

Neverwinter Console Commands

Player Console Commands

The following console commands can be used at any point during game play. Simply hit the tilde (~) key and type in your command. The usage of each command requires typing the command, followed by zero or more parameters.

Rolling dice:

dx <n>

Where: x is an integer value specifying the type of die, and n specifies the number of dice to roll.

Description: This function will simulate rolling the specified number (*n*) of an *x*-sided dice and display the result on screen.

Available dice types: d100, d20, d12, d10, d8, d6, d4, d3, d2

makesafe (non-debug)

Usage: makesafe

Description: This function will move the player to a safe location, meaning a valid location in the area (ie. not in walls or on other creatures).

hidepartynames

Usage: hidepartynames

Description: This function will hide the names of party members displayed on the partybar GUI.

showpartynames

Usage: showpartynames

Description: This function will show the names of party members displayed on the partybar GUI.

setchatbuffersize

Usage: setchatbuffersize <x>

Where: x is an integer value indicating how many lines the chat window's buffer should be.

Description: This function will set the buffer size of the chat window buffer.

Dungeon Master Commands

dm_allspells	dm_enablecombatdebugging	dm_getfactionreputation	dm_getmodulevarfloat
dm_getvarfloat	dm_getmodulevarobject	dm_getmodulevarstring	dm_getmodulevarint
dm_gettime	dm_getmodulevarvector	dm_getvarint	dm_getvarobject
dm_getvarstring	dm_getvarvector	dm_giveXP	dm_givegold
dm_givelevel	dm_god	dm_heal	dm_jumptopoint
dm_modifySTR	dm_modifyCHA	dm_modifyCON	dm_modifyDEX
dm_modifyINT	dm_modifyattackbase	dm_modifyWIS	dm_modifyage
dm_levelup	dm_modifysavefortitude	dm_modifysaverefle x	dm_modifysavewill
dm_movetoarea	dm_modifyspellresistance	dm_runscript	dm_setmodulevarint
dm_setCR	dm_setfactionreputation	dm_setattackbase	dm_setvarint
dm_setCHA	dm_setfactiondefender	dm_settime	dm_showarea
dm_setCON	dm_setmodulevarfloat	dm_setvarstring	dm_setage
dm_setDEX	dm_setmodulevarvector	dm_setvarfloat	dm_setfaction
dm_setINT	dm_setmodulevarobject	dm_setvarvector	dm_setvarobject
dm_setSTR	dm_setmodulevarstring	dm_spawncreature	
dm_setWIS	dm_setspellresistance	dm_setfactionenemy	

The following list of commands that can be used by the Dungeon Master. To use each command simply hit the '~' key, and type in the command.

Players who wish to use these Dungeon Master commands, hit the '~' key and then type in the following:

DebugMode 1 *to turn it back off, use* DebugMode 0

Important Note: Players do not have access to this command if playing on a server that does not allow it.

dm_allspells

Usage: dm_allspells <x>

Where: x is an integer value of either 0 or 1.

Description: This function will enable all spells from all classes to be cast by the player if a value of 1 is specified. Specifying 0 will disable this and the player will only be allowed to cast spells his/her character is permitted according to that character's class/abilities.

dm_enablecombatdebugging

Usage: dm_enablecombatdebugging <x>

Where: x is an integer value of either 0 or 1.

Description: This function will enable and display additional information about how attacks, damage, and saving throws are computed.

dm_getfactionreputation

Usage: dm_getfactionreputation <faction1> <faction2>

Where: faction1 is the name of a faction.

faction2 is the name of a faction.

Description: This function will retrieve the reputation value for how faction2 feels about faction1 and display it.

dm_getmodulevarfloat

Usage: dm_getmodulevarfloat <varname>

Where: varname is the name of the variable to get.

Description: This function will retrieve and display on screen the specified local variable from the module.

dm_getmodulevarint

Usage: dm_getmodulevarint <varname>

Where: varname is the name of the variable to get.

Description: This function will retrieve and display on screen the specified local variable from the module.

dm_getmodulevarobject

Usage: dm_getmodulevarobject <varname>

Where: varname is the name of the variable to get.

Description: This function will retrieve and display on screen the specified local variable from the module.

dm_getmodulevarstring

Usage: dm_getmodulevarstring <varname>

Where: varname is the name of the variable to get.

Description: This function will retrieve and display on screen the specified local variable from the module.

dm_getmodulevarvector

Usage: dm_getmodulevarvector <varname>

Where: varname is the name of the variable to get.

Description: This function will retrieve and display on screen the specified local variable from the module.

dm_gettime

Usage: dm_gettime

Description: This function will display the current game time of the module on screen.

dm_getvarfloat

Usage: dm_getvarfloat <varname>

Where: varname is the name of the variable to get.

Description: This function will activate action target mode. The specified local variable will be retrieved from the target you click and be displayed on screen.

dm_getvarint

Usage: dm_getvarint <varname>

Where: varname is the name of the variable to get.

Description: This function will activate action target mode. The specified local variable will be retrieved from the target you click and be displayed on screen.

dm_getvarobject

Usage: dm_getvarobject <varname>

Where: varname is the name of the variable to get.

Description: This function will activate action target mode. The specified local variable will be retrieved from the target you click and be displayed onscreen.

dm_getvarstring

Usage: dm_getvarstring <varname>

Where: varname is the name of the variable to get.

Description: This function will activate action target mode. The specified local variable will be retrieved from the target you click and be displayed on screen.

dm_getvarvector

Usage: dm_getvarvector <varname>

Where: varname is the name of the variable to get.

Description: This function will activate action target mode. The specified local variable will be retrieved from the target you click and be displayed on screen.

dm_giveXP

Usage: dm_giveXP <x>

Where: x is an integer value indicating the amount of experience points to give.

Description: This function will activate action target mode. The target you click will be given the specified amount of experience points.

dm_givegold

Usage: dm_givegold <x>

Where: x is an integer value indicating the amount of gold to give.

Description: This function will activate action target mode. The target you click will be given the specified amount of gold.

dm_givelevel

Usage: dm_givelevel <x>

Where: x is an integer value indicating the number of experience levels to give.

Description: This function will activate action target mode. The target you click will be given enough experience points to advance the specified number of experience levels.

dm_god

Usage: dm_god

Description: This function will make the player invulnerable.

dm_heal

Usage: dm_heal

Description: This function will restore the player back to full hitpoints.

dm_jumptopoint

Usage: dm_jumptopoint <x> <y> <area>

Where: x is a floating point value indicating the x-coordinate in the area you wish to jump to.

y is a floating point value indicating the y-coordinate in the area you wish to jump to.

area is the area tag of the area you wish to jump to.

Description: This function will send the player to the specified x,y coordinate in the area specified.

dm_levelup

Usage: dm_levelup

Description: This function will advance the player by one level of experience.

dm_modifyYYY <x>

Where YYY is an ability score to modify and x is an integer value indicating the amount to adjust the ability score by.

Description: This function will activate action target mode. The target you click will have its base ability adjusted by the value specified. Positive values will cause an increase, while negative values will cause a decrease.

Valid Ability Names: **CHA, CON, DEX, INT, STR, WIS**

dm_modifyage

Usage: dm_modifyage <x>

Where: x is an integer value indicating the amount to adjust the age by.

Description: This function will activate action target mode. The target you click will have its age adjusted by the value specified. Positive values will cause an increase, while negative values will cause a decrease.

dm_modifyattackbase

Usage: dm_modifyattackbase <x>

Where: x is an integer value indicating the amount to adjust the base attack bonus by.

Description: This function will activate action target mode. The target you click will have its base attack bonus adjusted by the value specified. Positive values will cause an increase, while negative values will cause a decrease.

dm_modifysavefortitude

Usage: dm_modifysavefortitude <x>

Where: x is an integer value indicating the amount to adjust the save value by.

Description: This function will activate action target mode. The target you click will have its fortitude save value adjusted by the value specified. Positive values will cause an increase, while negative values will cause a decrease.

dm_modifysavereflex

Usage: dm_modifysavereflex <x>

Where: x is an integer value indicating the amount to adjust the save value by.

Description: This function will activate action target mode. The target you click will have its reflex save value adjusted by the value specified. Positive values will cause an increase, while negative values will cause a decrease.

dm_modifysavewill

Usage: dm_modifysavewill <x>

Where: x is an integer value indicating the amount to adjust the save value by.

Description: This function will activate action target mode. The target you click will have its will save value adjusted by the value specified. Positive values will cause an increase, while negative values will cause a decrease.

dm_modifyspellresistance

Usage: dm_modifyspellresistance <x>

Where: x is an integer value indicating the amount to adjust the spell resistance by.

Description: This function will activate action target mode. The target you click will have its spell resistance adjusted by the value specified. Positive values will cause an increase, while negative values will cause a decrease.

dm_movetoarea

Usage: dm_movetoarea <area>

Where: area is the area tag of the area to move to.

Description: This function will move the player to the specified area.

dm_runscript

Usage: dm_runscript <script>

Where: script is the name of the script to run.

Description: This function will run the specified script.

Dm_setYYY

Usage: dm_setYYY <x>

Where YYY is an ability score to set and x is an integer value indicating the number to set the ability score to.

Description: This function will activate action target mode. The target you click will have its base ability set to the value specified.

Valid Ability Names: **CHA, CON, DEX, INT, STR, WIS**

dm_setCR

Usage: dm_setCR <x>

Where: x is an integer value indicating the challenge rating.

Description: This function will activate action target mode. The target you click will have its challenge rating set to the value specified.

dm_setage

Usage: dm_setage <x>

Where: x is an integer value indicating the value to set the age to.

Description: This function will activate action target mode. The target you click will have its age set to the value specified.

dm_setattackbase

Usage: dm_setattackbase <x>

Where: x is an integer value indicating the value to set the base attack bonus to.

Description: This function will activate action target mode. The target you click will have its base attack bonus set to the value specified.

dm_setfaction

Usage: dm_setfaction <x>

Where: x is the name of the faction to set the target to.

Description: This function will activate action target mode. The target you click will have its faction set to the one specified.

dm_setfactiondefender

Usage: dm_setfactiondefender

Description: This function will activate action target mode. The target you click will have its faction set to be a defender.

dm_setfactionenemy

Usage: dm_setfactionenemy

Description: This function will activate action target mode. The target you click will have its faction set to be an enemy.

dm_setfactionreputation

Usage: dm_setfactionreputation <faction1> <faction2>

Where: faction1 is the name of a faction.

faction2 is the name of a faction.

Description: This function will set the reputation value for how faction2 feels about faction1.

dm_setmodulevarfloat

Usage: dm_setmodulevarfloat <varname> <value>

Where: varname is the name of the variable to set.

value is a floating point value that varname will be set to.

Description: This function will set a local variable on the module with the specified name and value.

dm_setmodulevarint

Usage: dm_setmodulevarint <varname> <value>

Where: varname is the name of the variable to set.

value is an integer value that varname will be set to.

Description: This function will set a local variable on the module with the specified name and value.

dm_setmodulevarobject

Usage: dm_setmodulevarobject <varname> <value>

Where: varname is the name of the variable to set.

value is an object id value that varname will be set to.

Description: This function will set a local variable on the module with the specified name and value.

dm_setmodulevarstring

Usage: dm_setmodulevarstring <varname> <value>

Where: varname is the name of the variable to set.

value is a string that varname will be set to.

Description: This function will set a local variable on the module with the specified name and value.

dm_setmodulevarvector

Usage: dm_setmodulevarvector <varname> <x> <y> <z>

Where: varname is the name of the variable to set.

x is a floating point value indicating the x component of the vector.

y is a floating point value indicating the y component of the vector.

z is a floating point value indicating the z component of the vector.

Description: This function will set a local variable on the module with the specified name and value.

dm_setspellresistance

Usage: dm_setspellresistance <x>

Where: x is an integer value indicating the value to set the spell resistance to.

Description: This function will activate action target mode. The target you click will have its spell resistance set to the value specified.

dm_settime

Usage: dm_settime <h> <m> <s> <ms>

Where: h is the hour to set the time to.

m is the minutes to set the time to.

s is the seconds to set the time to.

ms is the milliseconds to set the time to.

Description: This function will set the game time in the module to the specified hour, minute, second, and millisecond.

dm_setvarfloat

Usage: dm_setvarfloat <varname> <value>

Where: varname is the name of the variable to set.

value is a floating point value that varname will be set to.

Description: This function will activate action target mode. The target you click will have a local variable set with the specified name and value.

dm_setvarint

Usage: dm_setvarint <varname> <value>

Where: varname is the name of the variable to set.

value is an integer value that varname will be set to.

Description: This function will activate action target mode. The target you click will have a local variable set with the specified name and value.

dm_setvarobject

Usage: dm_setvarobject <varname> <value>

Where: varname is the name of the variable to set.

value is an object id that varname will be set to.

Description: This function will activate action target mode. The target you click will have a local variable set with the specified name and value.

dm_setvarstring

Usage: dm_setvarstring <varname> <value>

Where: varname is the name of the variable to set.

value is a string that varname will be set to.

Description: This function will activate action target mode. The target you click will have a local variable set with the specified name and value.

dm_setvarvector

Usage: dm_setvarvector <varname> <x> <y> <z>

Where: varname is the name of the variable to set.

x is a floating point value indicating the x component of the vector.

y is a floating point value indicating the y component of the vector.

z is a floating point value indicating the z component of the vector.

Description: This function will activate action target mode. The target you click will have a local variable set with the specified name and value.

dm_showarea

Usage: dm_showarea

Description: This function will reveal all the tiles in the current area by removing the 'fog of war'.

dm_spawncreature

Usage: dm_spawncreature <creature>

Where: creature is the creature tag of the creature to spawn in.

Description: This function will effectively cause the player to summon the specified creature.