

Deadfire Modding Tools and Applications

The intent of this document is to serve as a list of applications and tools that can be useful for modding Obsidians Entertainments computer game "Pillars of Eternity II: Deadfire".

The tools have to be within the realm of possibility, so please do not add things like "General Artificial Intelligence to generate infinite conversations on the fly", but very unlikely tools (like an application to make new maps) are fine.

When adding to this document, please use the following format:

[Short description of tool]

[Description of tool (if necessary)]

[Optional link to the tool if it exist, or is made after the request is made]

Conversation editor:

An application that can edit or create Deadfire conversation files.

Map Editor:

A tool, or toolchain, that makes it possible to create new maps for Deadfire.

Vendor editor:

An application that makes it easy to edit existing vendors or make new vendors.

Class editor:

An application that makes it easy to edit existing (sub)classes or make new ones.

Ability/Spell editor:

An application that makes it easy to edit existing spells and abilities, or make new ones.

Item editor:

An application that makes it easy to edit existing items, or make new ones.

Quest editor:

An application that makes it easy to edit existing quests, or to make new ones.

Manifest editor:

A simple tool to create and maintain the manifest file in modifications.