



Neverwinter Nights 2 Legends Spawn Plugin

Version 2.5.3 EE64
August 16, 2026
Marshall Vyper
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Document Revision Information

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1.20	November 30, 2010	Marshall Vyper	Initial document.
1.21	December 2, 2010	Marshall Vyper	Various Typos Fixed
1.22	December 14, 2010	Marshall Vyper	Added new Vars
1.30	December 28, 2010	Marshall Vyper	Master Script Upgrade
1.42	September 25, 2011	Marshall Vyper	Update to new Systems
1.8	September 20, 2012	Marshall Vyper	Updates for 1.8 features
1.81	October 16, 2012	Marshall Vyper	New Proximity Spawning
1.82	October 23, 2012	Marshall Vyper	Screen shot updates and Master Configurator updates
1.83	October 30, 2012	Marshall Vyper	New Spawn by Prox on Spawn Points
1.88	February 19, 2013	Marshall Vyper	New spawn chance and merged object types.
2.0	August 1, 2017	Marshall Vyper	Final 2.0 manual and secret-door documentation.
2.5.3	August 16, 2026	Marshall Vyper	Spawn 2.5.3 EE64 manual update.

Plugin Revision Information

Revision	Date	Author	Description
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1.81	October 16, 2012	Marshall Vyper	Proximity Spawning
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1.83	October 30, 2012	Marshall Vyper	Bug Fixed, new prox spawn by waypoint.
1.86	December 5, 2012	Marshall Vyper	Bug Fixes, see Upgrade doc
1.88	February 19, 2013	Marshall Vyper	Bug fixes and features. See upgrade doc.
1.92	December 26, 2013	Marshall Vyper	Bug fix for colored names.
1.93	July 17, 2015	Marshall Vyper	Bug fixes, see upgrade doc
2.0	August 1, 2017	Marshall Vyper	Bug fixes, secret doors.
2.5.2	August 15, 2026	Marshall Vyper	EE64 compatibility and ResourceManager repair.
2.5.3	August 16, 2026	Marshall Vyper	Fixed a Spawn Waypoint Finish crash caused by invalid numeric input; values are now validated before any waypoint changes are applied.

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Introduction

Greetings, traveler, and welcome to the Legends Spawn Plugin. Spawn, you say? But I can already do that in NWN2; why do I need a spawning plugin? Good question, and hopefully this document will help answer it.

The Legends Spawn Plugin was originally written to support other systems, including the Legends Loot Plugin and Legends Quest Plugin, rather than as a standalone system. As the Spawn system became useful for many other purposes, it was separated into its own standalone plugin.

The Spawn Plugin gives you the ability to spawn creatures and placeable objects anywhere in your world, with options for respawning, despawning, time-of-day activity, and random spawn locations. Use it to bring monsters, NPCs, and interactive objects into your world.

Have you ever wanted a strange obelisk to only appear for 5 minutes at the stroke of midnight each night and then disappear again? How about zombies that only appear at dusk, throughout the night and disappear again at the break of dawn? Perhaps that elusive magic altar that disappears every 5 minutes only to appear somewhere else in the dungeon? Wouldn't it be nice to be able to spawn barricades with crossbow armed orcs behind them, forcing the players to bash them down only to have the orcs repair them later? Perhaps even spawning that boss creature only once per server reset! Of course, coupled with the Legends Loot plugin or Legends Quest plugin, the power of Spawning increases even further.

The Spawn Plugin is designed to minimize work in empty areas. Depending on configuration, spawned creatures and objects can despawn when no players remain or enter the Hide Spawns on Exit stasis behavior described later. As players come and go, Spawn manages them on their regular schedules without area heartbeat scripts or complex builder-created delay chains.

Features

There are many combinations of monsters, NPCs, and placeables you can spawn to add flavor to your world. Some of the features this plugin provides are listed below:

- Respawnable placeable objects, NPCs, and monsters
- Choose time of day to start spawning and end spawning using hours of the day or even words like “dawn”, “night”, “noon”, “midnight”.
- Spawn a creature or object once per server reset.
- Spawn at random locations around an area.
- Despawn or hide spawned creatures when no players remain in an area, with normal respawn timing.
- No area heartbeat scripts or complex builder-created timers are required.
- Spawn bashable objects such as barricades, chests, and even buildings.
- Easy to learn and use with step-by-step tutorials.
- A focused script set with current 2.5 package installation guidance.
- Variable-based configuration: everything is a variable.
- Spawn creatures or placeables based on a player's proximity.
- You do not need to overhaul what you already have; just build on it.

Legends Plugins

What's a Plugin

The Legends plugin system is a framework of scripts and Toolset components developed for the Legends Persistent World. Legends 2.5 has eight released plugin packages. Each package includes its plugin component plus the shared Legends Master plugin, a current ERF, and any required HAK files. This standardized model is designed to minimize changes to existing world code and configuration.

Important To Know

Legends plugins can leverage shared code to form a complete system. Shared Master resources are supplied consistently, while each plugin also contains the resources owned by that plugin. The complete 2.5 ERF in each release package is the authoritative builder payload; do not mix it with older ERF resources unless you overwrite.

- ⚠ For best results, use a consistent 2.5 package set and before importing an ERF, back up your module. If the Toolset reports resource-name conflicts, keep the current 2.5 package resources and overwrite any previous 2.0 objects. After importing and configuring the plugins, compile all scripts and save your module.

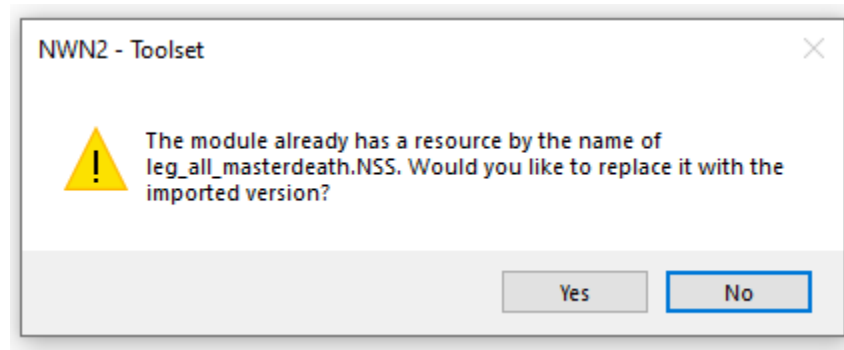


Figure 1 - Master Script Overwrite

Part 1 – Getting Started

What's in the File

The Legends Spawn 2.5.3 EE64 package contains the current builder resources, Toolset plugins, required HAK files, and documentation described below:

leg_spawn.erf	The complete current builder-resource package. It contains 59 resources: 37 scripts, 6 waypoints, 1 item, 13 placeables, 1 sound, and 1 trigger. Spawn blueprints appear under the Legends Spawn category.
leg_spawn_manual.pdf	This manual includes installation, configuration, and tutorials.
leg_spawn_upgrade.pdf	Guidance for upgrading an existing Legends Spawn installation to the 2.5 compatibility line.
leg_master.hak	The required shared Master HAK used by all Legends plugins.
leg_spawn.hak	The required Spawn-specific HAK used by this plugin.
leg_spawn.dll	The x64 NWN2 Enhanced Edition Toolset plugin used to configure Spawn and its waypoints.
leg_master.dll	The shared x64 Master Toolset component included with every Legends 2.5 plugin package.

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 <https://www.youtube.com/user/DJMarshallV> to see these video series. They are detailed and can answer many questions.

Installation

Install the Legends Spawn 2.5.3 EE64 package into an existing world or a new test module by following the steps below.

1. Before continuing, install or confirm these prerequisites: the NWN2 Enhanced Edition 64-bit Toolset, .NET Framework 4.7.2 for the current Spawn and Master plugins, and MySQL Connector/NET 8.0.33.1 for the included legacy Master Configurator. Spawn itself does not require a configured or active database, and Master SQL settings do not need to be configured merely to use Spawn. Connector/NET remains a runtime prerequisite whenever the Master Configurator is installed or used, even when Spawn database functionality is unused. This legacy coupling is expected to be reviewed during later modernization.
2. Close the Toolset before placing files. Copy leg_spawn.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 and leg_spawn.hak in the user Documents HAK folder. Place leg_spawn.erf anywhere convenient as you don't need to keep it and select it to import in the toolset. No setup.exe installer is used.
3. After placing the files, open the NWN2 Enhanced Edition 64-bit Toolset and load a new or existing module. Open the Plugins menu and confirm that Legends Spawn Plugin and Legends # Master Configurator # are available.

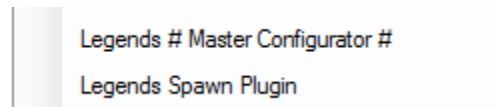


Figure 2 - Plugin Menu

- ⚠ If these entries do not appear, use View -> Options -> General and confirm that Allow Plugins is set to Load all Plugins. Confirm the exact EE64 menu labels during the manual screenshot review.

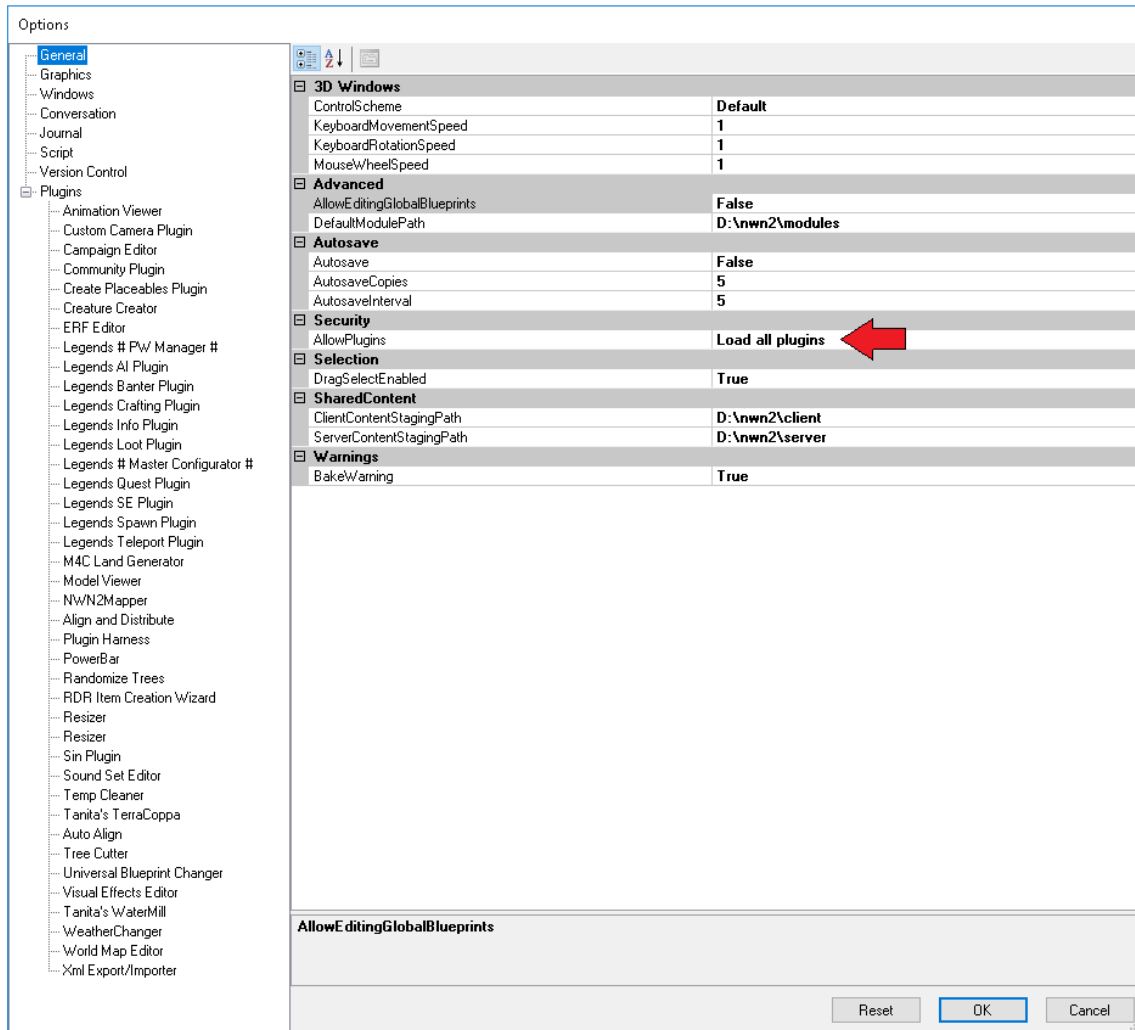


Figure 3 - Security Settings

- From the File menu, choose Import and select the current 2.5 package copy of leg_spawn.erf. Choose Yes to replace every resource-name conflict so the complete 59-resource Spawn ERF remains together. Do not mix these current resources with past 2.0 ERF objects. 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.

- If this is your first Legends plugin, open Legends # Master Configurator # and enter the required shared Master information; otherwise, open the existing Master configuration. Ensure that Legends Spawn Plugin is active, review the visible activation and module options, select only those required by the module, and click Finish. Spawn itself does not require Master database settings. If the module will

use Legends Spawn Secret Doors, enable them through Master Configurator > Secret Doors. This functional option sets or removes LEG_SPAWN_SECRETS and displays the HAK/2DA conflict warning when enabled.

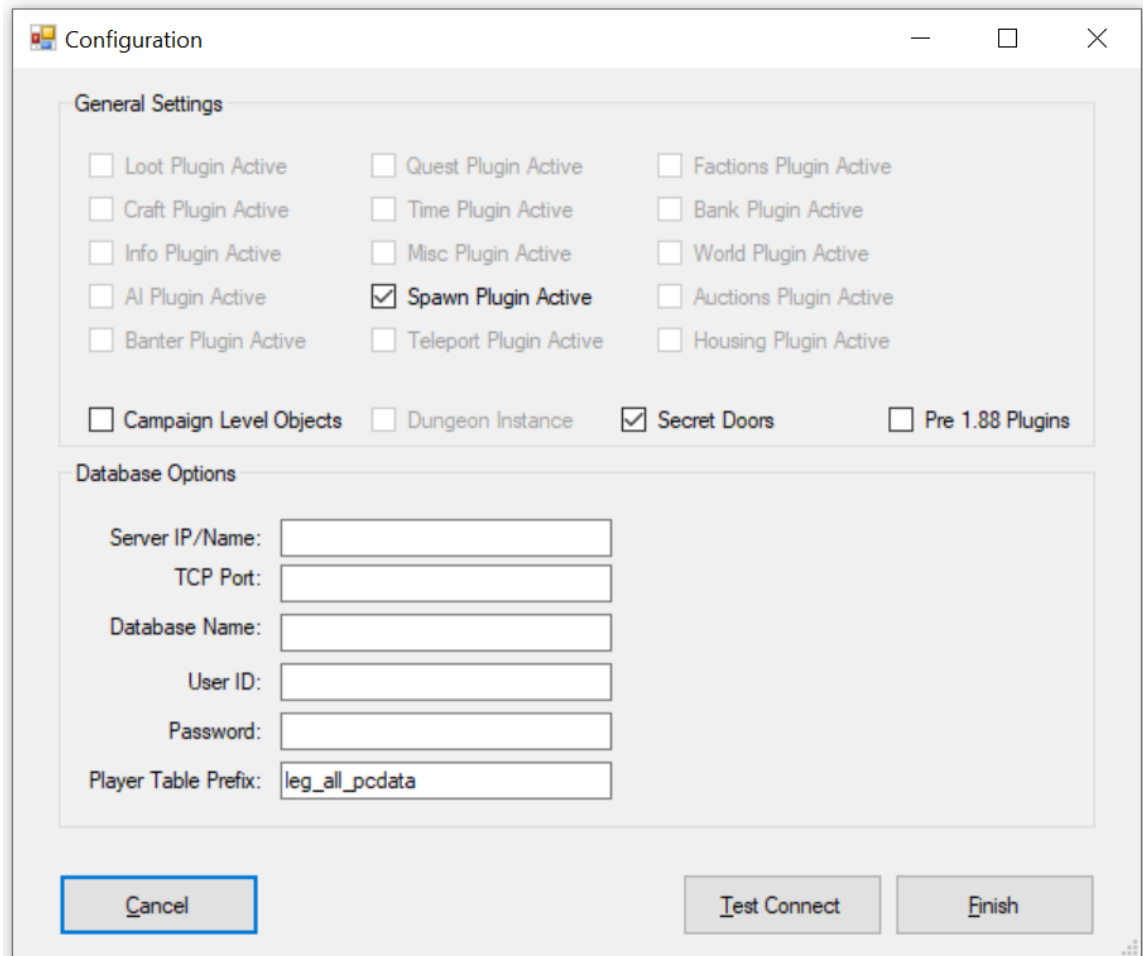


Figure 4 - Legends Master Configurator

- **CHECK BOXES** = Use these checkboxes to activate or deactivate Legends plugins and apply the module variables required by the current package. Ensure the included HAKs are in the correct folder as directed by the package before finishing configuration.
- **DATABASE OPTIONS** = Some Legends plugins use an NWNX/MySQL database backend. Spawn itself does not use a database, adds no database privilege requirement, and does not require SQL settings in Master. MySQL Connector/NET 8.0.33.1 is still required at runtime when the included legacy Master Configurator is installed or used; this is legacy coupling, not Spawn database functionality.

- CAMPAIGN LEVEL OBJECTS = Select this only when the module is configured to use a campaign and its scripts are intentionally maintained there. ERF import places scripts in the module. Choose one authoritative script location and avoid retaining duplicate or stale copies in both the module and campaign.
6. After clicking Finish, you can use Update All Area Scripts and/or Update Module Scripts in the Master Configurator. Compile all scripts before runtime testing.
- UPDATE ALL AREA SCRIPTS = This function updates each area's OnClientEnter and OnExit events. If an event already uses a script, the Master Configurator creates a wrapper that calls the required Legends code while preserving the existing script. If you do not use this function, ensure that leg_all_masteronenter is called from each area's On Client Enter event and leg_all_masteronexit is called from each area's On Exit event. Compile all scripts.
 - UPDATE MODULE SCRIPTS = This function applies to the Legends Master scripts required by the currently active plugins to module events. Existing scripts are preserved through generated wrappers where required. Depending on the active plugins, the events affected can include the events listed below. Compile every generated wrapper before saving and testing the module.
 - 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. After configuring the Master options, select Plugins -> Legends Spawn Plugin, then choose File -> Configuration.

Configuration

Spawn Frequencies

Ultra Common: 100	Very Common: 90_	Common: 80_
Uncommon: 70_	Very Uncommon: 60_	Ultra Uncommon: 50_
Rare: 40_	Very Rare: 30_	Ultra Rare: 20_
Legendary: 10_	Very Legendary: 5_	Ultra Legendary: 1_

Spawn by Proximity

☐ Proximity Spawn Indoor Proximity: Outdoor Proximity:

Trigger Objects

Tool Use Time: ☐ Global No Collide ☐ Hide Spawns on Exit

☐ Use Legends Secret Doors*

* IMPORTANT: See documentation for this plugin for possible hak file conflict details.

Figure 5 - Legends Spawn Plugin Configuration

- **FREQUENCIES** = A Spawn waypoint can use Full or Random spawning. Full spawns every configured creature. Random applies the configured frequency percentage to each creature up to the maximum quantity.
- **SPAWN BY PROXIMITY** = When inactive, eligible objects in an area spawn when a player first enters. When active, only objects within the configured range of a player spawn, and additional objects can spawn as players approach their locations. This can reduce the initial load when entering a large area.

NOTE: Override this behavior for an area with the integer variable LEG_SPAWN_SpawnRangeOverride. Set it to the desired range or set it to -1 to process the full area. You can also set a waypoint-specific override through Edit Existing Waypoint Instance.

- **TOOL USE TIME** = The number of seconds a character spends searching with a detective's-kit-style tool. Hidden placeable spawns can require a successful skill check before appearing.
- **GLOBAL NO COLLIDE** = Individual creatures or NPCs can be configured not to collide, allowing them to move through one another and share combat space. Use this global option only when every creature should receive that behavior; otherwise, configure it per spawn.
- **HIDE SPAWNS ON EXIT** = When all players leave an area, Spawn can place creatures and NPCs into a stasis state instead of despawning them. They are not rendered, their scripts and AI are inactive, and they are reactivated when a player returns. When this option is not used, normal despawn and respawn behavior applies. If enabled, it can increase the speed at which objects appear.
- **USE LEGENDS SECRET DOORS*** = This visible checkbox is a legacy/inactive compatibility-line control in Spawn 2.5.3. It is not read or saved by the Spawn configuration implementation and is not a required configuration action. Enable Legends Spawn Secret Doors through Master Configurator > Secret Doors instead.

Part 2 – Trying it Out

Preparing an Area for Spawning

First, ensure that the area's On Client Enter and On Exit scripts are updated correctly. Use the Master Configurator for this task, then compile any generated wrappers.

Second, place the Mr HBMan Waypoint in a walkable location in each area that will perform Spawn tasks. It appears under the Legends Spawn blueprint category.

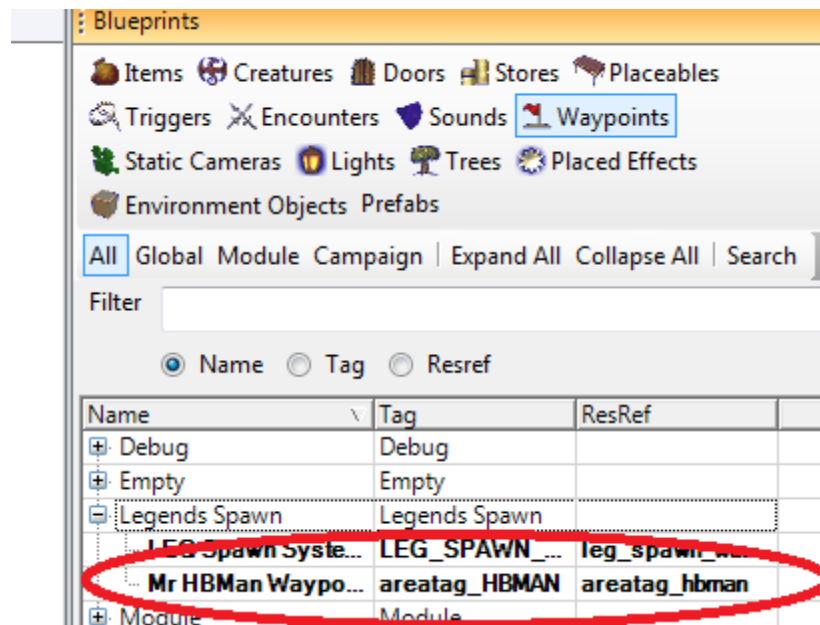


Figure 6 - Mr HBMan Waypoint

Place exactly one HBMan waypoint in each area that uses Spawn. Manually change its tag to <Exact Tag of Area>_HBMAN. For example, an area tagged creepydungeon requires an HBMan tag of creepydungeon_HBMAN. Areas that do not use Spawn do not require this waypoint.

⚠ NOTE: If you run into trouble, verify the one-per-area HBMan waypoint and its exact <Area Tag>_HBMAN tag first.

Tutorial 1 – Bring me a Goblin

Now that you have completed installation and area preparation, you are ready to use the plugin. Spawn has many configuration options, some of which may be familiar from other Legends plugins. It is a good idea to work through the tutorials at least once.

One of the most common uses of Spawn is to create a monster that appears, can be defeated, and later respawns. This tutorial establishes that foundation.

- ⚠ Spawn applies the required blueprint event integration automatically when you click Finish. Save the module and compile every all scripts before runtime testing.

Create a goblin for the tutorial by locating a stock goblin under Global Blueprints, right-clicking it, and selecting Copy Blueprint.

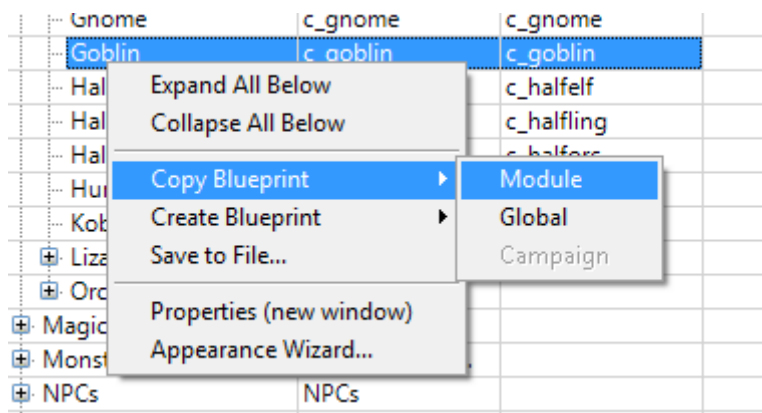


Figure 7 - Copying a Goblin

In this tutorial, the goblin uses a two-minute respawn interval. As with all Spawn creatures and objects, its configuration is stored on a Spawn waypoint placed in the area.

Select a location where the goblin should appear and place the standard Spawn system waypoint from the Legends Spawn category. The category contains three ordinary Spawn waypoint templates: the standard waypoint for creature spawns, the non-mob/placeable waypoint for placeable spawns, and the trigger waypoint for trigger-driven setups. HBMan and Secret Door waypoints are separate resource types. A waypoint's facing determines the facing of placeables spawned from it.

Select the waypoint that you placed, open Plugins -> Legends Spawn Plugin, and choose File -> Edit -> Waypoint Instance.

Figure 8 - Waypoint Configuration

As you can see, there are a lot of options that can be configured on this waypoint however for this tutorial, we want to keep things simple.

Open the Spawn pulldown list and you will see the goblin that you copied previously. Choose the goblin from the list and leave the Frequency and Qty fields alone for now and click the Add button. The goblin will be added to the creatures list below it.

Set Min Respawn Mins and Max Respawn Mins to 2. When you click Finish, Spawn automatically applies the required creature event integration and preserves an existing event path through a wrapper or other integration where needed.

- ⚠ After clicking Finish, save the module and compile all scripts. Once Per Reset and respawn timing will not work correctly until the required integration compiles successfully.

Load up your tutorial module and a fresh new goblin will appear where you placed your waypoint.

Wow! Not much to that, but it does give us a foundation to do some interesting things and this is what the Spawn Plugin is all about, a foundation to build on. From here, try out Tutorial #2 and we'll make our monster do different things.

Tutorial 2 – Now you see me, now you don't

Our happy little goblin remains until defeated or despawned. With a two-minute respawn interval, it becomes eligible to return after a short time, subject to Spawn's periodic check cadence.

⚠ NOTE: Respawn and despawn minute values are intervals, not exact wall-clock promises. Spawn evaluates them on its periodic check cadence, so the action may occur after the configured interval and can be delayed by up to roughly one additional minute depending on timing.

Using the same goblin from tutorial #1, let's make a change to his spawning behavior. Select the goblin waypoint, open Plugins -> Legends Spawn Plugin, and choose File -> Edit -> Waypoint Instance. Set Despawn Mins to 2 and select Plot.

Despawn Mins

This interval determines when an eligible spawned object may despawn. With a value of 2, the goblin becomes eligible to despawn after two minutes, subject to Spawn's periodic check cadence; combat or other protected activity can defer the action.

Plot Checkbox

This checkbox tells the plugin that we want our goblin to be plot. Not a lot of fun for adventurers, but useful for those NPCs that we don't want players killing, but not only that, this becomes useful when we start spawning placeable objects we don't want bashed. Without this variable, all monsters/NPCs/objects will use whatever setting is configured in their blueprint.

Once you have made these changes, click Finish and fire up your tutorial module and avoid the goblin so that you can witness him despawn. If he is in combat, he will not despawn.

Tutorial #2 now has a goblin with two-minute respawn and despawn intervals, both subject to Spawn's periodic checks. Next, we will build something more creative and useful.

Tutorial 3 – The Graveyard

We've demonstrated the creation of a goblin, and we watch him spawn and despawn, but how about something more useful? Why not have a graveyard scene where there is a mound of fresh dirt that we could interact with (be it a quest, something to loot via the loot plugin, or something just to bash), then have it respawn every 2 minutes should it get destroyed. Also, wouldn't it be fun to have a zombie spawn in there at the beginning of dusk, and have him despawn at the break of dawn? Of course, if we fight and defeat the zombie, we would like him to respawn 3 minutes later during his spawn window. So, let's set this up.

First, copy a new zombie from the stock blueprints just as you did with the goblin in tutorial #1. Next, create a copy of the Dirt Mound placeable object found in the Nature Props category. Make it useable and optionally have inventory and ensure it is not set to plot or static.

Now in your test area put down a placeable object called "Graveyard" found in Manmade Props category. This is just for visual effect of course. Next, place two Spawn Waypoints from the Waypoint category "Legends Spawn". It is recommended to use the Non-Mob waypoint for the mound of dirt to help tell the difference between placeable spawns and creature spawns then place them in the graveyard like so:



Figure 9 - The Graveyard

Select the Dirt Mound waypoint, open Plugins -> Legends Spawn Plugin, and choose File -> Edit -> Waypoint Instance.

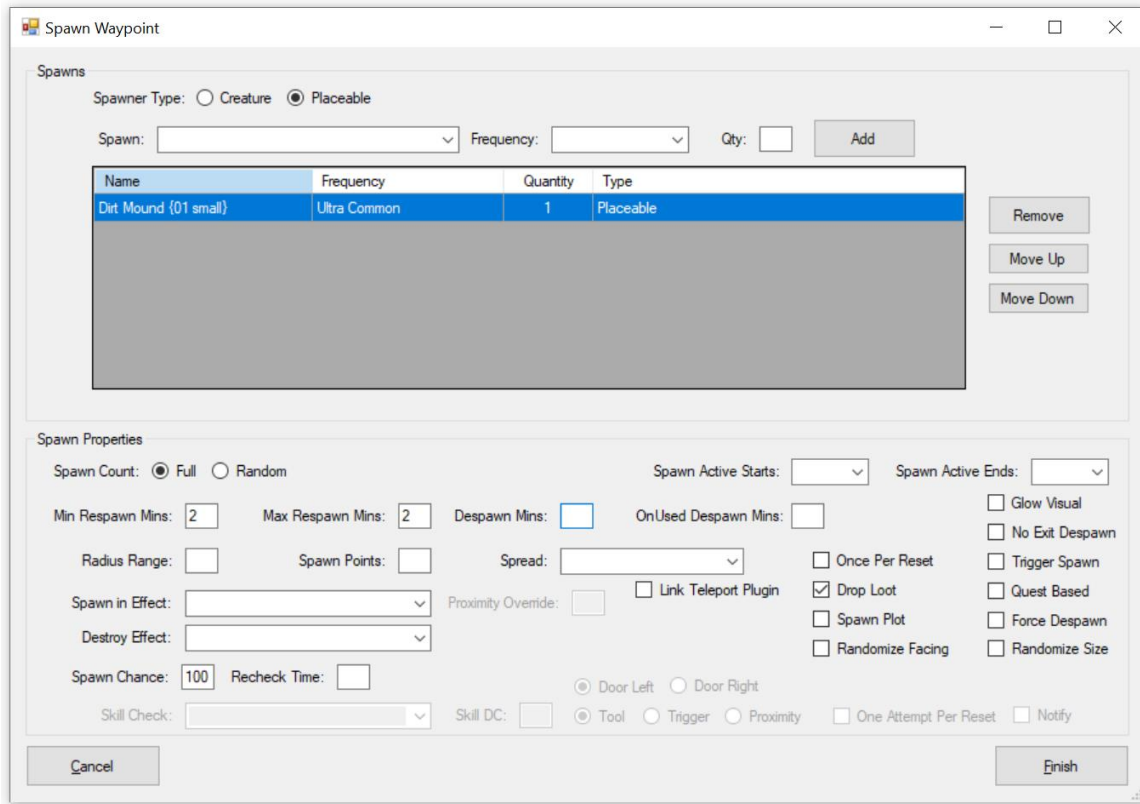


Figure 10 - Dirt Mound Spawn Point

Choose the “Placeable” spawner radio button and then add the copied Dirt Mound from earlier to the list. Set the Respawn Mins for both Min and Max to 2. Click finish and move on to the Zombie waypoint.

Select the Zombie waypoint, open Plugins -> Legends Spawn Plugin, and choose File -> Edit -> Waypoint Instance. Add the zombie, set Min Respawn Mins and Max Respawn Mins to 3, set Spawn Active Starts to dusk, and set Spawn Active Ends to dawn.

⚠ When you click Finish, Spawn applies the required creature or placeable event integration automatically. Save the module and compile all scripts before testing.

Wahoo! Now we’ve got something a little more interesting happening here. Run the module and try beating up the zombie and the dirt mound and watch its behavior. Remember, spawn timers are based on the world game minute, so there can be a variance from the time you set and up to one extra minute. The new variables used above are explained in further detail below:

Spawn Active Starts

This is used to define a start time for this spawn point to be active. If you use this option, you **MUST** use the Spawn Active Ends option as well, otherwise it will be ignored. Valid values are night, day, dusk, dawn, noon, midnight, 0-23. Spawning will commence starting at that time.

Spawn Active Ends

This is used to define an end time for this spawn point to become inactive. If you use this option, you **MUST** use the Spawn Active Starts option as well, otherwise it will be ignored. Valid values are night, day, dusk, dawn, noon, midnight, 0-23. Despawning will commence starting at that time. Any monster or object that is in world because of this spawn point will despawn unless it is in combat, conversation, opened or forced to despawn.

As awesome as that little scene is, it can get boring fast, so let's make it a little more interesting. Read on to tutorial #4 to learn about random waypoint spawn locations.

Tutorial 4 – Where am I now?

Building on our scary cemetery scene, we should make it change around a little from time to time. That mound of dirt should appear in other parts of our ghoulish graves and our zombies should be popping out of different places too. Let's spice this up a little. First, we'll work on the dirt mound. Place 3 new STANDARD waypoints around the graveyard at random spots. These are the generic ones found in the "Empty" category called "Waypoint". They have no variables on them whatsoever, so we'll consider these child waypoints of a master waypoint. The master waypoint is the one with all the variables on it which we've already placed.

Select the configured master waypoint **first**, then SHIFT-CLICK the three empty child waypoints. Right-click the selection and choose Create Waypoint Set. Enter a unique base name such as SPAWN_creepygraveyard_1. The Toolset numbers the set members _01, _02, and so on; because Spawn derives the sibling tags from that numbered suffix, the configured master must be the member ending in _01.

⚠ NOTE: Every waypoint set needs a unique base tag. Keep the Toolset-generated numbered suffixes intact so Spawn can resolve every child in the set.

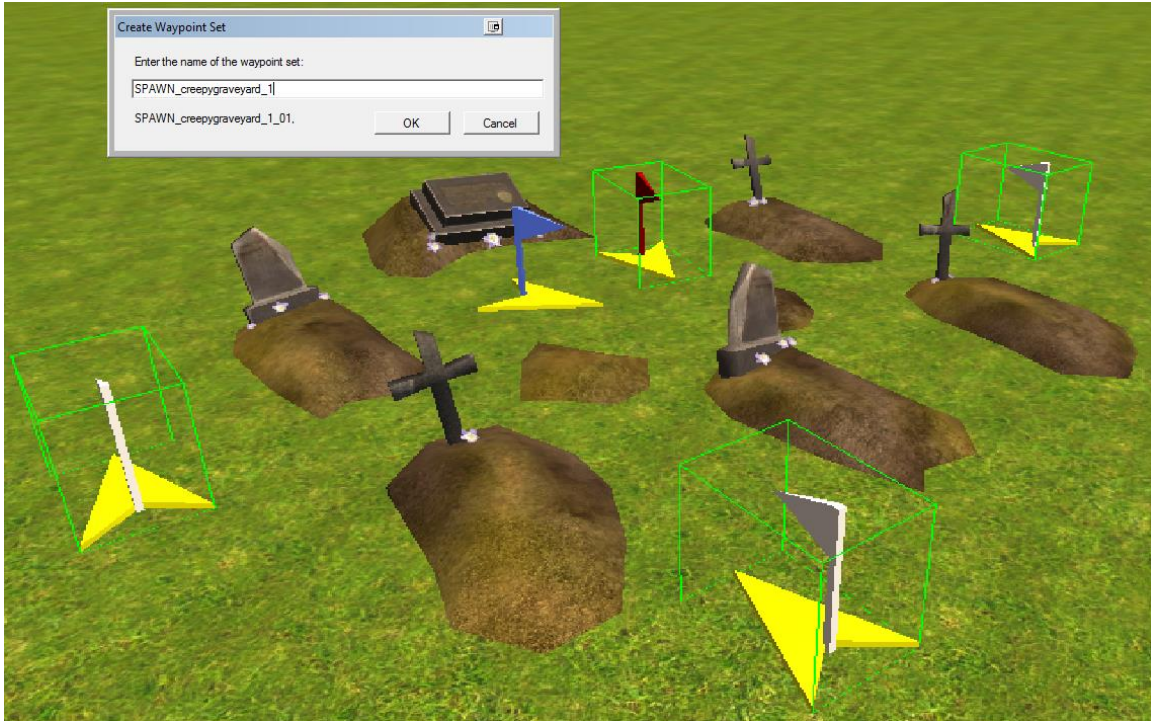


Figure 11 - Creepy Place Group Name

After you click OK, the Toolset joins the set and assigns numbered tags. The configured master selected **first** should be SPAWN_creepygraveyard_1_01; the other members must retain the same base tag with their generated _02, _03, and _04 suffixes.

Select the **_01** master waypoint, open Plugins -> Legends Spawn Plugin, choose File -> Edit -> Waypoint Instance, set Spawn Points to 4, and click Finish.

Repeat this process for our zombie, but instead of 3 new empty waypoints, add two new ones around the graveyard. Perform the same grouping technique as above by selecting the master waypoint – the one with all the variables on it **FIRST**, then **SHIFT-CLICKING** the other 2.

Give this group the name “SPAWN_creepygraveyard_2”. It would look like this:

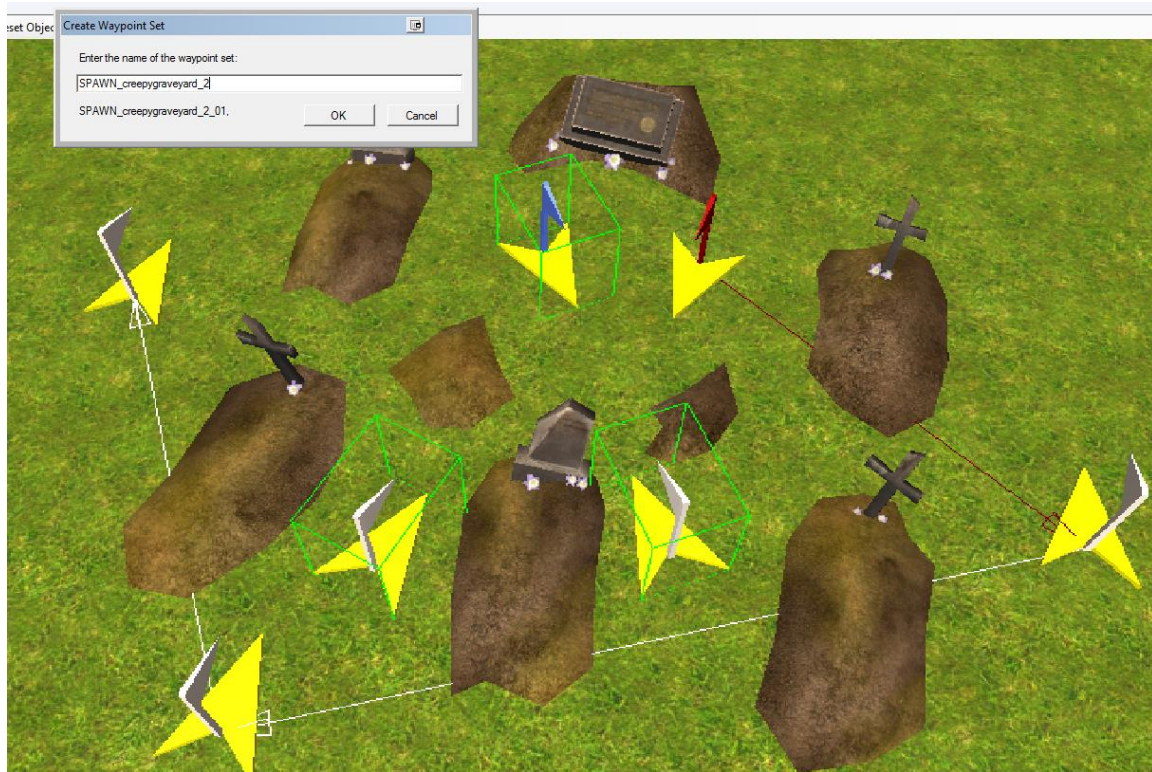


Figure 12 - Creepy Zombie Group

Select the _01 master waypoint for the zombie set, open Plugins -> Legends Spawn Plugin, choose File -> Edit -> Waypoint Instance, set Spawn Points to 3, and click Finish.

Spawn Points

This is the total number of numbered waypoints in the set, including the configured _01 master. Spawn removes the final three characters from the master tag and resolves the set members by their generated _01, _02, and later suffixes, so the base tag and numbered sequence must remain intact.

Spread

Choose how spawned objects use the numbered set: All at One Random Point sends the current group to one randomly selected point; In Order of Spawn Points advances through the numbered points in sequence; Random Spawn Points chooses a random point for each spawned object and is also the default when Spread is blank; One Spawn Per Point uses only an unoccupied point and stops when every point is occupied.

Our little graveyard is starting to fill out a little bit now with some interesting activity. Imagine a large graveyard with many zombies and objects to interact with... perhaps a shallow grave or decorative vase that you need to find for a quest. It makes things a little more interesting if they spawn in different places each time.

⚠ LEGENDS AI NOTE: Legends AI can add its own group-spawn behavior. When combining the systems, follow the current Legends AI documentation and validate that integration separately.

Let's add one more creature to our graveyard, but this fellow is only going to make brief appearances.

Tutorial 5 – The Special Guest

Perhaps somewhere in our world we have a couple of quests to visit this graveyard. Maybe to collect zombie fingers, maybe to dig up that dirt mound and perhaps even to enact revenge on the skeletal warrior that haunts the place occasionally. This elusive skeleton only appears at the stroke of midnight but will only stay for 5 minutes before he is gone until the next day. We also want this mighty warrior to vanish into thin air after his 5 minutes, even if he is in the middle of combat.

Also, there is one more change we'll put in place; we'll add a little spice for those adventurers looking to bash up our dirt mound. Muhahaha!

Copy a Skeletal Warrior blueprint as in the previous tutorials. Place a new Spawn waypoint, select it, open Plugins -> Legends Spawn Plugin, and choose File -> Edit -> Waypoint Instance.

The screenshot shows the 'Spawn Waypoint' dialog box. The 'Spawns' section has 'Creature' selected as the 'Spawner Type'. The 'Spawn' dropdown is empty, 'Frequency' is set to 'Ultra Common', and 'Qty' is '1'. An 'Add' button is next to the 'Qty' field. Below this is a table with one entry:

Name	Frequency	Quantity	Type
Skeletal Warrior	Ultra Common	1	Mob

Buttons for 'Remove', 'Move Up', and 'Move Down' are to the right of the table. The 'Spawn Properties' section has 'Full' selected for 'Spawn Count'. 'Spawn Active Starts' is 'midnight' and 'Spawn Active Ends' is 'dawn'. 'Min Respawn Mins' is 20, 'Max Respawn Mins' is 20, and 'Despawn Mins' is 5. 'Radius Range' is empty, 'Spawn Points' is empty, and 'Spread' is a dropdown. 'Spawn in Effect' is a dropdown, and 'Proximity Override' is a checkbox. 'Spawn Chance' is 100 and 'Recheck Time' is empty. On the right, there are checkboxes for 'Once Per Reset', 'Drop Loot' (checked), 'Spawn Plot', 'Randomize Facing', 'No Collide', 'No Exit Despawn', 'Trigger Spawn', 'Quest Based', 'Force Despawn' (checked), and 'Randomize Size'. 'Cancel' and 'Finish' buttons are at the bottom.

Figure 13 - Skeletal Warrior Spawn Properties

Configure it as shown above. As you can see, we haven't introduced anything new in the way of options for this monster, just the way in which we are using them. When midnight rolls around, our skeleton warrior will spawn. Because his Spawn Active Ends is set to "dawn", he will normally stay around till dawn however we would like to make him go away 5 minutes after he arrives, so we set the Despawn Mins option to 5. This will cause him to disappear 5 minutes after spawning. We set his Respawn mins to something large so that he will not respawn on us again that night. Ideally, we'll set this to a number high enough so that it would be AFTER dawn, that way he will not respawn because it is outside his Time of Day rule.

Finally, we said that we wanted him to Despawn even if we were in the middle of battle. To accomplish this, we check the "Force Despawn" checkbox. This causes our creature to despawn regardless of combat, conversation or other activity.

△ After clicking Finish, save the module and compile all scripts before runtime testing.

Going back to the Dirt Mount spawn point, let's add a visual effect when it gets bashed and destroyed. Edit its Spawn waypoint and choose the Fireball entry in Destroy Effect.

Destroy Effect

For a spawned placeable, this option plays the selected visual effect when the placeable is destroyed, including when it is bashed. It is a Spawn feature and does not require the Legends Quest Plugin.

In our next tutorial, we'll fine tune our little graveyard a bit by making some new changes to it.

Tutorial 6 - Tuning For Adventure

In this tutorial, we will add another zombie and a creepy ghoul to the graveyard using one waypoint. Copy a standard ghoul blueprint, select the existing spawn waypoint, open Plugins -> Legends Spawn Plugin, and choose File -> Edit -> Waypoint Instance. Remove the existing zombie entry, then add the zombie again with Frequency set to Common and Qty set to 2.

Next, choose the ghoul from the pulldown menu and change its frequency to Rare and Qty to 1. Click Add and set the other options as below and click Finish:

The screenshot shows the 'Spawn Waypoint' dialog box. The 'Spawns' section has 'Spawner Type' set to 'Creature'. The 'Spawn' dropdown is empty, 'Frequency' is set to 'Common', and 'Qty' is '2'. The 'Add' button is visible. Below this is a table with the following data:

Name	Frequency	Quantity	Type
Zombie	Common	2	Mob
Ghoul	Rare	1	Mob

Buttons 'Remove', 'Move Up', and 'Move Down' are to the right of the table. The 'Spawn Properties' section has 'Spawn Count' set to 'Full'. 'Min Respawn Mins' is '3', 'Max Respawn Mins' is '3', and 'Despawn Mins' is empty. 'Radius Range' is empty, 'Spawn Points' is empty, and 'Spread' is set to a dropdown. 'Spawn in Effect' is a dropdown, and 'Proximity Override' is a checkbox. 'Spawn Chance' is '100' and 'Recheck Time' is empty. On the right, 'Spawn Active Starts' and 'Spawn Active Ends' are dropdowns. Checkboxes include 'Once Per Reset' (checked), 'Drop Loot' (checked), 'Spawn Plot', 'Randomize Facing', 'No Collide', 'No Exit Despawn', 'Trigger Spawn', 'Quest Based', 'Force Despawn', and 'Randomize Size'. 'Cancel' and 'Finish' buttons are at the bottom.

Figure 14 - Zombies and Ghoul

Next, select the Skeleton Warrior spawn waypoint, open Plugins -> Legends Spawn Plugin, choose File -> Edit -> Waypoint Instance, enable Once Per Reset, and click Finish.

Once Per Reset

While the waypoint is otherwise eligible, this option permits one successful spawn from it per server or module reset. If eligibility conditions are not met, the spawn waits; after one successful spawn, the waypoint will not spawn again until the next server reset.

Finally, select the Dirt Mound waypoint, open Plugins -> Legends Spawn Plugin, choose File -> Edit -> Waypoint Instance, enable Spawn Plot, and click Finish.

Now our dirt mound won't be breakable anymore. We could have changed the blueprint itself to plot; however, we may want other Dirt Mounds to be breakable. By using this flag, we can default to non-plot and then set ones to plot that we want set that way, without having to make 2 blueprints.

Tutorial 7 - Randomizing Spawns

Our graveyard is becoming crowded, so we will randomize the zombie-and-ghoul waypoint. Select it, open Plugins -> Legends Spawn Plugin, choose File -> Edit -> Waypoint Instance, and change Spawn Count from Full to Random. Full attempts every configured entry; Random first chooses a target quantity between Min Spawn and Max Spawn.

Set Min Spawn to 1 and Max Spawn to 2 for this tutorial. For each slot in that randomly selected target quantity, Spawn uses the configured Frequency values when selecting from the creature list.

Spawn continues frequency-based selection until it fills the selected target quantity, or no eligible selection can be completed. In this example, zombies are common and the ghoul is rare, so most results favor zombies while the ghoul appears less often.

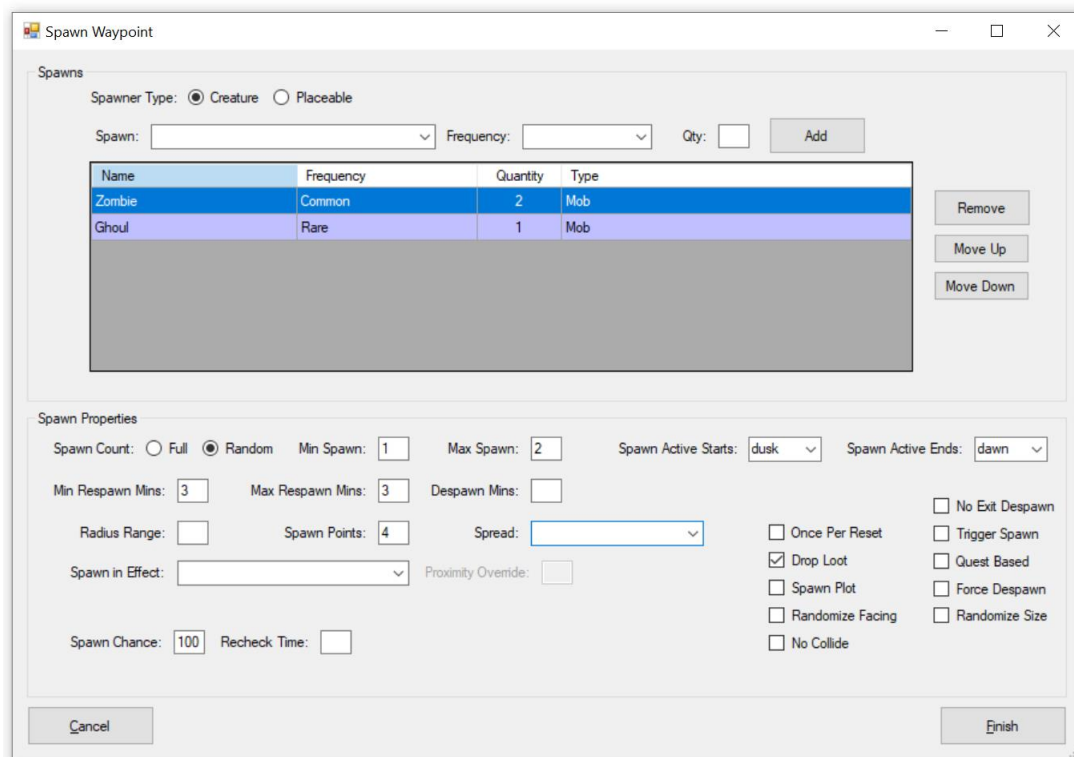


Figure 15 - Random Spawns

Tutorial 8 - Triggering Spawns

There may be instances in which you do not want an object or monster to appear immediately. As a matter of fact, you may only want one to appear after a trigger is crossed or a lever is thrown and even then, you may only want it to appear once each time the server is reset. Perhaps you want a secret placeable door to appear on a successful search or spot check? This is easily accomplished by performing two tasks. The first task is to set a new option on the spawn waypoint.

Trigger Spawn

This option keeps the waypoint ineligible for normal spawning until an external action makes it eligible. A placeable spawn point can expose the Skill/DC controls for Tool, Trigger, or Proximity discovery, or a script can change the trigger variable. In this tutorial, a lever makes the goblin waypoint eligible and requests an immediate Spawn check; all normal time, chance, reset, and other eligibility rules still apply.

To tell the lever to activate a particular spawn waypoint, it needs to be able to identify the waypoint. This can be done in many ways and one such way is to place the waypoint's TAG into a string variable called "SPAWN_WPActivate" on the lever. Next, we use a script in the on-used event of the lever such as:

```
#include "leg_spawn_include"

void main()
{
    if (!GetLocalInt(OBJECT_SELF, "SPAWN_NoMoreSpawning"))
    {
        string sSpawner = GetLocalString(OBJECT_SELF, "SPAWN_WPActivate");
        object oSpawnPoint = GetObjectByTag(sSpawner);
        if (!GetIsObjectValid(oSpawnPoint)) return;
        SetLocalInt(oSpawnPoint, "LEG_SPAWN_TriggerSpawn", FALSE);
        LEG_SPAWN_CheckSpawns(GetArea(OBJECT_SELF));
        SetLocalInt(OBJECT_SELF, "SPAWN_NoMoreSpawning", TRUE);
    }
}
```

The script makes the waypoint eligible and requests an immediate Spawn check. Normal Spawn eligibility rules still apply, so the goblin appears only if the waypoint is otherwise eligible. This example allows the lever to work once per module/server reset. Save and compile the script before assigning it to the lever's OnUsed event.

Tutorial 9 – Secret Doors

Next, use Trigger Spawn with a placeable blueprint from the Toolset category Legends Spawn > Secrets. The complete 2.5 ERF includes the Spawn secret-door blueprints and special Var Manager placeable object. Using a suitable secret-door placeable, configure its spawn point, and enable Trigger Spawn.

When the Skills section becomes available, select the skill used to reveal the spawn and set its DC. This example uses Search.

Choose one of three methods for finding the secret door:

- **Tool:** The package includes a Detective's Kit item blueprint. Any item can be used when its tag is `leg_secret_kit`; the current 2.5 plugin line also recognizes the legacy alias `smalldetectiveskit`. You can create variations with skill bonuses or different charge counts. Give the selected kit to players so they can search suspected locations.
- **Trigger:** Place the included secret-detection trigger near the spawn point found in the Triggers blueprints called “Secret Trigger”. When a player crosses it, Spawn performs the configured skill check.
- **Proximity:** With proximity spawning enabled, Spawn can perform the configured skill check when a player approaches the spawn point. This is commonly used for Spot-style discovery but behaves like the other secret-detection methods.

Hidden spawns also support One Attempt Per Reset, which limits each player to one skill-check attempt until the server resets. The Notify option displays a message when the hidden spawn is successfully discovered; leave it disabled when that success notification is not wanted.

With the separate Legends Teleport package installed, you can optionally configure the revealed placeable to transfer a player to a secret room, but you'll find out how to do that in the Teleport Plugin documentation.

One Last Thing

Spawn Chance controls whether an otherwise eligible spawn point activates. A configured Recheck Time causes the chance to be evaluated again at that interval. Without Recheck Time, the chance is evaluated on the waypoint's normal Spawn or respawn opportunity. Blank, 0, or 100 provides no effective chance restriction; values from 1 through 99 apply that percentage chance to the whole spawn point.

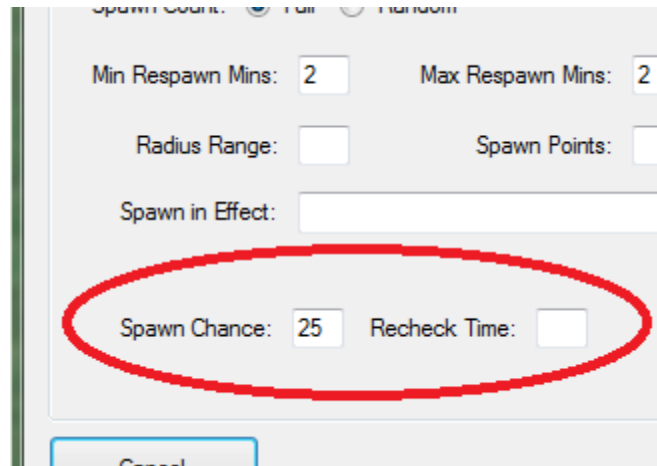


Figure 16 - Spawn Chance

Final Summary

This system was originally designed for the Neverwinter Nights 2 Persistent World known as Legends. This quest-based action world needs many kinds of spawning, from destructible catapults and regularly placed monsters to boss creatures that appear only for players on a particular quest. Those needs led to a common spawning system. For more uses of the Legends Spawn Plugin, see the separate Legends Loot and Legends Quest packages.

For questions and current community support, join the Legends Discord server through <https://nwn2legends.com>.

I hope you enjoy this system. Adapt it to your individual needs and tastes. Have fun, and happy spawning!

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