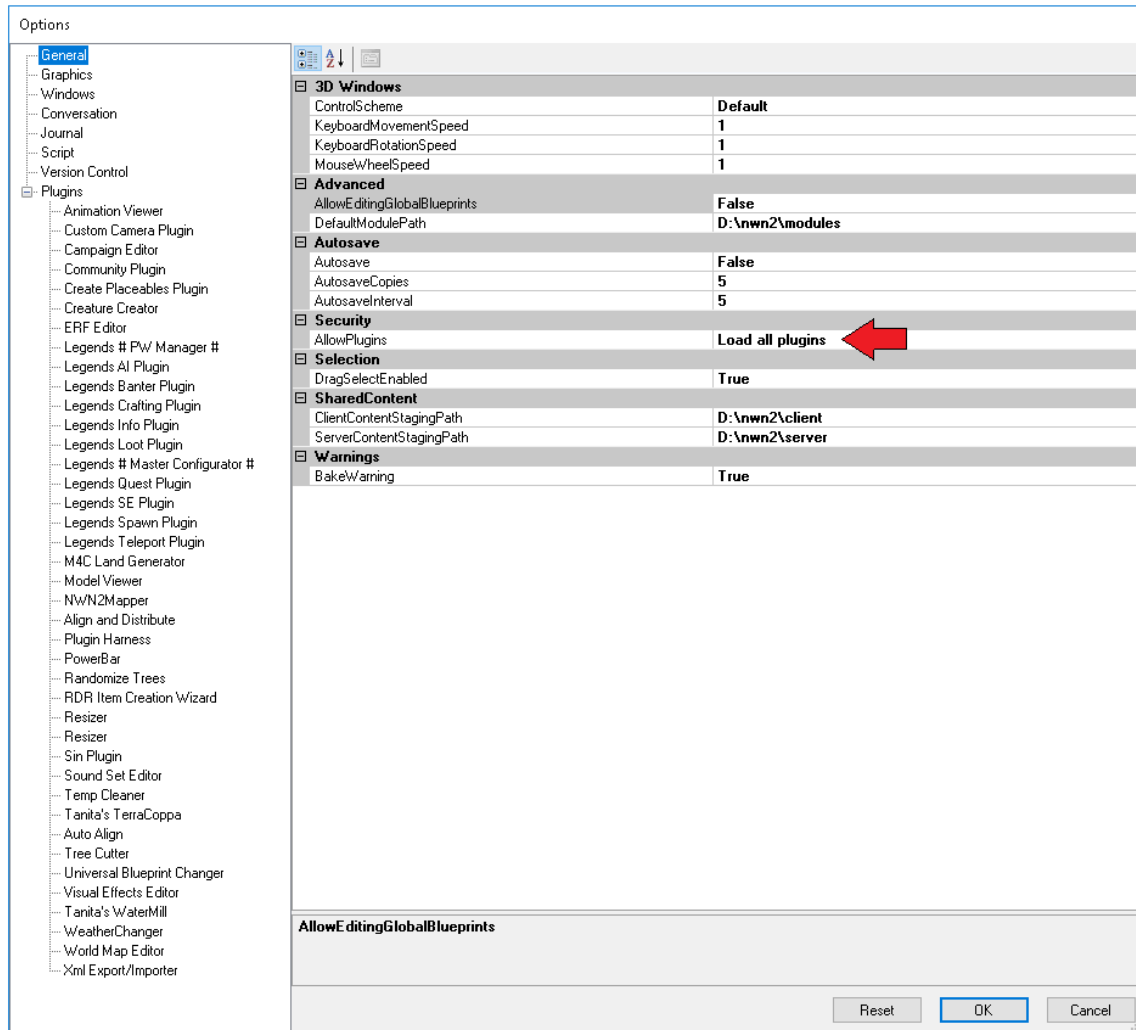


Figure 3 - Security Settings

4. From the File menu, choose Import and select the current 2.5 package copy of leg_teleport.erf. This is the complete current package of 42 resources (36 scripts, 2 placeables, 1 item, 1 light, 1 waypoint, and 1 placed effect). After importing, compile all scripts and save the module.
- ⚠ **WARNING:** Import overwrite replaces any manually customized same-name resources. Back up those custom resources before import and reapply intentional changes afterward if required.
5. If this is your first Legends plugin, configure the shared Master component before activating Teleport. From Plugins, open Legends # Master Configurator # and set Legends Teleport Plugin active.

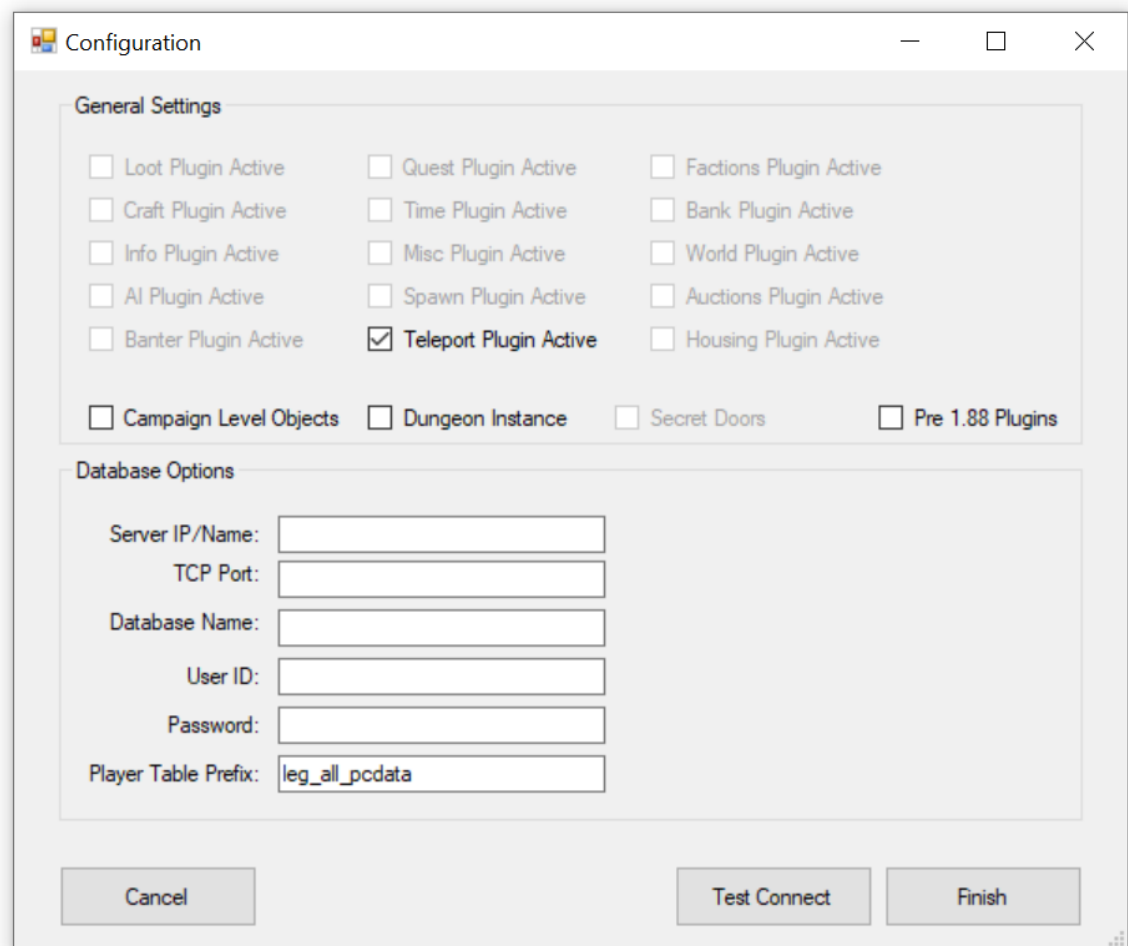


Figure 4 - Legends Master Configurator

- CHECK BOXES = Activate only the Legends components installed for this module. The shared Master configuration applies to the component state and any required shared HAK/module settings.

- **DATABASE OPTIONS** = Some Legends plugins require an NWNX and MySQL database backend. The Legends Teleport plugin does NOT require a database unless you are using the campsites system and/or server to server transport.
 - **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.
 - **LEGACY CONFIGURATION** = The PRE 1.88 option is retained only for modules that still contain a documented pre-1.88 Legends component. It is not part of a normal 2.5.1 EE64 installation.
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:

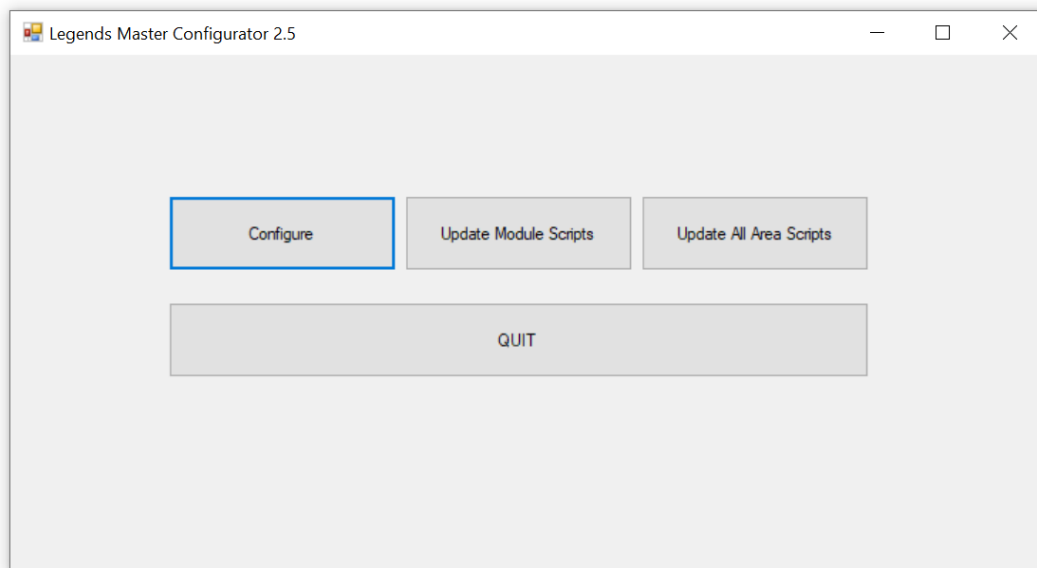


Figure 5 - Legends Master Configurator

- **UPDATE ALL AREA SCRIPTS** = This button will open each area of your module and update its OnClientEnter and OnExit script. If your area does 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 area 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 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. Once you have finished configuring the Master Options, choose Plugins from the top menu and select “Legends Teleport Plugin”, then choose File -> Configuration.

Configuration

Teleport Configuration

Server ID:

Module Entry WP Tag:

Bind Stone Reset Mins:

☐ Server to Server Active ☐ Skywing's Server Vault

☐ Save Player Campsite

Database Options

Table Prefix:

Cancel Finish

Figure 6 - Legends Teleport Plugin Configuration

- **SERVER ID** = Optional server-to-server and dungeon-instance definitions use a unique server ID without spaces. Leave this blank for core same-server use with no server-to-server needs.

This should be a word with no spaces such as “myserver” or “realmofchaos” or something that will differentiate it between other servers and dungeons you may be using. If not using Server to Server transport or Dungeon Instances, this can be left blank. If, however you use Server to Server later, you will need to ensure you come back and fill this in later. Putting something ahead of time will not cause any ill effects

- **MODULE ENTRY WP TAG** = This is a waypoint tag that you can set when using Server to Server transports. Normally, when using the campsite system described later, you will need a bootstrap or loading area. This area will examine new arrivals to the server and send them to their campsite OR send them to this default waypoint.
- **BIND STONE RESET MINS** = If using Bind Stones, this is the number of minutes that must pass before an adventurer can re-activate their Recall Stone. A bind stone is a location a player can connect themselves with. They can carry around an item that can be activated to teleport them to which ever stone they happen to have bound themselves to. They could only return to use this item once every x minutes that is configured here.

- **SERVER TO SERVER ACTIVE** = Enables the optional source-supported server-to-server configuration path. It requires an applicable database/NWNX/server environment.
- **SKYWING'S SERVER VAULT** = If you are using this addon for managing your player character vaults, turning this on activates compatibility between Legends Teleport and Skywing's Server Vault.
- **SAVE PLAYER CAMPSITE** = Enables optional campsite persistence. This database-backed feature is not required for core same-server teleporting.
- **DATABASE PREFIX** = Used only by optional database-backed Teleport paths. Configure a dedicated prefix and grant only the proven privileges required for normal authoring, setup, repeated setup, migration, or runtime use.

Part 2 – Trying it Out

Tutorial 1 – There and Back Again...

Now that the current package is installed and configured in a backed-up test module, use the following builder tutorials to review core Teleport authoring.

One of the most common things to do with the teleport plugin is to simply send a player from Point A to Point B.

1. First, create an empty area to test on. It can be outdoors, indoor, it doesn't really matter.
2. Ensure this new area has the standard Legends On Client Enter and On Client Exit scripts applied as described above. You can use the Master Configurator to do this or just add them by hand.
3. Next, select a placeable object such as a mushroom for this example and place it down in the area. Choose a second one and place it a few meters away from the other.
4. Select a Teleport Waypoint found in Blueprints > Legends Teleport and place one next to each mushroom. The mushrooms will be the object the player will use to activate the teleport, and the waypoint will be the destination or landing point.

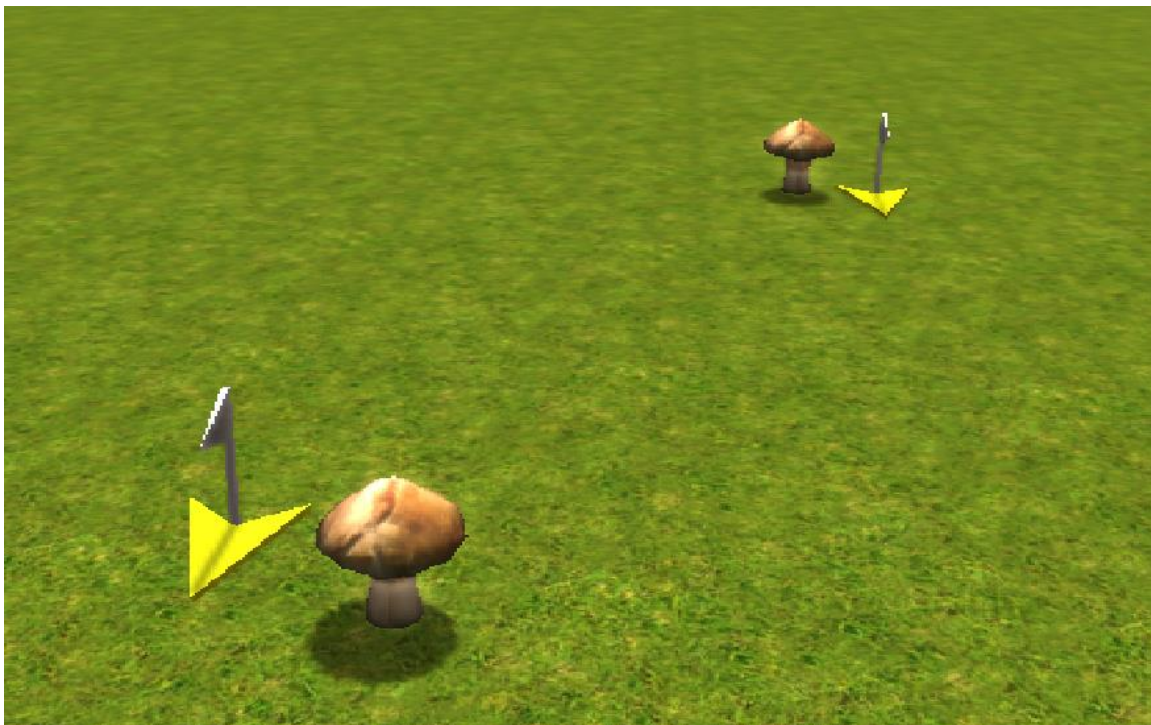


Figure 7 - Mushroom Teleportals

5. Give each waypoint a unique TAG and record it as it will be used in the teleport plugin shortly. In this example we'll use mywp1 and mywp2 as the tags.
6. Select one of the mushrooms and fire up the Legends Teleport plugin, then choose File -> Teleport -> Placeable Instance
7. In the WP Destination field enter the tag of the WP that is next to the OTHER mushroom. In this example, that would be mywp2.
8. In the Teleport Effect drop down box, select the entry called "VFX HIT SPELL FLAMESTRIKE"

Placeable Instance

Portal Properties

Server Type: ☒ Standard Teleport ☐ Server Teleport ☐ Instance Teleport Full Portal Cooldown:

Destination Type: ☒ WP Tag ☐ Bind Point ☐ Campsite ☐ Rez Site

WP Destination: Optional Message:

PC Requirement: ☒ Item ☐ Min Level ☐ Quest NOT Started ☐ Skill Check ☐ Skill DC: ☐ Show Skill

☐ Feat ☐ Max Level ☐ Quest Started ☐ Alignment ☐ Remove Item

☐ Race ☐ Sub Race ☐ Quest Finished

Requirement Value: Sound Effect:

Teleport Effect: Delay Animation:

Special Delay Effect: Delay:

Destinations:

Type	Require	Value	Destination	Server ID

Figure 8 - Portal Setup

9. Click the **Add** button which will put this destination down onto the table below. Because you can have multiple destinations each one would be listed in that table. Click Finish and repeat the process on the other mushroom.
10. That's it! Bake your area, compile all scripts then load up your module and click on the mushrooms.

Tutorial 2 – Multi-Port

A simple point A to point B portal can be created easily as you've just seen in the previous tutorial. In this tutorial, we are going to change things up a little bit by demonstrating multiple destinations based on character requirements.

1. Add a third mushroom and place it near the two from the previous tutorial as well as a third Teleport Waypoint near it. Set the tag of this third waypoint to mywp3.



Figure 9 - 3 Mushrooms

2. Select the first mushroom and load the Teleport plugin and configure the placeable instance.
3. In the WP destination field enter “mywp3” and in the PC requirement radio box sections choose “Min Level”.
4. In the Requirement Value pulldown select “6”
5. In the Teleport Effect pull down select “VFX HIT SPELL FLAMESTRIKE”

The screenshot shows the 'Placeable Instance' dialog box with the following settings:

- Portal Properties:**
 - Server Type: ☒ Standard Teleport, ☐ Server Teleport, ☐ Instance Teleport
 - Destination Type: ☒ WP Tag, ☐ Bind Point, ☐ Campsite, ☐ Rez Site
 - WP Destination: mywp3
 - Optional Message: (empty)
 - Full Portal Cooldown: (empty)
- PC Requirement:**
 - ☐ Item, ☒ Min Level, ☐ Quest NOT Started, ☐ Skill Check, ☐ Skill DC: (empty), ☐ Show Skill
 - ☐ Feat, ☐ Max Level, ☐ Quest Started, ☐ Alignment
 - ☐ Race, ☐ Sub Race, ☐ Quest Finished
- Requirement Value:** 6
- Teleport Effect:** VFX HIT SPELL FLAMESTRIKE
- Sound Effect:** (empty)
- Delay Animation:** (empty)
- Special Delay Effect:** (empty)
- Delay:** (empty)

Destinations:

Type	Require	Value	Destination	Server ID
WP			mywp2	

Buttons: Add, Remove, Cancel, Finish

Figure 10 - Level 6 Requirement

6. Click the **Add** button to add this new destination to the table.
7. Next, select the original destination. You can identify it because it will have “mywp2” as the destination. Double click this to edit it.
8. Select “Max Level” in the PC Requirements and choose “5” from the Requirement Value pulldown.
9. Finally click **Add** to re-add it back into the table.

Placeable Instance

Portal Properties

Server Type: ☒ Standard Teleport ☐ Server Teleport ☐ Instance Teleport Full Portal Cooldown:

Destination Type: ☒ WP Tag ☐ Bind Point ☐ Campsite ☐ Rez Site

WP Destination: Optional Message:

PC Requirement: ☒ Item ☐ Min Level ☐ Quest NOT Started ☐ Skill Check Skill DC: ☐ Show Skill

☐ Feat ☐ Max Level ☐ Quest Started ☐ Alignment ☐ Remove Item

☐ Race ☐ Sub Race ☐ Quest Finished

Requirement Value: Sound Effect:

Teleport Effect: Delay Animation:

Special Delay Effect: Delay:

Destinations:

Type	Require	Value	Destination	Server ID
WP	Min Level	6	mywp3	
WP	Max Level	5	mywp2	

Figure 11 - Multi Destination

You now have a single teleporter with two destinations. Any player that is level 1-5 will go to the waypoint known as mywp2 and any player that is level 6 and up will go to the waypoint known as mywp3.

Save and load this up in game with different level characters to try it out.

Tutorial 3 – Adding Info!

This tutorial uses the separately installed Legends Info Plugin as an optional integration. Install and configure Info only if you want its delay/progress features.

With the optional Legends Info Plugin installed and active, you can add a progress-bar delay and presentation effects before teleport. Without Info, continue using Teleport's core same-server destination behavior.

Select the mushroom near the waypoint known as “mywp2”. With the Info Plugin installed and configured, run the Teleport Plugin on this mushroom.

1. Double click the current entry in the table to edit it.
2. Choose “VFX DUR FIRE” as the Special Delay Effect.
3. In the Delay Animation field, select “sp_warcry”
4. In the Delay field enter 7 which will be the number of seconds to delay.
5. Click Add to re-add it back into the table and click finish.
6. Finally, load this in game and walk over to that mushroom and click it. Observe the way the teleporter now behaves.

The screenshot shows the 'Placeable Instance' window with the following configuration:

- Portal Properties:**
 - Server Type: ☒ Standard Teleport, ☐ Server Teleport, ☐ Instance Teleport
 - Destination Type: ☒ WP Tag, ☐ Bind Point, ☐ Campsite, ☐ Rez Site
 - WP Destination: mywp1
 - Optional Message: (empty)
 - Full Portal Cooldown: (empty)
- PC Requirement:**
 - ☒ Item, ☐ Min Level, ☐ Quest NOT Started, ☐ Skill Check, ☐ Feat, ☐ Max Level, ☐ Quest Started, ☐ Alignment, ☐ Race, ☐ Sub Race, ☐ Quest Finished
 - Skill DC: (empty), ☐ Show Skill, ☐ Remove Item
- Requirement Value:** (empty dropdown)
- Teleport Effect:** VFX HIT SPELL FLAMESTRIKE
- Special Delay Effect:** VFX DUR FIRE
- Sound Effect:** (empty dropdown)
- Delay Animation:** sp_warcry
- Delay:** 7
- Destinations:**

Type	Require	Value	Destination	Server ID

Buttons: Add, Remove, Cancel, Finish

Figure 12 - Delayed Portals

You'll notice that the player no longer instantly transports to their destination but will now have a progress bar delaying their trip. This can be useful to prevent the "quick escape" syndrome, or to simply add flavor to your portals.

Tutorial 4 – Look out for that...

Thinking outside the box is what makes the Legends Plugins VERY powerful. In this tutorial we'll be doing just that.

1. Create a brand-new interior area using the dungeon tileset. Don't forget to set the Onclient Enter and On Exit scripts of your new area as described above.
2. Using the tiles, create a simple hallway and place the Start location at one end. At the other end, place a standard "New Generic" trigger down.
3. Place a waypoint near this trigger and set its tag to "wpout"



Figure 13 - Dungeon Hallway

4. Next, in the same area, but off to the side, create a small cave with no exits. In the center of this cave, place a waypoint with the tag of “wpin”.
5. Select the “Roots {02 Cave Walls}” placeable and place it along the cave all as shown in the image below.
6. Next select the “Minor Spike Trap” trigger and surround the waypoint with it.

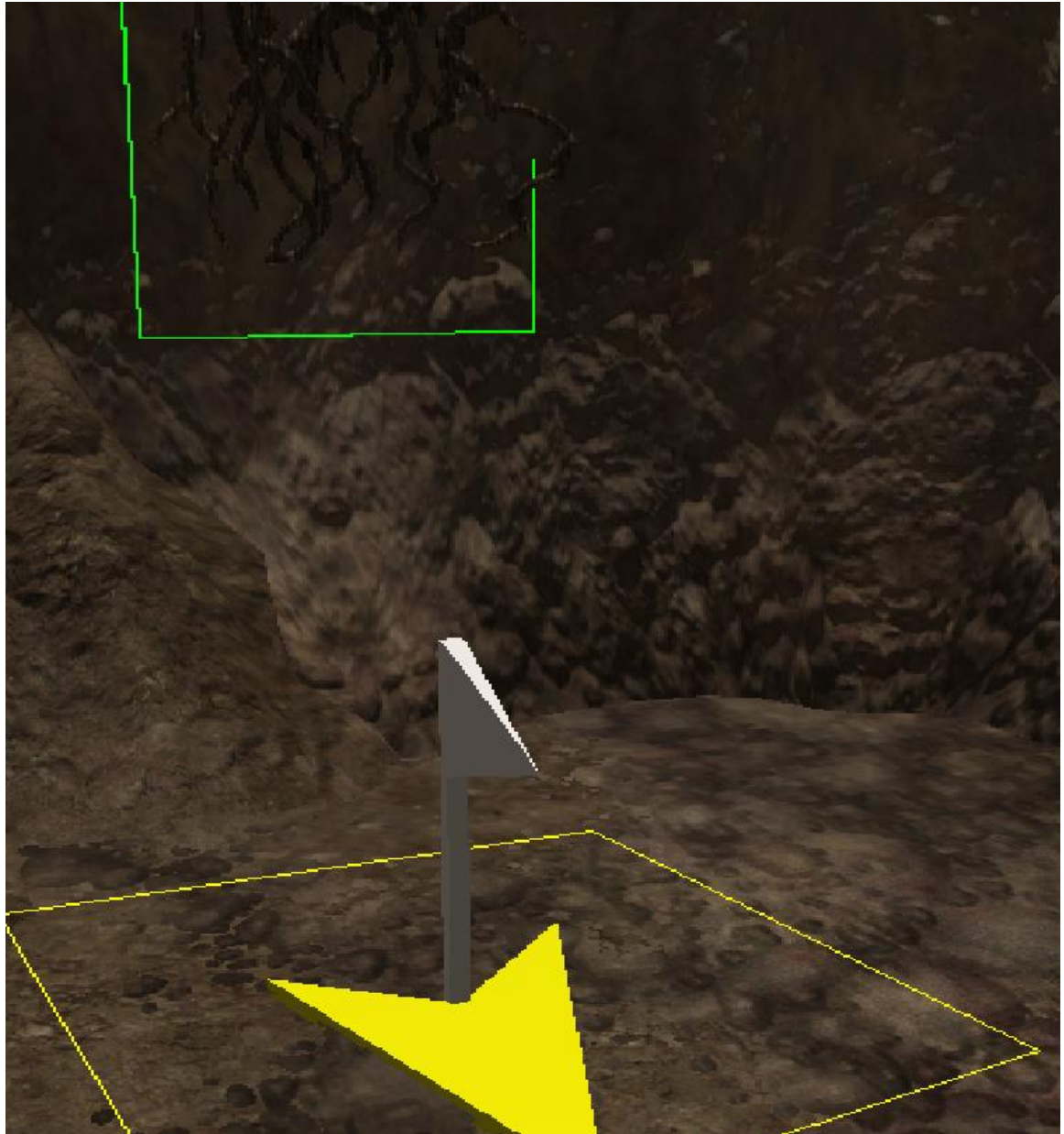


Figure 14 - The Pit

7. Select the trigger in the hallway and load the Teleport plugin on it. Choose “Trigger Instance” from the menu.
8. In the WP Destination field, enter “wpin”.

9. In the Optional Message field, enter “You’ve fallen into a pit!”
10. Set the Teleport Effect pulldown to “FX DOOR EXPLOSION.SEF”
11. Set the Sound Effect to “cb_whirlwind”
12. Finally click **Add** and **Finish**.

Trigger Instance

Portal Properties

Server Type: ☒ Standard Teleport ☐ Server Teleport ☐ Instance Teleport Full Portal Cooldown:

Destination Type: ☒ WP Tag ☐ Bind Point ☐ Campsite ☐ Rez Site

WP Destination: Optional Message:

PC Requirement: ☒ Item ☐ Min Level ☐ Quest NOT Started ☐ Skill Check ☐ Show Skill

☐ Feat ☐ Max Level ☐ Quest Started ☐ Alignment ☐ Remove Item

☐ Race ☐ Sub Race ☐ Quest Finished

Requirement Value:

Teleport Effect: Sound Effect:

Special Delay Effect: Delay Animation:

Delay:

Destinations:

Type	Require	Value	Destination	Server ID

Figure 15 - The Trigger

13. Next select the roots that you placed earlier and load the Teleport plugin again, this time choosing Placeable Instance.
14. In the WP Destination field enter “wpout”
15. In the Optional Message field enter “You climbed out of the pit!”
16. For the PC Requirement, select “Skill Check”, enter a DC of 16, and select the “Show Skill” checkbox.
17. In the Requirement value pulldown, choose “Survival” – Yes, a climb skill would be cool, why not create one? LOL.
18. Click **Add** and then **Finish**.

The screenshot shows the 'Placeable Instance' window with the following settings:

- Portal Properties:**
 - Server Type: ☒ Standard Teleport, ☐ Server Teleport, ☐ Instance Teleport
 - Destination Type: ☒ WP Tag, ☐ Bind Point, ☐ Campsite, ☐ Rez Site
 - WP Destination: wpout
 - Optional Message: You climbed out of the pit!
 - Full Portal Cooldown: (empty)
- PC Requirement:**
 - ☐ Item, ☐ Min Level, ☐ Quest NOT Started, ☒ Skill Check, ☐ Feat, ☐ Max Level, ☐ Quest Started, ☐ Alignment, ☐ Race, ☐ Sub Race, ☐ Quest Finished
 - Skill DC: 16
 - ☒ Show Skill
- Requirement Value:** Survival
- Teleport Effect:** (empty)
- Special Delay Effect:** (empty)
- Sound Effect:** (empty)
- Delay Animation:** (empty)
- Delay:** (empty)
- Destinations:**

Type	Require	Value	Destination	Server ID

Buttons: Cancel, Finish, Add, Remove.

Figure 16 - The Roots

You now have a complete Pit Trap created which will damage the player by way of the spikes at the bottom as well as allowing a player the opportunity to escape by climbing up the vines on a successful Survival skill roll. Betcha never thought of using the Teleport plugin this way huh? If you did, GREAT JOB!

Load this up in game and give it a try.

⚠ IMPORTANT — Tutorials 5 and 6 use optional database-backed features. Tutorials 7 and 8 are for multi-server concepts that require NWNX, networking, Server Vault, persistent-world, and multi-instance setups which are outside the scope of this document. See the older Legends Plugin YouTube videos for details on these concepts. Don't forget to go back to the Teleport Plugin Configuration window once your database is ready and finish up the setup there.

Tutorial 5 – In a Bind

Bind points let a player return to a chosen location by activating a recall item. The package includes bind_stone.UTP and leg_tele_recall.UTI.

Bind point placeable objects can then be spread around your world wherever you choose. When a player finds one, they can click on it and be instantly bound to it. You can then provide your players with an inventory item that they can use to return to their bind point. They can only be bound to 1 bind point at a time and one per server in a multi-server environment. The two blueprints referenced above can be used as samples for you to use or change as needed.

For this tutorial we will simply use the bind stone that came with the plugin.

1. First ensure you have the Teleport Configuration is set up correctly. For this tutorial we are going to set the Bind Stone Reset to 2 and ensure the Server to Server Active checkbox is on.

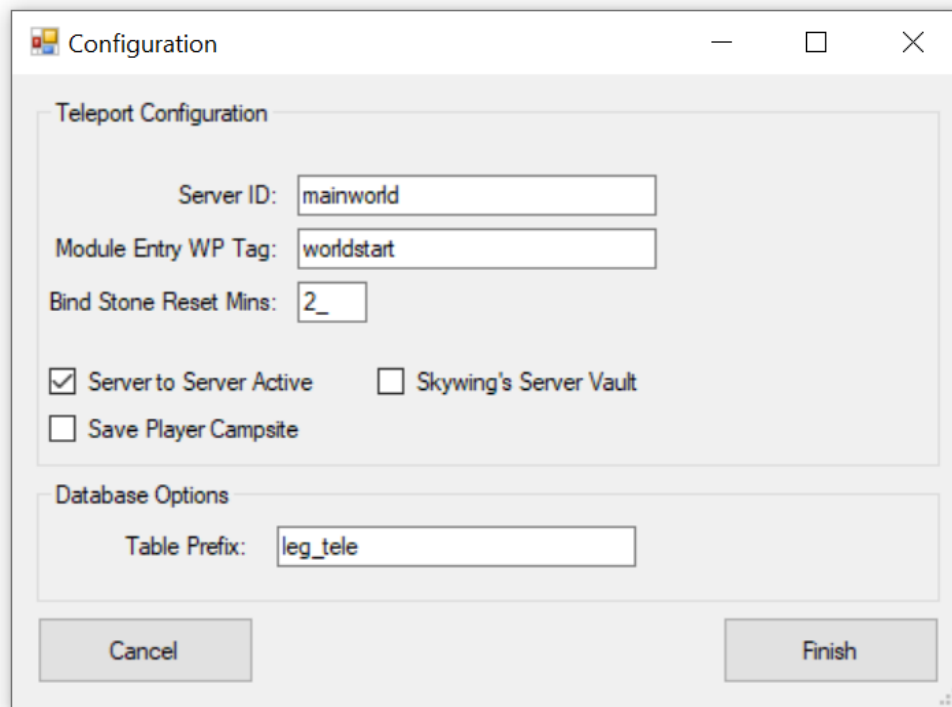


Figure 17 - Plugin Configuration

2. Next, we will place a bind stone down. Select one from the Legends Teleport category in the placeables blueprints group. Place this object somewhere in your area.
3. Select an item that you'd like to use as a Recall object. You can name it whatever you wish, however this is the item that you will give your players at some point to be able to return themselves to their bind point. NOTE: The cooldown timer in the configuration discussed above will dictate how many minutes between each time they can use their recall item.
4. Run the Teleport plugin with the item blueprint selected and choose "Item Blueprint". For this tutorial we are doing to use the Item Blueprint called "Bind Stone" in the Legends Teleport category.
5. In the edit window, choose "Bind Point" as the Destination type.
6. In the Teleport Effect pull down, choose "VFX HIT SPELL FLAMESTRIKE"
7. In the Special Delay Effect pull down choose "VFX DUR FIRE"
8. In the Delay field enter 7
9. Click **Add** and **Finish**.

The screenshot shows the 'Item Blueprint' configuration window. The 'Portal Properties' section is active, showing 'Server Type' as 'Standard Teleport' and 'Destination Type' as 'Bind Point'. The 'Teleport Effect' is set to 'VFX HIT SPELL FLAMESTRIKE' and the 'Special Delay Effect' is 'VFX DUR FIRE' with a 'Delay' of 7. The 'Destinations' table at the bottom contains one entry: 'BindPoint'.

Type	Require	Value	Destination	Server ID
BindPoint				

Figure 18 - Bind Stone Recall Item

⚠ The Item will automatically be set to 1 charge per use with 10 charges on it. You should change this to whatever you prefer for your own world such as unlimited uses or more charges.

10. Finally, place your recall item down on the ground for your test player to pick up.
11. Run this database-backed test server with NWNX environment.
12. Pick up your recall item and try using it. You will see a message indicating that you are not bound anywhere.
13. Go to the bind stone and click it to bind there, then walk away from it.
14. Use the item again and you will be transported to your bind point.
15. Using the item again will display the amount of time in the cooldown timer that is left before it can be used again.

Tutorial 6 – Campsites

When using the campsite system of the Legends Teleport plugin, you can transfer a player to a location where they last performed an important event such as accepting or finishing a quest, resting, dying, changing areas etc.

With campsites active in the configuration, the players' location is stored in the database backend and can be used in interesting ways. One way is to allow players to return to where they were when the server resets. In this tutorial, we will be creating what is known as a Bootstrap area or Login Area. This area is a special, empty area that holds the Start Location for the world. The system will do one of two things on entry:

1. It will first check to see if the player has a valid campsite in the world. If they do not, they will be transported to the waypoint that is set in the Configuration options. This is where new players will begin their journey upon connecting to the server. You simply create a waypoint with the tag for this and place it where you want players to begin. The main module Start Location should also be here.
2. The second possible thing the teleport plugin will do is transport a player to their valid campsite if they have one. When the campsite systems are active, this location can be saved whenever an important event occurs.

Let's set this up in a brand-new module. Run the Legends Master configurator on this new module to set it up FIRST with database, then configure the Teleport Plugin as so:

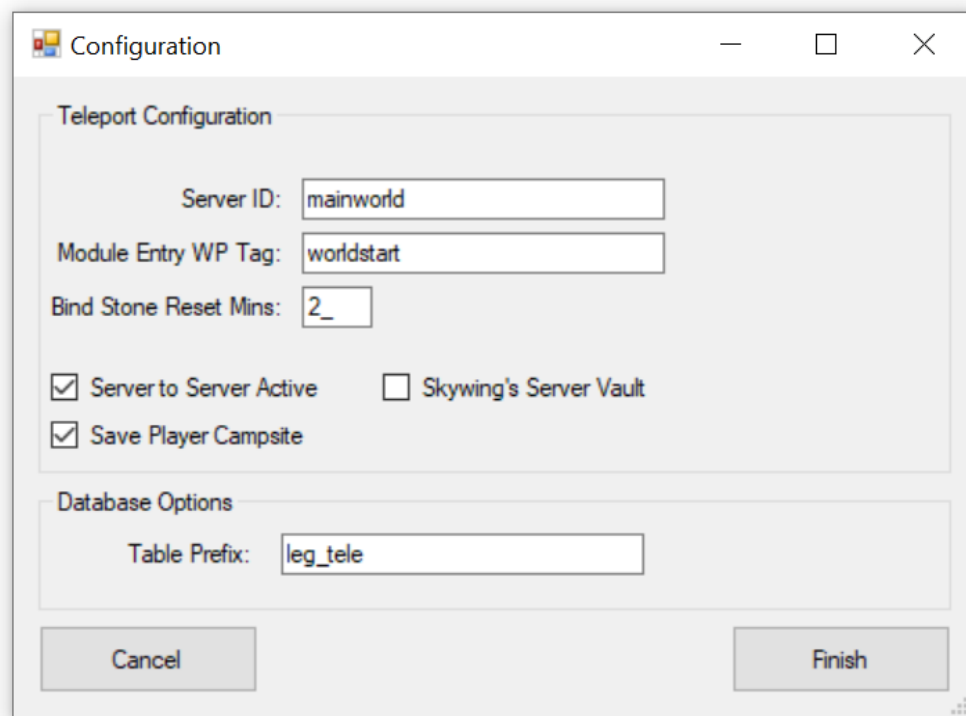


Figure 19 - Campsite Configuration

1. Create an empty area that will have nothing except the Starting Location in it.



Figure 20 - Bootstrap Area

- Next, create a second area that will act as your starting area for NEW players that have never played before. In the location where you'd like new players to appear, place a waypoint down and give it a meaningful tag such as "worldstart"

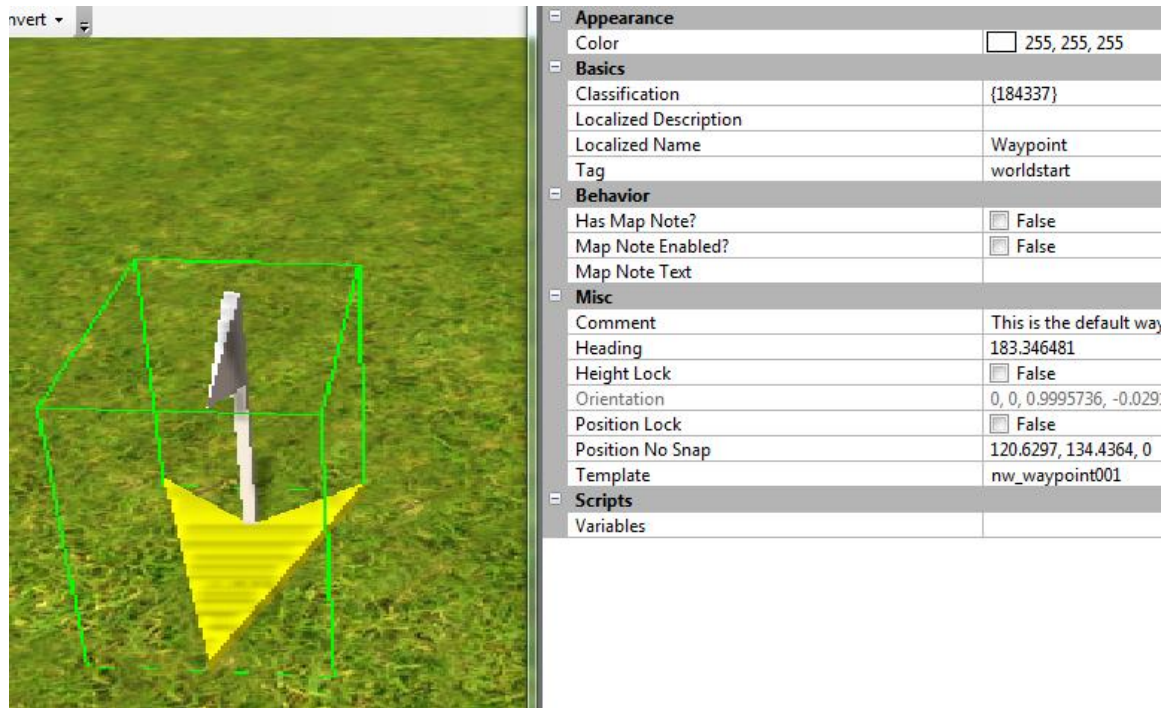


Figure 21 - World Start Waypoint

- Keep the new bootstrap area open and ensure it's selected. Then in the Teleport Plugin, select File -> Teleport -> Current Area
- In the Area teleport options screen, simply select "Campsite" in the Destination Type and click **Add** and **Finish**.
- Ensure you have the Legends "On Client Enter" and "On Exit" scripts configured for these two areas using either the Master Configurator or manually updating them (see initial Setup above for more information).
- Load the module on your NWNX setup and log in. Upon entry into the bootstrap area, you will be transported to your waypoint.

⚠ Be sure to bake and save your areas



Campsite Saves may also be triggered by other Legends Plugins such as Quest and World. You can also optionally force a campsite save at any time you like if you are proficient with scripting by calling:

```
ExecuteScript("leg_tele_savecampsite", oPC);
```

Where oPC is the player in question that you wish to save their campsite.

Tutorial 7 – Server to Server

As your world grows, you may have the desire to split it into two separate modules. This gives you several benefits. First, it keeps your modules down to a reasonable size making modifications easier. Also, players do not have to download so many walkmesh areas upon initial login – the walkmeshes for each server can be downloaded when they finally reach it. If you have enough physical hardware, you can split the player load amongst them as well.

Transferring a player from one server to the next is actually very simple, however you will need to have two modules up and running with NWNX FIRST before you can leverage this function. It is currently beyond the scope of this document to describe how to set up two worlds efficiently via NWNX. If you have direct questions on how to do this, please ask them in the NWN2 Legends discord. See: <http://nwn2legends.com>

Once you have your two modules created and running in your servers, you'll be ready to use the legends plugin to perform server to server transport. In this tutorial we'll be using two modules with one area each and simply connecting them.

We will create an area with a road in one module and a connecting road to the second module. Ensure you set the On Client Enter and On Exit scripts appropriately and configure the master and teleport plugins for each as seen in the previous tutorials.

1. First, place a standard Area Transition trigger near the edge of your first module.
2. Place a standard waypoint near but not inside the area transition. Set the TAG of this waypoint to "roadin".
3. Decorate the area appropriately so you can easily identify which server module you are in.

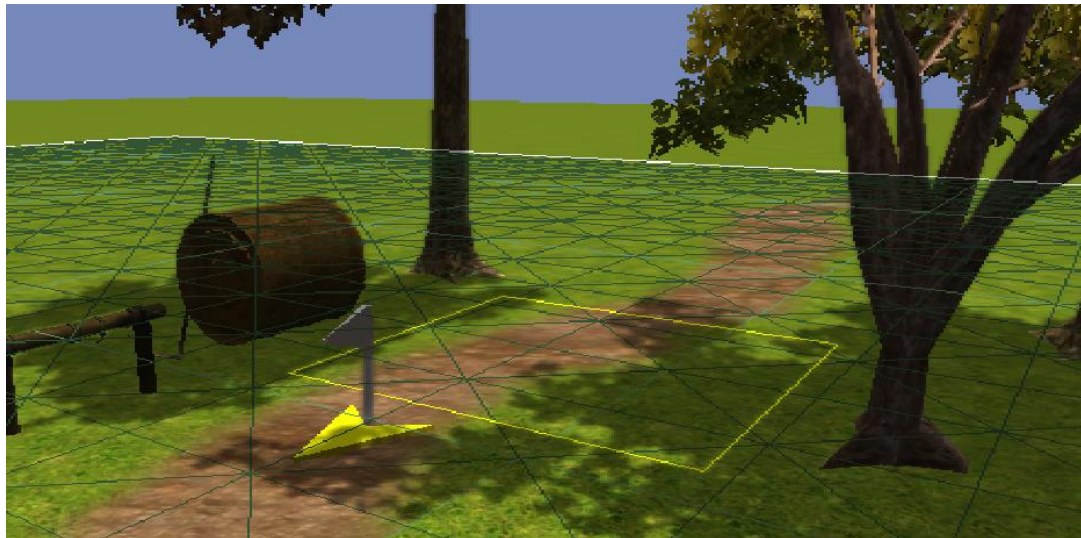


Figure 22 - Server 1

4. Select the area transition and run the teleport plugin. Select File -> Teleport -> Trigger Instance.
5. In the Server Type radio box selections, choose “Server Teleport”
6. In the WP Destination field, enter “roadin”
7. For Server ID, enter a unique name for the second server with no spaces or special characters. In this tutorial, we will simply call it “server2”. NOTE that this is the ID of our DESTINATION server, not the server we are currently working on.
8. Enter the server IP address or name, UDP Port and password for the destination server. It can be running on the same or different computer, if both servers share the same player character vault.

The screenshot shows the 'Trigger Instance' dialog box with the following settings:

- Portal Properties:**
 - Server Type: ☒ Standard Teleport, ☒ Server Teleport, ☐ Instance Teleport
 - Destination Type: ☒ WP Tag, ☐ Bind Point, ☐ Campsite, ☐ Rez Site
 - Full Portal Cooldown:
 - WP Destination: Optional Message:
 - Server ID:
 - Server IP: Server Base Port:
 - Server Password:
- PC Requirement:**
 - ☒ Item, ☐ Min Level, ☐ Quest NOT Started, ☐ Skill Check, ☐ Skill DC: ☐ Show Skill
 - ☐ Feat, ☐ Max Level, ☐ Quest Started, ☐ Alignment, ☐ Remove Item
 - ☐ Race, ☐ Sub Race, ☐ Quest Finished
- Requirement Value:** **Sound Effect:**
- Teleport Effect:** **Delay Animation:**
- Special Delay Effect:** **Delay:**
- Destinations:**

Type	Require	Value	Destination	Server ID

Buttons at the bottom:

Figure 23 - Server Transition Trigger

⚠ Sharing player vaults across servers is an advanced topic which is beyond the scope of this document. Running multiple NWN2 servers itself is a topic all its own. A general understanding of running multiple servers is required.

9. Click **Add**, then click **Finish**.

Save this module and publish it to your server. Next, we will open module number 2 and perform the same steps as above. The only difference in this module is the trigger information. The server ID for this tutorial will be “server1” and use the appropriate IP address or name, UDP port and password for server 1.

Publish module number 2 to your server and load both using NWNX with connections to your MySQL database. Connect to one of your servers and proceed to click on the area transition triggers to be transported to your other server. Once the resources for the server are downloaded and you are connected, you can freely move between servers by using the area transition triggers.

Tutorial 8 – Dungeon Instances (Not for the Faint of Heart)

Dungeon Instances are very similar to having a Server-to-Server transition as described in the previous tutorial. They can be used to reduce the overall size of your modules by keeping things more manageable.

Dungeon Instancing is simply a name however and does not really mean they must be an actual dungeon. They can be a set of outdoor areas or a single house interior if you desire. The major purpose of Dungeon Instance is to provide a group of players a place to adventure without worrying about other players dropping in on them or interfering with their experience. You can also do things in a dungeon instance that are not practical in the main worlds such as creatures that only spawn one time. The reason is because instances are reset after the party is finished with it. The server will detect when the players have finished and left the instance, then it will reload itself.

The second major difference between a Dungeon Instance and a standard server to server is that you will run more than one copy of it. Depending on the population of your server you can run two or more copies of your dungeon allowing multiple parties access to their own without impacting each other. Consider two groups of players at the entrance to the ruins which have been set up as a dungeon instance. The first player enters the ruins and in doing so, assigns his entire party an instance ID. A second player from the other party enters the same entry, however because he or she is in a different party, that player will connect to a different copy of the dungeon. All party members that follow will be transported to their appropriate dungeon with the remainder of their friends and are able to adventure separately without interference from each other.

The two parties are even unable to communicate with each other or the main world, giving that extra sense of delving deep into a dungeon seemingly cut-off from everyone. If another party should come along and you have no more dungeon instances running, they will simply be notified that all instances are full and will need to wait. If your server population should grow, however, you can simply spin up more instances of your dungeon with ease as each instance is perfectly identical to each other with no unique ID's or other things that would distinguish them one from the other. The legends teleport plugin and the techniques it uses, manage all of this for you allowing you to simply copy the dungeon to another folder and spin it up.

There are three main parts to creating a dungeon instance.

1. The instance entrance
2. The instance exit
3. The instance configuration, server setup and NWNX configuration

In addition, your NWNX will need to be set up with the following NWNX plugins:

1. NWNX system plugin
2. NWNX spawn plugin
3. NWNX fastboot plugin

In this tutorial we will assume you have a main world module setup and running, a separate module that contains your dungeon only and both are configured with the Legends Master Configurator and Legends Teleport plugins. As with the Server-to-Server teleport you will need to share your player vault between them.

1. First, open your Dungeon Instance module and run the Master Configurator plugin on it. Select Configure and choose “Dungeon Instance” checkbox. Click **Finish**.
2. Next click the “Update Module Scripts” button. If you do not wish to have the plugin automatically update your module scripts, ensure you have the appropriate module scripts configured as per the instructions in Part 1 of this document above.
3. Now load the Teleport Plugin and select Configure.
4. Enter the unique server ID for this dungeon as described above in the installation instructions and ensure Server to Server is active but **VERY IMPORTANT** – ensure Save Player Campsite is turned OFF (aka NOT checked). You do not want players saving their campsites while in a dungeon instance. This can break things and cause unpredictable results. Player locations are stored just prior to entering a dungeon instance and will remain that way until they leave.
5. Next you must select a range of UDP ports that you will run your instances on. They must be consecutive. For example, a good technique is to mentally reserve several consecutive ports such as 5130-5134, even if you don’t plan to run that many copies. The FIRST port number will be known as the BASE port. In the Legends Persistent World, there are many dungeon instances, and their port reservations look like this:
 - Taldorian Den: UDP 5130-5134 – Base Port 5130
 - The Dark Simidon: UDP 5135-5139 – Base Port 5135
 - Iron Ingot Mine: UDP 5140-5145 – Base Port 5140
 - And so on...

⚠ You’ll need to open your firewall to allow these UDP ports into your servers.

6. Setting up a Dungeon Instance on your server is a little different than setting up a standard NWNX server. Typically, for a normal server you should have a shortcut icon created that will call NWNX. This technique is described in the “How to Setup a NWN2 Persistent World” Video series that can be found here:

[How To Setup a NWN2 Persistent World](#)

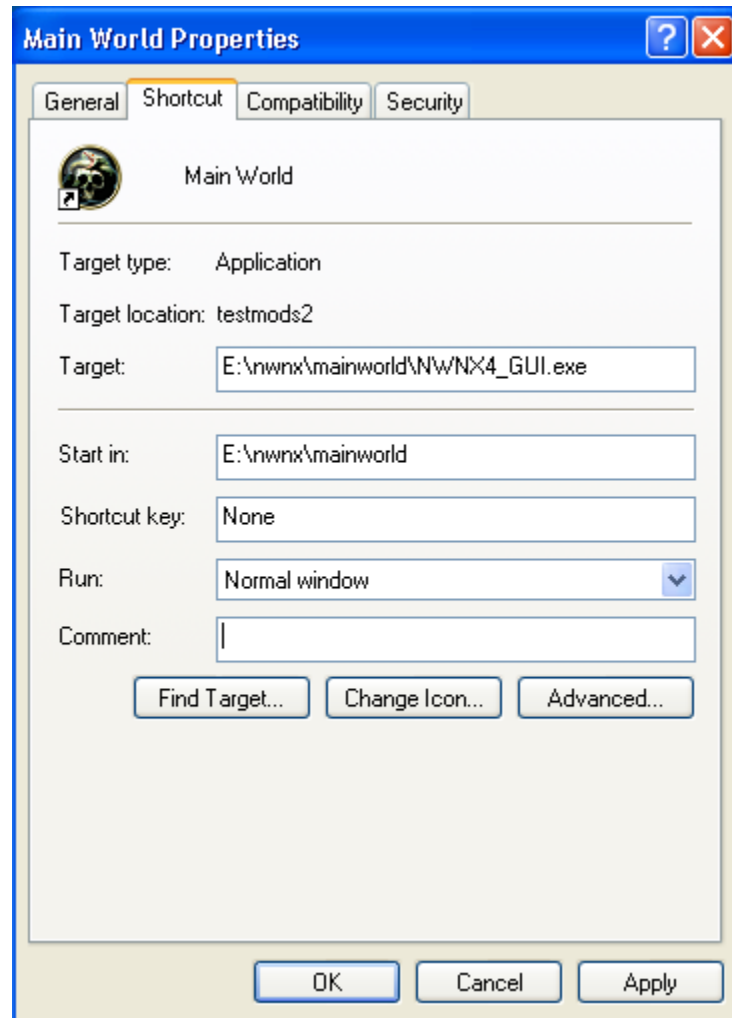


Figure 24 - NWNX Shortcut for Main Server

As you can see from the above image, and as described in the You Tube video above, this is a typical approach to setting up a main server. Setting up a Dungeon Instance however is a little different.

7. The shortcut in EACH dungeon instance will contain the unique port number the instance will run on, and the “Target” field will look like this all on one line:

```
C:\WINDOWS\system32\cmd.exe /c set PORT=5130 &&
E:\nwnx\dungeon_1\NWNX4_GUI.exe
```

⚠ NOTE: Each dungeon will have its own NWNX folder and UDP port number. They are both specified on the line above. Replace “dungeon_1” with the folder in your NWNX folder for each instance. See below.

For EACH unique dungeon you wish to run, you only need 1 copy of the module in its own folder in your nwn\modules folder. A good naming convention for this folder would be something like <dungeonname>. Using the Legends Persistent World as an example, here is what one of the dungeon servers looks like:

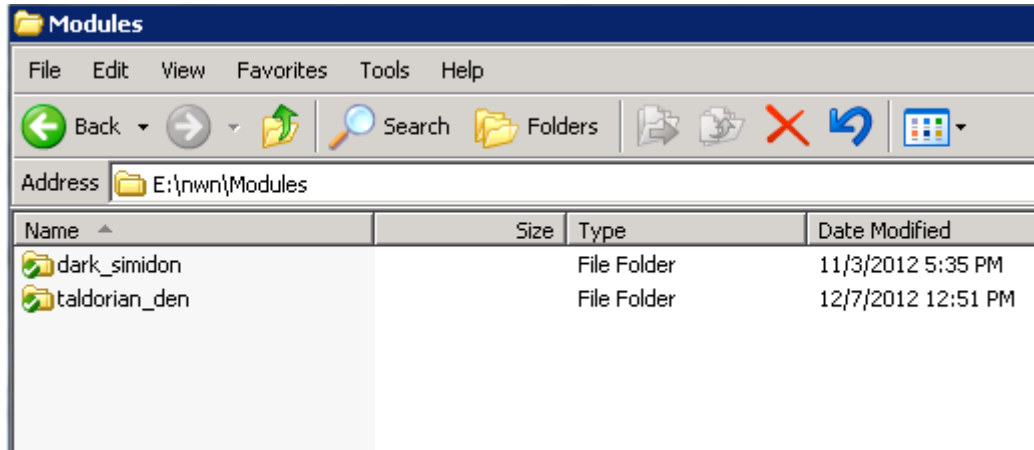


Figure 25 - Legends Dungeon Server # 3

In the above image, we can see that there are 2 dungeon instances, one for the Taldorian Den and the Dark Simidon setup on this server in the E:\nwn\modules folder.

- ⚠ A technique to keep from duplicating assets among dungeons is to use the NWN2 Campaign folder for scripts and common resources.

On the NWNX side however we will have one folder PER instance PER dungeon.

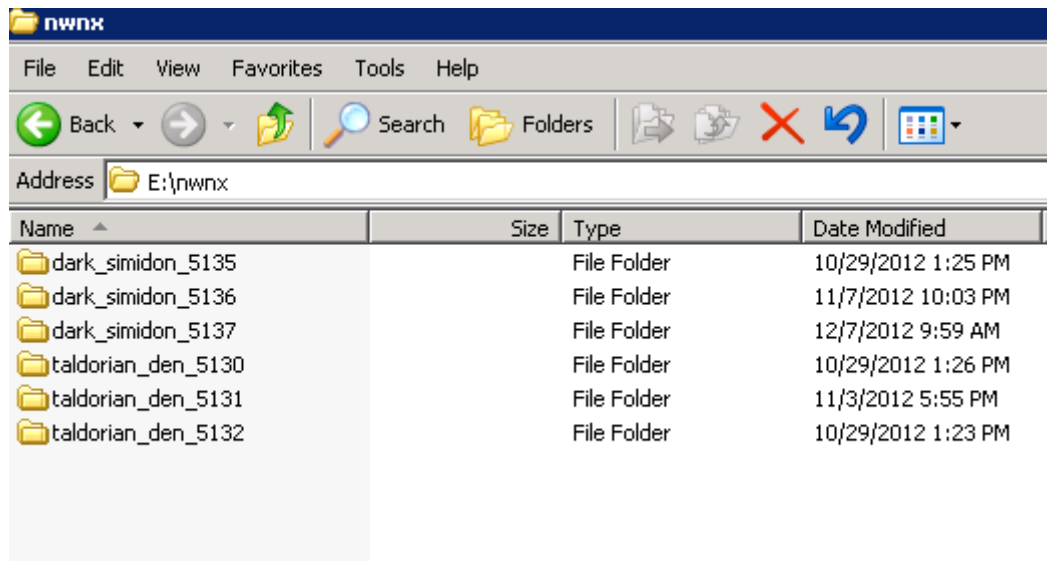


Figure 26 - NWNX folders

As you can see, we have cleverly named each dungeon's folder with the instance port number it is associated with. Each copy of NWNX is identical to the others with one difference between each one. That difference is the nwnx.ini file. In this file you will want to make some changes to the settings.

1. First, ensure your NWNX parameters line has the `--port <udpport>` entry on it with that port number.
 2. Next, set the correct module path for this instance. It will be the SAME path for all instances of that dungeon.
 3. Add the option `-onparty 1` to the parameters.
 4. The player password should be set and configured in the teleport plugin later.
- ⚠ NWN2 has an issue where it cannot remember party members when teleporting from one server to another. When a party enters an instance, you can get around this by having the `--onparty 1` option configured. Because dungeon instances are party based, everyone who enters it would be in the same party anyway and thus will be able to retain their party membership like this. Upon LEAVING the instance however, the party will be disbanded and must be manually reformed.
5. Perform the above for EACH dungeon instance you are creating.

6. Finally, create a shortcut for EACH dungeon instance as described above.



Figure 27 - Dungeon Instance Shortcuts

Your NWN2/NWNX server is now configured to run your instances. Next you must configure the Instance entrance in the main world and the instance EXIT out of your dungeon. Load your main world into the toolset and find the entrance to your dungeon.

1. Place whatever special effects that you like around your door. On the Legends Persistent world, we do this to help the player know they are about to enter a dungeon instance.

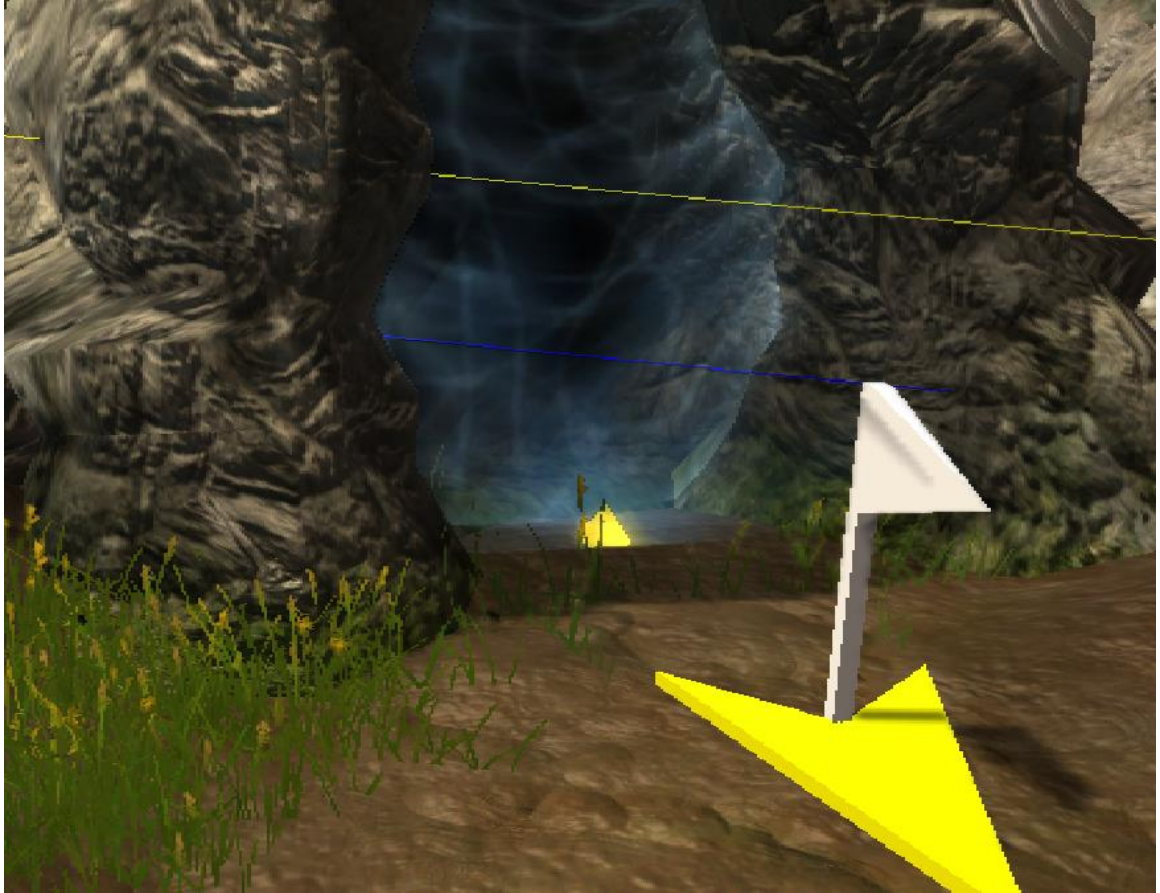


Figure 28 - Dungeon Instance Entrance

2. Select the door itself and load the Teleport plugin. Choose File -> Teleport -> Door Instance
3. In Server Type, choose "Instance Teleport"
4. For Instance ID, choose the unique server ID you configured in Step 4 at the beginning of this tutorial above. These MUST match exactly or your instance will not work.
5. Enter the IP or name of the server your instance runs on.
6. Enter the BASE PORT for your dungeon. The Base Port is discussed above.
7. Enter the server password that you configured in NWNX as discussed above.
8. Enter the total number of instances this door will support. If you are only starting off with 1 instance, then enter 1 here. If later you wish to run more than 1

instance, you come back to this door and change this value to the number of instances you wish to run.

9. For Max Players, enter 6. This is used to help keep dungeons from being overcrowded, however you can set this to anything that fits your need.

Door Instance

Portal Properties

Server Type: ☐ Standard Teleport ☐ Server Teleport ☒ Instance Teleport Full Portal Cooldown:

Destination Type: ☒ WP Tag ☐ Bind Point ☐ Campsite ☐ Rez Site

WP Destination: Optional Message:

Instance ID:

Server IP: Server Base Port: Max Players:

Server Password: Total Instances:

PC Requirement: ☒ Item ☐ Min Level ☐ Quest NOT Started ☐ Skill Check Skill DC: ☐ Show Skill

☐ Feat ☐ Max Level ☐ Quest Started ☐ Alignment ☐ Remove Item

☐ Race ☐ Sub Race ☐ Quest Finished

Requirement Value: Sound Effect:

Teleport Effect: Delay Animation:

Special Delay Effect: Delay:

Destinations:

Type	Require	Value	Destination	Server ID

Figure 29 - A Dungeon Instance Entrance

10. Click **Add** and then **Finish**.
11. Finally, place a waypoint near the doorway and change its tag to something meaningful for the exit point of this instance. We will be using it later. A good tag would be something like "myscarydungeon_exit". Remember it, we will need it later.

Your Main World dungeon instance entrance is now complete. The last step is to update the dungeon instance exit doorway. Load your Dungeon Instance into the toolset and locate the exit doorway out of the dungeon.

1. Decorate the exit so players will be able to identify it as the instance exit.
2. Set your Start Location for the dungeon near the instance exit and then select the door. Load the teleport plugin and edit the door instance.

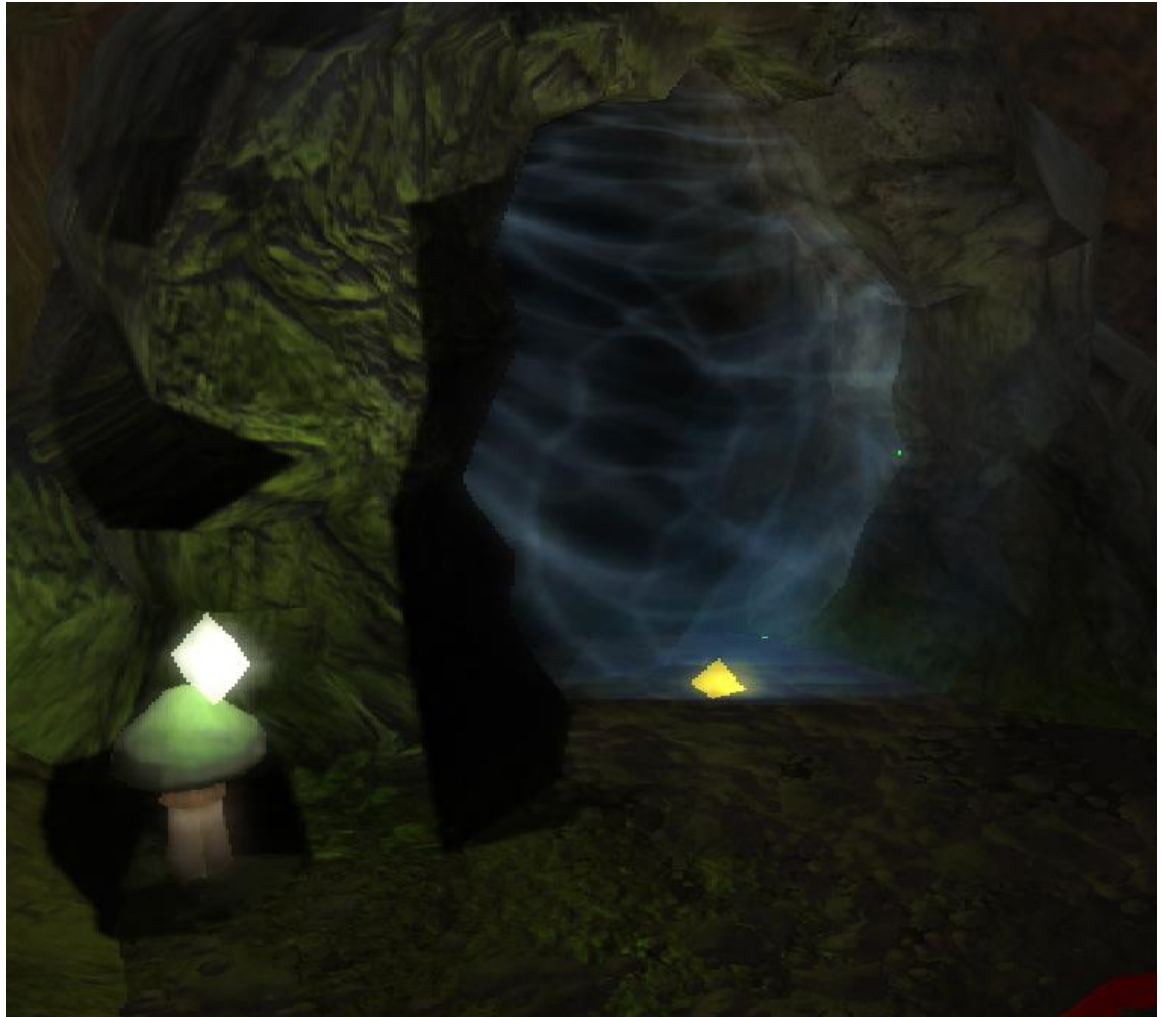


Figure 30 - An Instance Exit

3. Because this doorway doesn't lead to a dungeon instance, it leads back to the main world, this door Server Type will be set to "Server Teleport"
4. The WP Destination will be the Exit Tag of the waypoint configured in step 10 above in the main world.
5. The Server ID will be the unique ID that is configured on the Main World as described above in the installation instructions in Part 2 of this document.
6. Enter the IP Address or name, server port and password for the main world server.
7. Click **Add** and then Click **Finish**.

Finally, publish both your main world and dungeon to your servers. Run your NWNX shortcuts for your main world and as many instances as you would like as configured on the main world door. As players come and go to the dungeon, you will see them reset

themselves in preparation for the next party. Please review the You Tube channel mentioned above for a hands-on example of creating a dungeon instance. We have come to the end of our tutorials and hopefully you have a better understanding of how the Legends Teleport Plugin works. Enjoy!

Final Summary

Legends Teleport Plugin 2.5.1 EE64 provides builder-facing same-server teleport features plus optional integration points.

For current Legends Teleport support and release information, visit <https://nwn2legends.com>.

Enjoy building with Legends Teleport Plugin 2.5.1 EE64.

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