



Mysteries of Westgate Creature Pack

Thank you for downloading the official *Mysteries of Westgate* creature pack!

This pack includes the following files:

- **mow_creatures.hak**: The HAK file contains 4 new creatures (listed below).
- **mow_creature_blueprints.erf**: The ERF file contains the blueprints for the 4 new creatures.
- **mow_showcase_creatures.mod**: A small module that showcases the 4 new creatures and their attributes.
- 2DA files for all NWN2 installations: NWN2, NWN2 + MotB, and NWN2 + SoZ (note that the installation of NWN2 + MotB + SoZ is identical 2DA-wise to NWN2 + SoZ).
- **Readme.pdf**: The file you are currently reading.

The 4 new creatures contained in the creature pack are:

Orbakh – A vampire and archmage, Orbakh’s title is the Faceless, leader of the Night Masks.



Quelzarn – A giant kind of sea serpent, many of which are known to dwell in the harbour of Westgate and in the sewer waters beneath the city.

Special Note: The AI scripts supplied with the quelzarn are non-standard NWN2 AI scripts, and have been specially written for this water-based creature.



Wererat – These are rat lycanthropes that like to inhabit the dirty and dingy city sewers.



Paeliryon – Devils of great power, these creatures are information brokers of the Nine Hells.

