

## **Installation Directions, Downloads, and “Compilation” Haks required for Sanctum of the Archmage v5.0**

The following package downloads are required to play Sanctum of the Archmage Chapters 1 and 2, v5.0. This release includes versions of the modules that should be playable in either NWN: 1.69, or in NWN:EE. 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. (Any other file types should not be needed. 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 v5.0 Files:**

[Modules, Tlk files and Documentation \(NWN:EE Version\)](#)

[Modules, Tlk files and Documentation \(NWN 1.69 Version\)](#)

[Module Specific Hak Files](#)

[Module Specific Sound and Music Files](#)

[Sanctum of the Archmage Chapter v5.0 3<sup>rd</sup> 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**

- Sanctum of the Archmage v5.0 does *not* use the current version of Project Q. Renamed haks from Project Q v1.5 are used instead, and are included in the “3<sup>rd</sup> Party Haks” download file.
- The module file for Sanctum 2 in the NWN 1.69 download has “EE” in its name. You can ignore that. It should still play properly in NWN 1.69.