

Installation Directions, Downloads, and “Compilation” Haks required for Sanctum of the Archmage v4.2

The following package downloads are required to play Sanctum of the Archmage Chapter 1, version 4.2. In each case, download the linked file and extract the contents using 7zip or a compatible file compression program. Find your NWN game folder, and copy all “.mod” files to the “modules” folder, all “.hak” files to the “hak” folder, all “.tlk” files to the “tlk” folder, all “.wav” files to the “ambient” folder, and all “.bmu” files to the “music” folder. Please follow any additional instructions provided below, or in the download for the package. Send installation problems or questions to andarian @ andarian . net.

Sanctum of the Archmage v4.2 Files:

[Modules, Tlk files and Documentation](#)

[Module Specific Hak Files](#)

[Module Specific Sound and Music Files](#)

[Sanctum of the Archmage Chapter v4.2 3rd Party Haks](#)

CEP (Community Expansion Pack), v2.6 - ([Project Page](#) / [Download Link](#))

Community Music Pack (CMP), v1.0 - ([Project Page](#) / [Download Link](#))

Community Skybox Pack (CSP), v2.1 - ([Project Page](#) / [Download Link](#))

Community Tileset Project (CTP) - ([Project Page](#))

Note that only the following downloads are required:

[CTP Common](#)

[CTP Loadscreens](#)

[CTP Cave Ruins](#)

[CTP Elf Interior](#)

CTP Generic Doors - ([Project Page](#) / [Download Link](#))

NWNCQ Project v1.3 - ([Project Page](#)) Download Links: [NWNCQ](#) [NWNCQ Patch](#)

Additional Notes

- Unlike previous versions of the modules, the “Community Music Pack” download ***is now required*** to install and play Sanctum of the Archmage v4.
- Sanctum of the Archmage v4.2 does *not* use the current version of Project Q. Renamed haks from Qv1.5 are used instead, and are included in the project’s “3rd Party Haks” download file.