Creating and Running a Neverwinter Nights Campaign

A **Neverwinter Connections** guide by **Carlo**

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Introduction: what's so special about a DM'd Neverwinter Nights Campaign?

A well-run DM'd multiplayer session in Neverwinter Nights (NWN) often gives much more enjoyment to players than what can be offered by a single-player module. The ability to interact with other player characters (PCs), to creatively shape the story in new and unique ways, and to influence NPCs, objects, and events in the gameworld via the DM, adds multiple dimensions to the playing experience.

With a single module, one can have an exciting adventure with memorable, spontaneous interaction among PCs and DM-run NPCs. Going beyond that, running a campaign featuring multiple connected modules, or single module that contains a living and evolving gameworld, can unleash the design freedom and power of NWN.

In broad terms, a campaign is a series of connected adventures in which the PCs and the world around them evolve in response to the character's actions. This means players have options for experiencing different kinds of campaigns – classic module series, homebuilt campaign mods, and campaigns hosted in persistent worlds. What you choose to do for your campaign will depend on what experience you're looking to have, and on your technical ability in NWN. However, it is important to realize that you do **not** have to be expert with the NWN toolset, or a highly-skilled and experienced DM, to run an enjoyable and meaningful campaign.

This guide will serve as a walkthrough for the process of creating an NWN campaign and what you can accomplish using your creative, organizational, and NWN skills. (Much of it will also apply to DMs using campaign-style play in persistent worlds, although a separate NWC article is forthcoming on that.) It is not intended to suggest there is a single, optimal way of building a campaign. Rather, it will outline some of the common design and other choices involved, and point you toward additional resources that can be used to help construct your campaign.

I. Choosing your campaign theme and setting

This is in large part a creative exercise, so people will go about it in different ways. However, there are some basic campaign features everyone should think about.

- What is the campaign "about" to you? In other words, why do you want to do this campaign - what is the main attraction of the setting or plot that will keep you, the DM, interested in the long term? Pick a campaign theme and setting that *you* really want to DM and play in. This may include pre-built campaign modules, for example ones from the [DM-Friendly list on Neverwinter Vault](#).
- Do you have a particular place or region you've always wanted to bring to life? Or are you looking to do a campaign theme that could fit multiple settings – a crusade against evil (or conversely an evil-themed campaign), political intrigue like Game of Thrones, or old-school dungeon exploration? If you have core themes for a campaign, take the time to select or create a physical setting that's best suited to them. If on the other hand you are beginning with a setting that fascinates you - a particular city or region, for example - it's likely that there are multiple plot themes available in related source material.
- Do you want an open-ended campaign, or a more predictable "story arc" style campaign? If you run a story-arc campaign that focuses on a single main plot, it will have to be compelling enough to keep people on track over time, although different subplots can be used to give PCs the opportunity to roleplay their unique backgrounds and personalities. In an open-ended campaign, you should have multiple plotlines or options available, so players can truly choose their own path. This style of play is also often used by persistent world (PW) campaigns, which have different factions and plotlines going.
- What are you technically capable of doing in NWN? If you have basic toolset skills (scripting ability is useful, but not truly required, in a DM-led campaign), you can create your own campaign module using the [DMFI Multiplayer Starter Mod](#) as a base. If you have no toolset experience, you will need to use existing campaign modules "out-of-the-box" as a DM, although there are still a variety of ways to customize the experience in-game, as we'll get into later.

As a personal example, since 2004 I've DM'd a weekly open-ended campaign module (Westgate) that was built largely using prefabs and supplemented by my own toolset designs. In the past, I also DM'd over a period of several months a pre-built campaign created by another module author (The Light Reborn) and have run campaign-style events on a persistent world (TORIL). I've enjoyed all the types of campaigns, in different ways, as well as DM'ing individual modules from time to time. Bottom line is to pick something that will be fun and compelling for yourself, and then ensure that your players have the same kind of experience.

II. Building your campaign

Once you have a vision of your campaign's starting point, in terms of its physical setting and major themes, the next logical step is to organize your thoughts on the areas your campaign will be set in and what those areas should contain.

Using and customizing pre-built modules

If you are using a pre-built campaign module, then the area design essentially has been determined for you. However, most pre-built campaigns include multiple subplots or side quests, and you can (and should) invent ones yourself. Events and dialog created by a DM that reference the PCs' individual backgrounds can be extremely effective, drawing them into the plot and making your campaign unique. This requires no toolset ability, just an understanding of what NPCs and objects are available to you in the module; DMFI-certified modules all include relevant DM documentation.

DMs using pre-built campaigns should at minimum do a walkthrough of each module to see what the areas are like, what NPCs, monsters and special items/objects are available, and how the plot progression and areas flow together. (If you can play the mod through yourself before DMing it, that is best, but not always possible.) This process should suggest possibilities for customization or modification by a DM and will give you a good understanding of any constraints imposed by the module's area design. Even if you're not a builder, understanding campaign flow and area design choices will give you much greater insight into the campaign's possibilities. Introducing new NPCs, objects and items is possible when using in-game DM tools, such as the DMFI wands, as you can provide your own custom names and descriptions for any creature or object in the Creator palette, modify creature factions and appearances, and so on.

Finally, if using pre-built modules, also make sure you know what the rules are for death and resting, along with any other special script systems in place; these should be covered in the DM guide.

Designing a custom campaign

If you are building your own campaign mod, it's usually best to move from the general to the specific when outlining it in a design document. In addition to coming up with the major themes or plotlines you want to incorporate, consider what towns, dungeoneering sites, and other major features you will need to place in your campaign for it to work. Then, determine what areas (in NWN terms) will be used to contain these features.

Design choices should reflect both your personal desires and an understanding of what is realistic to accomplish. It's recommended to start with a minimum necessary feature list for the campaign, then expand from there over time. Plan to start with one city or town, not two, for example. Some DMs want to strive for a perfect and full representation of their envisioned campaign world from the start – but as any game designer knows, perfection is impossible, as there are always trade-offs involved.

It's recommended therefore to focus on the most important aspects of the module, the ones that will give it the feel you want – for example, a wilderness that is full of animal life and monster lairs, a city with a variety of populated districts, or a large set of ruins with magical effects and creatures lurking throughout. If you intend to have a city-based campaign, perhaps it's best not to spend weeks creating a complicated 10-level dungeon full of tricks and traps. Instead, invest the time in making memorable NPCs, shops and taverns, and some hidden adventure areas. On the other hand, if you have a wilderness or dungeon-based campaign, it may be best to simplify the features of the nearest town. For example, one inn and one smithy could suffice to serve the PCs' needs to start with. This also leaves room for evolving the campaign world – perhaps an NPC (or even a PC) will eventually decide to open a new, competing establishment.

In NWN, the main structural design choices revolve around areas, scripting systems, and custom content. Some common guidelines for each of these follow.

Areas: the number of areas in the module should be determined by your content (as set out in your design document), and each area should have a purpose. Consider having areas designed for multiple purposes or that can be re-used, whenever it makes sense. For example, rather than creating many specific wilderness areas for traveling and random encounters, use a handful of generic (but differently laid out) ones. If you have a city, you can do the same thing and have a few generic house interiors linked to your city's doors, rather than creating 50 different ones for commoners just as a backdrop. That said, if it's important to add a specific area that is set up a certain way, don't be afraid to put in what's needed to achieve your desired effect.

- Once you've come up with a list of the areas you want to populate with creatures and objects, make sure that each area has an appropriate flavor to it, with area effects (lighting, weather), NPCs, placeables, and items as appropriate. For instance, if you have a small village at the center of your campaign, perhaps all of the NPCs can be unique. I mean "unique" in the sense of having an individual "floaty text" name, an identified profession, and some sort of personal story or goal.
- In practice, you don't need very much background at all to give creatures life and have them interact meaningfully with the players. For example, even if you just have a few "smart" animals in otherwise empty wilderness areas that react to a PCs' presence, that helps your world come alive. Places that look different from each other - different trees and wilderness features, unique features in taverns, and so on - similarly help distinguish your world and make it memorable.

Script systems: even if you are not a scripter, you can still use custom systems for bleeding, death, resting, weather, and a host of other features. The [DMFI Multiplayer Starter Mod](#) comes with a variety of core systems already included, along with the DMFI DM and player tools, and it allows for easy customization by a DM in-game, as well as by novice to advanced builders in the toolset.

- While there are a lot of useful and even spectacular script systems out there – you can do a keyword search on [Neverwinter Vault](#) to see what is available – it's best from a design perspective to first think about what your needs are in the campaign, then seek out systems to satisfy those needs. This will be much more efficient and productive in the end, instead of looking at all the great tools available on the Vault and then trying to make your campaign content conform to them.
- Putting in too many additional major systems initially can be time-intensive and risky, especially if they affect similar things, since they may well conflict. This is especially true of ones that modify the default AI scripts, for example. Remember that a DM, using their judgment and the available DM tools, can often easily replicate in-game many of the actions and effects offered by complicated scripting systems.

Finally, a word on **custom content** (hak files). If you are skilled in creating and using custom content and have specific ideas about what new content you want to include in your campaign, by all means use as much as you like in your module. For those of us who are not experts, a great deal can be added to available building options by installing the [Community Expansion Pack (CEP),](#) a free download with a huge amount of community-created custom content including creatures, placeables, and

items. (The DMFI Starter Mod has a version included in the download package with CEP pre-installed.)

Below are some core resources for those getting started building and DMing in NWN. Only NWN: Enhanced Edition (NWN:EE) is currently supported by a developer (Beamdog), so that is the focus of the below; all NWN modules still run under NWN:EE, however.

The DM-Friendly Module list has several campaigns on it, although in some of the module series not all of the individual modules may have been certified as DM-friendly. Some examples of possible campaigns are (in alphabetical order by author) Bruce Nielson's "The Light Reborn", Lazybones' "Legends of the Sword Coast" and "Torgan's Delve", Oraweb's U1-U3 module series, and Silromen's "Cairn Dell" modules. With some creativity, you can also make a campaign by stringing together individual modules appropriate to players' levels and class/race mix.

The DMFI Multiplayer Starter Mod for NWN:EE contains the DMFI Wands and Widgets for DMs and players pre-installed, along with multiple resting, death and other helpful script systems that will save time for builders of new campaigns and multiplayer (MP) modules. All features are fully documented and a number of additional builder resource links and tips for building MP mods are included.

DMFI 101: So You Want To Be A DM - this entertaining Hall of Fame self-teach module demonstrates the fundamental skills necessary to DM in NWN; also works under NWN:EE.

NWVault prefabs - the NWN area prefabs can greatly assist in constructing a module, whether you want to start with an entire city, just a village, or a particular kind of area. You can make the prefab areas "your own" by modifying the physical layout and/or adding your own NPCs, placeables, and items.

NWN Lexicon - the Lexicon is the most complete NWN scripting reference available, easily searchable, and includes a number of excellent tutorials on both scripting and toolset applications.

The NWC Multiplayer Connection and Hosting Guide walks through how to use the DM Client to connect to and host games, as well as other important technical aspects for multiplayer such as how to enable in-game chat logging.

See the NWN:EE Multiplayer Resource page for other helpful links.

III. Organizing play

Unless you just want to sit back and admire your handiwork alone, your campaign's players will be the most important part of it once it has been created, so organizing play will be as crucial to your overall campaign experience as is the campaign's plot and the module's area design.

The combination of a competent DM + enthusiastic players + good module = great experience. The whole is more than the sum of its parts, as even a simple module can be brought alive by players and a DM who bring a lot of creative energy and their own ideas to the module's content. In my experience, as long as a DM has a certain basic level of competence and communicates well with their players, a DM'd campaign (or an individual module) is a guaranteed success. Even if errors sometimes need to be corrected by a DM, players tend to be forgiving, since the overall experience is what they really care about. Having a DM present to fix random weirdness that may occur in a module is also very helpful and always much appreciated.

However, even with a good DM, the best-crafted setting and brilliantly-conceived plots and NPCs will go to waste if the players aren't suited for your campaign, or have wildly differing expectations. For example, DMs who are strongly on one end or the other of the roleplay vs. action continuum will become frustrated and unhappy if they have players who are all at the other end of the spectrum. Players may also have strong feelings about the death, resting or other rules that you want to use in your campaign. The best way to avoid mismatches between DM and players is to clearly advertise what kind of campaign rules you have, how flexible they are, and honestly describe the expected player experience. Most people are flexible, but some for example may hate the idea of permanent death, limited resting, or other rules systems you wish to implement.

On a separate but related note, some players may be enthusiastic and an ideal match for your campaign experience, but are inexperienced in multiplayer NWN. If you have enough novice players like this, consider running a separate module or a campaign "prequel" with your group so everyone can get up to speed on how in-game behavior is handled and learn how to play with each other (and survive) as a party. This can be a good idea even with experienced players, since it lets them establish party dynamics with their campaign PCs and get used to working together. The [Quick and Dirty MP Roleplay Reference](#) is designed with new players in mind, as well as providing a common reference point for in-game expectations.

If you already have an established gaming group that you are comfortable with before starting a new campaign, you may not need to recruit anyone new. Alternatively, you

may need to advertise and seek out potentially interested players. In order to help make sure they will in fact be a good match for your game, it's recommended to use some form of application or evaluation mechanism. This can be an actual application with questions to be answered, or something as simple as a description of the campaign and a request for interested players to message the DM. Often word-of-mouth recommendations can help the process, although it's still important to have some sort of direct contact with future players in your campaign, since they'll be making a long-term commitment to it.

While some don't like the idea of applications, the main point of whatever evaluation mechanism is used for players is that it should help weed out mismatches. You can also consider it a way to help the players evaluate the campaign as being a good match for them. For example, it's amazing how many interested people will do things like fail to read your campaign rules (such as permadeath), which might be a deal-breaker if there is no confirmation or discussion of them beforehand. The application process – whether formal or informal – should also give you an idea of how the player would likely relate to you and other campaign participants. To be most effective, in addition to the usual "describe your planned character" types of application questions, you can throw in a additional ones, such as what kind of experience they are looking for in the campaign. I find that asking this directly is a great way to avoid misunderstandings and mismatches.

Finally, while it may seem obvious, it's necessary to match the number of players in your campaign to what is appropriate for its scope, player participation level, and your DMing ability. For example, personally I've found the optimal number for me to DM solo at one time is 5, with 6 a reasonable possibility and anything beyond that as somewhat unwieldy. I normally choose to accept up to 6 players to a campaign, assuming that not everyone will make every session and being happy to run a full game when it does happen. If you have multiple DMs and a large campaign world, you might even consider running multiple parties of players in it. This is essentially what happens with persistent world campaigns. The campaign format is inherently flexible, and creative DMs and players have come up with many variations on it; go with whatever works best for you and is achievable.

So where can you find a site with a community of potential campaign players and freely available tools to organize play, including an events calendar, Discord chat, and your own individual campaign forum? [Neverwinter Connections](#) (NWC) is the NWN community site – re-launched in February 2019 – dedicated to supporting the multiplayer experience. Campaign games can be scheduled on the calendar, which automatically adjusts across different time zones, allows for events to be repeated, and provides a comments section for each individual game. Campaigns can be advertised

on the NWC Discord and in the NWC Forums, which also support the creation of new individual campaign forums. It is also worth considering DMing a separate "one-shot" module for a shorter-term experience, or as a trial run for both DMs and players in a campaign, prior to starting one up.

IV. Running the campaign

Now you're finally ready to start the campaign! Here's where your DMing and creative abilities come into play, both in-game and out-of-game. There are numerous D&D and other RPG-related resources out there which address things like how to pace a campaign, develop plots, create memorable NPCs, and other concepts related to a campaign. Here we'll focus on walking through the important elements involved in successfully running NWN campaign sessions, from pre-game preparation to post-game activities.

Pre-game preparation

Whether using a pre-built campaign or your own custom module, having some well-organized DM notes for it is essential. The DM module guide (whether formal documentation or your own notes) should, at minimum, contain an overview of plot points and their status, area descriptions that you can add to as things develop, and individual PC-specific backgrounds and notes.

Having players submit some background information on their PCs before starting the campaign will allow you to more effectively integrate their stories and interests. One of the best ways to ensure that players retain their interest over the long term is to work them into the campaign in meaningful ways that affect the game world. Encourage your players to continue developing the backgrounds for their PCs if they want to, and then opportunistically use those backgrounds when developing plotlines. Even a relatively minor subplot, for example involving the fate of a PC's long-lost brother mentioned briefly in his/her background, can add a lot to the game for that player. Sometimes it is helpful to consult in advance with the player and work together in integrating this kind of content, so the DM can avoid the appearance of trying to impose their own vision of the PC and their history on the player.

For each session, it's helpful to focus your review of the DM documentation on where the players are (both physically and plot-wise) and how far they are likely to progress during the time allotted. If you have built your own campaign, I suggest keeping a running log of possible pending events and subplots, to be worked in whenever it is most appropriate. It is also important to achieve a decent level of familiarity with the

general campaign setting, including knowing where to look up necessary references quickly. This will allow you to rapidly answer many of the obvious questions that might be raised in-game by the PCs ("What's north of this town?" "What does [name of god] require of their followers?" etc.) If you have to improvise a "canon" answer for your campaign, note your response down, so you can keep things consistent with it in the future - or later explain it away convincingly, if it seriously conflicts with something else.

Of course, the players will not always move predictably along a carefully crafted plot arc; in fact, if they always did, you would most likely have a rather dull game. Before each session, therefore, think about what they *could* do, not just what you *plan* for them to do. Keep in mind how the main plotline could eventually be resumed if the players at some point deviate from their expected path (which <u>will</u> happen). If you are running a more freeform campaign, you naturally will have less to worry about regarding plot deviation, since there's no set plot to "break". On the positive side, as players deviate from the main plot, opportunities are presented for adding new content based on their actions.

One of the beauties of creating your own campaign module is that you can (and should) update it in the breaks between sessions, which only requires basic toolset skills. Most of the time these additions and updates are minor – removing area encounters after they are defeated by the players, adding a custom item, etc. But it's also a great experience to suddenly introduce into the campaign the possibility of journeying to a completely different region – a new city, major dungeon, or perhaps a new unexplored land – that has been added to your world and is now ready for adventuring in.

Even if you are using a pre-built campaign or don't want to bother with the toolset, you can prepare the introduction of new NPCs or items by identifying generic ones included in the toolset, then creating and renaming them when desired. For example, generic NPC "types" in a mod such as guards, pilgrims, or prisoners can develop into named NPCs if the players interact with them in a significant way. Similarly, using generic items such as "a note" and then modifying their in-game descriptions will give you in-game flexibility. It's useful to remember that pure roleplay actions - and good roleplayers - can allow you to do many things in the gameworld even without "physical" objects being present beforehand, in the same way a pen and paper D&D session is run. For example, roleplaying out receiving a sealed letter or buying special perfumes for an important lady can be done by a DM, even without these specific items being present in the toolset. The actual object can be introduced after the roleplay, if necessary. (Or if the DM is quick enough, created on the fly.)

Running the session

One major attraction of a campaign is that the characters' stories and the campaign plot develop over time in a dynamic world. Within each session, as well as in the campaign as a whole, a DM may shoot for a blend of character development, exploration, roleplay challenges, combat challenges, and the deepening of intra-group dynamics. For example, after the party agrees to help a group of villagers during one session, there may be an exploration and scouting expedition, followed by a furious battle with bandits, then quiet time by the party around a campfire for reflection on their experience, which brings out more of one PC's backstory and their personal quest.

The DM does not have to try and achieve all of their desired goals in a single session. For example, one session may be largely combat and loot-focused, while another might end up featuring (intentionally or not) a long, heated debate within the party over a major group decision. DMs ideally should stay flexible during a particular session, as well as in the campaign as a whole, letting the plot seem to develop organically rather than having it be obviously forced along.

In that regard, it's important to underline that while campaigns take place in an immersive world with interesting NPCs and locations, the main action should ultimately be centered around the PCs and their choices. Most players enjoy participating in conflicts where their characters have to make meaningful decisions that carry consequences within the game for the plot, the game world and the PCs' lives. To determine what kinds of conflicts and choices best suit your players' characters, watch each game closely. Make sure that the PCs are presented with logical choices and consequences in-game, and that the motivations for the desired courses of action seem realistic. When using a prebuilt campaign, think of how your unique, PC-specific subplots could affect the main plot. Ideally, they should reinforce it, or at least not conflict with it.

As a practical step, it's a good idea to have a pre- and/or post-game chat session with your players, to make sure technical and administrative issues are resolved and any questions about in-game events answered. Many DMs use a separate out-of-character (OOC) entry area within a module for this activity. I've found this arrangement actually helps with in-game continuity, since players aren't left standing around in a "real" area waiting for everyone to log in and/or trying to conduct necessary OOC conversations there before starting the action. You can build a small area for this purpose yourself and place the module start there; if such an area doesn't exist in a pre-built module, a DM can always use an otherwise empty area.

While the session is running, keep notes on anything you will need to follow up on later, and have client chat logging enabled (see the [Multiplayer Connection and Hosting Guide](#) for how to set that up, if needed). If you don't want to switch out of the game to take notes while DMing, you can always type notes to yourself in the DM channel and then look at the log afterwards. Notes are often important to track significant PC-NPC interactions and other developments you might not otherwise remember, if you're concentrating just on remembering events of the major plotline. Players enjoy the depth added to a campaign when there are recurring threads in the game and their past actions have visible results within the game world. Keeping notes by area I've found to be an effective technique, for example noting how specific NPCs in a tavern have interacted in the past with PCs (the bartender will remember large tips!)

Post-game activities

As mentioned above, it can be useful to also have a short OOC chat at the end of each session, in order to discuss anything needed before the next game, review any issues that arose during the session, etc. Once that is done, there are still some meaningful and important activities you can do for your campaign before the next session. Some examples:

- Public campaign chronicles. Summaries of each session help keep players (and DMs) on track with in-game developments. Having a living record of your campaign can also be an end in itself, as you and the players literally write your own fantasy novel. If you have a [campaign forum](#), this is one good use for it.
- Play-by-post. Again, if you have a forum available, you can have players continue in-character (IC) conversations outside of the game. This may be especially helpful when debating a major decision for the party, or just to allow PCs to express themselves more fully.
- Play-by-PM (or email). What I call "off-camera" campaign time can potentially occur for individual PCs, either because they missed a session or due to a gap between the current in-game time and the planned in-game start time of the next campaign session (say from dinnertime until midnight). While DMs and players can always just come up with something neutral and ignore the time difference, if PCs have a "side hustle" or other private activity going on away from the group, this can be adjudicated by the DM out-of-game. When it's been warranted, I've also occasionally had private sessions for PCs in my campaign mod, in order to resolve or more fully explore in-game these types of situations.
- New content. What happened during the session that should result in new plot items, custom equipment, or named NPCs? For example, if you roleplay out a PC receiving an important note, then follow up by actually creating the note in-

game, even a minor touch like this can add something special for the player involved. More significant changes may require modifications to areas. This includes things such as PC housing and results of major events in the gameworld; for example, if a building burned down in one session, then the area should be changed to reflect that.

- New plot ideas. Did anything occur that could serve as a plot hook for your planned subplots? Or did something entirely new occur to you based on what the PCs did?

All of the above help promote players' integration into the campaign and their enjoyment of it. Also consider player-generated initiatives in that respect. In one case that happened in my weekly open-ended campaign, a player introduced a new PC and, with my blessing, also provided the module areas for that PC's home village as part of his background submission. Don't be afraid to allow players to develop their own content - clothes, equipment, even home areas - which can add to the campaign's uniqueness, as long as it's consistent with what should be in the gameworld. Custom items and areas are easily imported into the campaign module via the toolset. Alternatively, custom items can be brought into a game by a DM who enters another module containing the items, places the items in their inventory, and then saves a new version of their DM avatar.

Finally, it is important to keep in mind that players will inevitably come and due to real-life events, even if they are a perfect match for your campaign. So don't be too surprised or disappointed by this; in the event of dropouts, think hard about how balanced your group is and how new PCs and players should best be introduced. It may be the case that a player shouldn't be replaced immediately, if it doesn't make sense in terms of plot or party dynamics. In order to reduce the sometimes disruptive effect of characters dropping out and others joining in, try to develop strategies ahead of time for integrating new characters. Engage new players and work out a way for the new character's arrival to fit into the ongoing plot. Their background may suggest a new subplot, or may fit perfectly into elements of the existing plotlines.

V. Conclusion: A revolution in gaming

It is fitting to end with a quote from Arawen Silverstar, the former DM-Friendly Initiative (DMFI) project lead, who describes the kind of impact a DM'd NWN campaign can have:

> *"In my first DMed campaign experience as a player, I was awed by how my fellow players and DM brought the game alive. Each character had*

personality, goals and fears that very much influenced the story. The world responded to our every action whether from throwing a torch to create light or set a fire, to ways in which we interacted with NPCs. It was as good roleplaying and team combat as any pen and paper D&D I'd played or DMed-- and very much a revelation to me about what this NWN medium can do.

The video game medium brings the powers of visual, auditory and computer game dynamics to story-telling in a way that can be both exhilarating and moving at its best. The setting allows DMs to evoke atmosphere in ways very different from pen and paper RPGs, while the DM Client enables the game to be much more responsive than the automated NWN engine could ever anticipate."

Bottom line: great things can be achieved with NWN campaigns. If you are looking to run one, I hope this guide will help you in creating a memorable and unique experience.