

Neverwinter Nights 1: EE Home

Neverwinter Nights released by Atari / Bioware in 2002, with expansions in 2003 and premium modules up to 2006 and patches up to 2008 (1.69).

Neverwinter Nights: Enhanced Edition was released 27th March, 2018.

Here you can find information primarily for modders - module creators, custom content creators, scripters. Particularly items that are new in EE are highlighted along with their usage.

There will be player-related information but a large amount of this can be found on the [Fandom wiki](#).

For more detailed scripting information see the [NWN Lexicon](#) which will be linked to frequently.



Recent space activity



Winternite

[Beamdog HD Pack](#) updated yesterday at 10:29 PM • [view change](#)



Lucky

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Merricksdad

[Using ShaderMap 4 \(SM4\) to Make Simple PBR Textures](#) commented yesterday at 9:18 PM

[Using ShaderMap 4 \(SM4\) to Make Simple PBR Textures](#) updated yesterday at 9:01 PM • [view change](#)



Jasperre

[Beamdog HD Pack](#) updated yesterday at 8:55 PM • [view change](#)

This space is for Neverwinter Nights: EE (and also NWN 1.69, where applicable).