The Witcher 3: Enhanced Edition – Step by Step

- Guide by Lady Glass -

Installation (Modders)

Unpack the archive. Put the three folders in your Witcher 3 top level directory. Overwrite your *input.settings* file with the included *input.settings* file.

Installation (Casual)

Find your Witcher 3 **top level directory**. This is a folder called "The Witcher 3" which contains folders named **bin**, **content**, **DLC**, and more. If you cannot find this location on your computer, consult [this guide](#).

The download of the mod is packed in 7zip (.7z) format. Unpack it with any archiving software (free download [here](#)). Move the three folders from the archive, called **bin**, **DLC**, and **Mods**, to your Witcher 3 top level directory.

If you've done this step correctly, then the **DLC** folder in your Witcher 3 top level directory will contain (among others) two subfolders named **DLCW3EE** and **DLC1**.

Find your *input.settings* file, located in **C:\Users\[your name]\Documents\The Witcher 3**, or **This PC\Documents\The Witcher 3**. Delete that file and replace it with the *input.settings* file provided in the mod download.

Installation (First Launch)

After installing all mod files to the correct locations, launch your game. Before the game window appears, a window named "REDengine 3" will appear and say it is compiling scripts. If an error message appears, record the contents of the error message and find someone who can [help](#).

If the game starts without errors, close it and start it again. Always take this extra step any time the "REDengine 3" window appears. Your game **will** contain errors no one can fix if you forget to **close and reopen** it after it compiles its scripts.

<u>Installation (Updating)</u>

If you already have *The Witcher 3: Enhanced Edition* installed and you wish to install a new version, check the **version numbers** of the old installation and the new installation. Version numbers are broken into two halves by a decimal point (.), the **major version** on the left and the **minor version** on the right. If the major version of the new installation does **not** match your current installation, you will need to start a new game after updating the mod. Do not continue on a previous save file.

Before installing a new version, visit the **DLC** folder in your Witcher 3 top level directory and delete the subfolders named **KOTW** and **W3EEDLC**, and visit the **Mods** folder to delete every subfolder with **W3EE** in its name. Then install the update using the instructions above. Replacing *input.settings* will remove your custom controls.

<u>Warnings and Tips</u>

- You **must** begin a new game after installing *Enhanced Edition*. No exceptions.
- New Game Plus is not supported. It introduces unpredictable balance and gameplay issues. If you want to play with Legendary gear, ask for <u>help</u>.
- You can change the controls to your liking using the in-game menu located in **Options > Key Bindings**. While you have this menu open, do **not** use the option to reset all controls to default (do not press [R]). If you do this, the game will "forget" controls added by the mod, and you will be unable to use them even if they appear to have corresponding input buttons. If you have wiped your controls by mistake, you can fix this by reinstalling the mod's *input.settings* file.
- *Enhanced Edition* does not care if <u>Unification Patch</u> is or is not present. Do not play versions of *The Witcher 3: Wild Hunt* older than 1.31 (September 12, 2016). If you do not know your version number, check the game's main menu.
- *Enhanced Edition* is distributed only in English. If you play in another language, you will have to force the game to load *Enhanced Edition*'s English text, or many

text boxes will appear blank. Go to the **Mods** folder in your Witcher 3 top level directory. Visit each of the subfolders with **W3EE** in its name, and in the **content** subfolder you will find a file named **en.w3strings**. Rename this file, replacing "en" with the two-letter code for your language.

- If Enhanced Edition is causing a performance drop, go to **Options > Mods > W3EE > Addons > Friendly HUD > 3D Markers**, and set "Enable 3D Markers" to **off**.

- Instead of installing a mod to change the timescale of the game, go to **Mods\ modW3EEMain\content\scripts\game\r4game.ws**, find the line "setHoursPerMinute" (line 636) and change the number in the parentheses.

- The debug console can be opened with [~]. If this does nothing, edit *general.ini*, located in **bin\config\base**. Add "**DBGConsoleOn=true**" to a new line, then save the file.

Installing Other Mods

Enhanced Edition is intended as a one-stop solution for modding The Witcher 3, and includes the features of many simple and necessary mods by other authors, credited where appropriate. Before installing a mod, check to see if *Enhanced Edition* already adds the desired feature, including minor things like scabbards for NPCs. **Check first**.

Do not use the "automatic merge" feature of <u>Script Merger</u>. Review the comparison screen in KDiff3 and move the lines from the script files intelligently to avoid creating bugs. If this is not your area of expertise, find someone who can <u>help</u>.

Credits

The Witcher 3: Enhanced Edition by Sir Reaperrz, Esq.

Special contributions by Corvah

Friendly HUD and special contributions by Wasteland Ghost

W3EE – Lazarus Project by falki, Kolaris, and Charan666

Lore-Friendly Economy by stefan3372

Manual Bomb Aiming by Eutirion

Primer by DominusSicarum and skyliner390

Enhanced Targeting by Mpstark

Immersive Cam and *Immersive Meditation* by ksolberg

More Quick Slots and Quick Inventory by Wolfmark

All Quest Objectives on Map by Wolfmark

No Duplicate Relics by Partoutatix

E3 2014 VGX More Blood Mod by KNGR

Quest reward bugfix by Absamra

Special contributions by tmentink and BloodyCharacter

Potion bottle asset by RayDess

XML edits by PeasantHenry

VFX and weapon assets by ScoutbrO

Scaleform menu contributions by erxv

HUD assets by Hyadum27

Table of Contents

The manual will proceed **topically**, one subject at a time. Topics will be addressed in the following order:

1. Combat Controls
2. Combat Concepts
3. Exploration and Economy
4. Alchemy and Crafting
5. Signs and Talents
6. Technical Information

<p style="text-align: center;"><u>Combat Controls</u></p>

- Attack

[Note: It is **strongly recommended** that you unbind "Modify Attack Type," which changes your attacks between light and heavy when held. Put "Strong Attack" on an easily accessible key (recommended binding: Mouse 3).]

The Witcher 3: Enhanced Edition is a skill-focused fighting game with an emphasis on player involvement and control. It uses a **manual targeting** system to aim every attack at the center of your screen. Move the camera to aim your attacks as though you had crosshairs on your display. If this is difficult, you can practice by installing a crosshair overlay of your choice, or by sticking tape to the middle of your screen.

You will take one step forward with every attack, which may not be enough to reach the enemy in front of you. To take an additional step, hold the **medium distance modifier** while giving the input for your attack. To take a third step, instead use the **long distance modifier**. These inputs can be customized in **Options > Key Bindings** (recommended bindings: Left Control and Left Shift).

- Attack Bending

The direction of your attack is not fixed once you begin the swing. Move the camera while swinging to change its aim. You can use this bending technique with long attacks to wrap around enemies and strike from behind, even when they try to face toward you.

- Whirl and Rend

Hold fast attack or strong attack with a weapon to trigger these alternate attacks.

- Special Attacks

[Note: In **Options > Key Bindings** is a button called "Parry / Counter". We will call it the "Block" button. (Recommended binding: Mouse 2.)]

If you fast attack while holding the block key, you will perform a stamina-draining kick attack instead of a weapon attack. If you strong attack while holding the block key, you will perform a double heavy attack, which may kill small victims instantly if they are missing 70% or more of their health. Weapons are required for special attacks.

[February 08, 2019: Special attacks may be contingent on whether or not you are in the defensive stance, **not** whether or not you are holding the block input.]

- Block

While you hold the block key, you will occupy a **defensive stance**. Attacks that come at you from the front while you block will be deflected and have no effect. Arrows and bolts can also be deflected, but not liquid projectiles like cockatrice spit.

You must have a weapon drawn to block any attack more dangerous than a bare fist.

Blocking an attack costs 5(?) stamina, and if you cannot pay the full stamina cost, only part of the incoming damage will be prevented.

Every attack you block has a chance (see Poise) to break your guard, deal damage, and stagger you. This percent chance should be visually intuitive; weak sword attacks will roll low, and large enemies with large weapons will roll high.

Some attacks, such as drowner leaps, are specially marked as **unblockable**, and attempting to block them guarantees a long stagger.

- Counter

Press the block key while facing an enemy who has just begun an attack to **counter** that attack. When you counter an attack, it will deal significantly reduced damage, often no damage at all. Countering an attack counts as attacking for most purposes, including stamina payment (see Stamina).

Without a weapon, you have access only to the boxing counter, which can only counter enemy fist attacks. When you counter with a weapon drawn, you will perform a step backwards and a slash at the enemy's legs, which will miss if you are too far away.

You can also combine the block key with the medium distance modifier to change your sword counter to a kick counter, which drains stamina in the same way as the special fast attack (see Special Attacks). The long distance modifier replaces your sword counter with a shoulder bash that staggers your opponent. These body-contact counterattacks **do not work** against most large enemies.

[February 08, 2019: Kicking some enemies, *e.g.* ghouls, may cause them to dodge backwards, pulling you with them. There are no plans to change this behavior.]

- Dodge and Roll

Press the dodge key to take a step back. Combine it with the direction inputs to dodge in a specified direction. You can do the same with the roll key. While you play one of these animations, you are **dodging**.

Every enemy attack has an invisible cone called the **safe dodge angle**, which is 90 degrees pointed straight at you. If you are dodging away from an attack in this angle, you are immune to damage from that attack during the **middle third** (30% - 60%) of the dodge's animation.

The first and last parts of the dodge, and dodges outside of the safe angle, provide reduced protection or no protection, depending on your degree of inaccuracy. Partially dodged attacks are called **grazes**.

Hold block while dodging (not rolling) for extra protection; you will be able to counter some of the attacks you would have failed to dodge.

- Jump

Roll and jump are on the same key. Roll will be chosen contextually when enemies are near, and jump will be chosen otherwise.

To roll while no enemies are near, use a fast attack and then roll immediately after. To jump while in combat, sprint first.

- Sign Casting

Selecting a sign using its selection key will immediately cast it. Select a sign using the radial menu if you do not wish to cast it immediately.

- Crossbows

Crossbows require ammunition to fire. Use the key to fire your crossbow to load it. Hold the fire key to aim your crossbow and release it to pull the trigger. Use the jump key while aiming to put your crossbow away without firing it.

Crossbows can be fired underwater.

- Vitality

Your health bar appears in red. If it's not there and you want to see it, hold [Enter] to force *Friendly HUD* to show it to you. At the beginning of the game, you have a vitality maximum of 6,000 points. At 0 points, you die. Ways of increasing your maximum vitality are **uncommon**. In *Enhanced Edition,* increases to your survivability usually take other forms, like points of increased dodge safe angle or evasion speed.

Be aware of your **percent vitality**. As your health bar empties you lose stamina regeneration, vigor regeneration, movement speed, poise, and even resistance to damage. When you fall below 30% of your maximum vitality, you lose the ability to sprint and run out of combat and will begin to limp. Unlike some games, which treat life and death as a single line that you cross at 0 health, *Enhanced Edition* monitors and displays your **steady progress towards death**.

Get your vitality back by consuming food and drink. These consumable items have little immediate impact but have a long duration, making them your primary source of vitality between encounters. You can only benefit from one food item and one drink item at any time. **The vitality regeneration of both food and drink is suspended during combat**, but the stamina regeneration of drink items continues.

You can use the time-lapse feature of meditation (see Meditation) to consume multiple food or drink items in succession. You also regenerate 1 point of vitality every second under most circumstances, enabling you to meditate away scratches without consuming food or drink.

- Stamina

The stamina bar is yellow and wraps around the bottom of the wolf medallion. It refills rapidly over time. When you dodge, roll, attack, counter, or sprint, you pay a stamina cost for that action, and you start an invisible 1-second timer called "stamina

lockout." You do not regenerate stamina while taking an action with a stamina cost or while the stamina lockout timer is running. **Wait 1 full second** after taking an action to resume gaining stamina.

The sword icon on your stamina bar glows when you have high stamina and fades when your stamina bar empties. You move faster while the sword is glowing red and slower while it is faded. Attempting an attack while the stamina bar is empty will result in a severely slowed attack.

Additionally, you suffer a damage penalty while low on stamina, up to -40% for your attacks when the bar is completely empty.

- Vigor

The red half-wheel to the left of the medallion is vigor. Every sign you cast in its standard mode costs 1 **vigor point**, or one-third of the full bar. Every point of vigor missing from your bar reduces your damage by 10%, down to a minimum of 70% when all vigor has been spent.

The alternate modes of Aard, Yrden, and Axii also cost 1 vigor point. The alternate modes of Igni and Quen cost vigor continuously while they are cast.

Casting a sign imposes "vigor lockout," which prevents you from regenerating vigor. It begins when you start casting a sign and ends 1 second after you stop. The standard mode of Quen also impedes vigor regeneration, reducing it to one-half speed while the shield is present.

- Toxicity

Below the health bar is a bar with a skull icon at one end. This bar fills up bright green with **toxicity points** when you drink your alchemy creations. By default, it holds up to 100 points. There is no special effect or penalty for completely filling up the bar, but you cannot consume an alchemy product that would put your toxicity total above your toxicity maximum.

You have a 50-point toxicity **safe threshold**, and any number of toxicity points below this number will have no adverse effect on you. Toxicity above this amount will deal steady damage to your vitality. Note that increases to your maximum toxicity do not automatically increase your safe threshold.

Toxicity **constantly "clears" down to 0** at a slow rate. Toxicity points associated with an alchemy product begin to clear faster once that alchemy product has worn off.

- Adrenaline

Adrenaline points are temporary boosts you can get in combat. They appear among the buffs on your HUD as a percent over a picture of a human heart. Each point of adrenaline buffs you by a small amount, up to +100% stamina and vigor regeneration and +20% damage when full up. You also experience up to a 15% time slowdown effect, making it easier to make decisions in combat. There are ways to increase your adrenaline maximum above 100%, which will enable you to gain even more stamina, vigor, damage, and time slowdown.

You gain 12 points of adrenaline when you take a hit, 5 for killing an enemy, 2 for landing a hit, and 1 for countering an attack. These gain rates are impeded significantly while you are at **high percent vitality**.

Adrenaline points begin to fall off after a few seconds unless you continue to take combat actions like dodging, attacking, and countering.

- Poise

Poise is granted by the armor you wear. Heavy armor provides significantly more poise than light armor. You gain poise while at high toxicity and lose poise while at low vitality. You gain a temporary multiplier to your poise while performing an action: +20% while sprinting, +30% while attacking, and more.

Every point of poise gives you 1% chance to resist the stagger effect of **any attack you could block**. Once your poise reaches 110, you can resist the staggering effect of

unblockable attacks. Many heavy attacks have a high "poise damage" value, which calculates your stagger chance as though your poise were that many points lower. This is why heavy enemy attacks are more likely to stagger you, and also why poise values above 100 continue to be valuable.

- Injuries

Every unblocked attack that hits its target has a 2% chance to **injure** the victim, including you. The second swing of the strong special attack (see Special Attacks) comes with a guaranteed injury if both swings of the attack connect. Injuries are randomly selected from a table of options. Everyone is immune to all injuries they already have.

Limb (arm, leg, wing) injuries cause immense pain when moving. When you dodge with a leg injury or attack with an arm/wing injury, there is a chance that your action is interrupted by a brief stagger. The chance is 10% on attacks and 20% on dodges.

Chest and spine injuries apply 5 stacks of bleeding (see Status Effects) immediately. Spine injuries increase the damage you take from behind by X%.

Head injuries briefly blind you and inhibit stamina regeneration.

Injuries remain until the victim is restored to full health, and are then removed.

- Killmoves

Also called "executes," "finishers," or "finishing moves," you score one of these by fast attacking any enemy who is at 0 health but hasn't fallen down yet. Choose which killmove to use by combining your attack input with a direction key.

Killmoves always dismember their victim. Whenever you dismember an enemy, you regain 20 stamina and you gain 10 adrenaline (instead of the standard 5 awarded after killing an enemy).

If you killmove the last enemy in a fight, you get a time slowdown and camera zoom.

- Status Effects

Burning deals continuous damage until it times out. No stacking.

Bleeding deals continuous damage until it times out. Stacks up to 8 times on you and 15 times on enemies.

Poison on you slowly increases toxicity and deals continuous damage until it times out. Poison on anyone else deals continuous damage. Stacks up to 5 times.

Blindness makes an actor unable to attack until it times out. Blindness also briefly turns the screen white when applied to you. No stacking.

Slowdown or chilled makes an actor move slower. Slowdowns stack additively up to 100%. Chilled is increased to frozen by stacking twice.

Frozen or paralyzed makes an actor stop moving until it times out. Frozen actors take additional damage during this time. No stacking.

Stun makes an actor stand in place and take no actions until it times out. Taking an attack cancels stun. No stacking. **Also called confusion and snare**.

Hypnosis on you turns the screen dark until it times out. No stacking.

Stagger makes an actor move a step backward, and removes their ability to take other actions until it times out. No stacking.

Knockdown and heavy knockdown are similar to stagger, but instead of the staggering animation, knock the actor onto their back and make them play a stand-up animation. Heavy knockdown creates a window of time where an enemy can be instantly slain with a stab to the heart.

- Your Inventory

You can carry up to 75 unnamed "units" of weight, beyond which you lose the ability to move faster than a walk. Every item has a weight, even the coins in your pocket and the quest items the game forbids you from dropping. The inventory screen only displays values down to the hundredths (0.01), so if an item does not appear to have weight, you will see it when you have more of them.

You cannot open your inventory screen or eat food during combat. While you have the radial menu open, your Quick Access items will be displayed in the lower-left of the screen in two columns. Tap a quick item key to use a corresponding item from the left column. Hold that key to use the item in the right column.

- Roach's Inventory

Press [P] while near your horse to open her saddlebags, or double tap the whistle button. You can also access this "stash" by visiting one of the large chests in:

- The Inn, White Orchard
- The downstairs bedroom across from the kitchen, Crow's Perch, Velen
- The Rosemary and Thyme, Novigrad
- New Port Inn, Kaer Trolde, Skellige
- Master Bedroom, Corvo Bianco, Toussaint

The saddlebags hold up to 250 units and will not allow you to put in more, but you can increase this number by equipping saddlebag items in the appropriate slot in your inventory screen.

While haggling with merchants, you can sell from the contents of your saddlebags, regardless of proximity to Roach. You can dismantle or repair things in the saddlebags, and so on, just as if they were in your inventory. You also have access to the stash while meditating, regardless of Roach's location.

- Area Looting

When you open a container, dead body, or herb container, the game also checks other nearby objects of the same type. Their contents will be displayed in the same loot window, listed below the contents of the central container.

Area looting is performed in a radius around **you**, not around the container.

- Horseback Looting

Visit **Options > Key Bindings** to set an input to loot herbs while on horseback. Herbs in a radius around you will be picked and added immediately to the saddlebags.

- Missing Loot

Many of the chests, barrels, and bundles in the world have little or nothing in them. In previous versions of the mod, the lack of loot in these containers caused a problem where, because you did not open a certain container, a point of interest would fail to mark itself as completed.

[February 08, 2019: It is not tested at this time whether treasure hunt quests still occasionally fail as a result of *Enhanced Edition* removing useless loot.]

- Prices

The selling and buying prices of every item in the game have been tuned, greatly increasing the value of the Novigrad Crown and greatly decreasing the value of the miscellaneous items that you might try to sell to local merchants.

For more information, see the [description](#) of the *Lore-Friendly Economy* mod.

- Relic Restoration

There are no duplicates of relic weapons. Only one copy of each of The Harpy, Headhunter, etc., can be found. When you find these items, they may be in unusable

condition, unable to be equipped, and without a damage rating. They must be taken to a craftsman for restoration, an expensive one-time process. Some relic weapons are found well-preserved, and do not require restoration.

- Weapon Alternatives

You can wield one and two-handed axes and maces, but cannot use attack distance modifiers with the two-handed versions. Axes, maces, and steel swords have high durability and deal damage to all enemies except the supernatural, like werewolves and wraiths. Silver swords, which can be used to kill these enemies, have low durability and will need frequent repair work.

- Monster Trophies

When you complete a contract, you will take a trophy off the monster's body. To the right buyer, these are quite valuable. They are also fairly heavy and have no other uses.

- Item Enhancements

Grindstones and workbenches apply charges to your weapons and armor that are consumed in combat. They last indefinitely otherwise. Until these charges are depleted, your equipment will not degrade in quality.

- Night Sight

Press Night Sight (Mouse 4 by default) to toggle night vision.

- Deleveling

There are no "character levels" or "item levels" in *Enhanced Edition*. There are no quest levels, area levels, or display elements that mention levels.

Individual enemies of the same type vary in health and damage by plus or minus 10%, generated at spawning.

Even the best light armors provide less protection than the weakest of heavy armors, and even the best swords deal less damage than a blunt halberd. Instead of simple number upscaling, items showcase their quality through **rarity**, in color-coded tiers: common (gray), uncommon (blue), rare (yellow), and relic (brown). Items of greater rarity are more likely to have helpful secondary effects like stamina gain, movement speed, and bonus carrying capacity.

To learn more about improving your character, see Skills and Talents.

<u>Alchemy and Crafting</u>

- Meditation

Meditation is an integral part of a witcher's routine. You must be meditating to repair your weapons and armor, spend skill points, equip mutagens, or perform alchemy.

Press [N] to meditate. If there is a fire nearby, you will kneel facing it. If your character does not detect a nearby fire, you will light one, spending wood from your inventory. If no wood is available, you will not make a fire. If you do not wish to spend the wood you have, hold [N] to kneel down without building a fire. Any time you meditate at a fire, you will whistle for Roach; this is a holdover feature from previous versions, where proximity was required for stash access while performing alchemy.

While in meditation pose, you can press [N] again to stand up, or hold [N] to bring up the clock interface, which lets you fast-forward to a set time of day. You can also hold the sprint key (Left Shift by default) while meditating to see the world time-lapse around you. Each meditation-exclusive action you take (spending skill points, etc.) causes time to pass around you. If you meditate at a fire for at least 7 hours, you gain the Well Rested buff: +1000 maximum vitality for one real-time hour.

While you meditate, your safe toxicity threshold is elevated by 20% of your maximum toxicity, your toxicity points clear faster, and you resist some bleeding damage. Oils you apply to your blades and potions you drink during this time have their duration increased by 20%.

- Crafting

To make an item in *The Witcher 3: Wild Hunt*, you find the entry for the item you wish to make in a drop-down menu, then click on it to view its ingredients. Fill each of the product item's ingredient slots with an appropriate item, then fuse them with a button press. Each type of crafting also has a contextual requirement: you must be speaking with a blacksmith to craft a sword, must be kneeling at a fire to brew potions, and so

forth. Some ingredients, like the broken sword in a restoration recipe, cannot be substituted. Many other ingredient requirements, especially alchemy ingredients, can be satisfied with more than one available item.

To switch between eligible ingredients, click on them in the crafting interface and **use the up and down arrow keys or mousewheel**.

- Dismantling

Many ingredients called for in bulk, like leather scraps, are also difficult to find. In order to get large numbers of these ingredients, visit the dismantling menu, only available when bartering with a craftsman. Here, you can see what ingredients can be made out of the ingredients in your inventory.

- Ingredient Quality

Every ingredient is an item, and every item in the game has a rarity (see Deleveling). Whenever you craft an item, the **average rarity of your ingredients** is calculated. Common items have a rarity of 1, counting up all the way through relics, at 4, and "witcher gear" (green) items, which have a rarity rating of 5.

In some recipes, certain ingredients, like the bottles in your potions, are excluded from the calculation of an average, because multiple versions of these ingredients at different rarities do not exist.

Increasing the average quality of your ingredients results in higher-quality output. A preview of your item is displayed in the upper right part of the crafting screen.

- Ability Sets

Armors and weapons may have multiple "ability sets" available when you craft them. If they do, then the name of their recipe will be **prefaced with the word "regular."** Use the indicated controls at the bottom center of the crafting screen to cycle through the ability sets. Each set will change the prefixing word of the item's name and grant it a

few themed bonuses. The exact values are random and determined when you craft the item.

- Alchemy Recipes

Alchemy recipes in *Enhanced Edition* require you to **mix "primary substances" into "bases"** to create products. Blade oils use various greases as their base, bombs can be made with a variety of powders, and potions and decoctions require alcohol.

For example, Swallow, the basic healing potion, is made of an alcoholic base and three of the six primary substances: *aether, rebis,* and *vitriol*. You will also need an empty bottle in which to put the potion. (You get empty bottles by consuming alcohol, which happens naturally when you brew potions. You won't run out.)

After you line up the ingredients and craft the item, a sound will play, indicating success, and the quantities of ingredients in your inventory will update. However, the item will not be added to your inventory, as it has not been created. Instead, it has been added to a crafting queue, which fills up with the items you request. When you exit the crafting screen, the game will briefly fade to black and every item in your crafting queue will be added to your inventory, one at a time.

- Primary Substances

An item is an alchemy ingredient if it is a base or if it contains one of the six primary substances: *aether, hydragenum, rebis, quebrith, vermilion,* and *vitriol*. Every alchemy recipe requires at least one "unit" of a primary substance. Most recipes require multiple primary substances in differing amounts, but no recipe requires that a primary substance be added twice.

- Ingredient Quantity

Every base and alchemical substance has a quantity rating of 1, 2, or 4. Each ingredient provides a number of recipe units equal to its quantity rating.

Every alchemical recipe requires 4 units of its corresponding base type (grease, powder, or alcohol), meaning that 2 copies of a quantity 2 base will fulfill the requirement, as will 4 copies of a 1-quantity base or 1 copy of a 4-quantity base. Ingredients cannot share the load in a recipe slot, even if they are interchangeable.

Alcoholic bases are described as "weak," "strong," or "pure," corresponding to quantity scores of 2, 4, and 4, respectively. Oil bases are "low," "standard," and "high quality", also corresponding to quantity scores of 2, 4, and 4. Powder bases are also "low," "standard," and "high quality," but these match up with quantity scores of 1, 2, and 4, different from the other bases.

Other ingredients are described as "low/weak," "moderate," or "rich" sources of their corresponding primary substance, indicating their status as 1, 2, or 4 quantity ingredients, respectively.

[February 08, 2019: Discussion is ongoing about standardizing this terminology.]

- Distilling

In your alchemy screen is a drop-down menu called "Substances: Primary." These recipes are called the "distilling recipes." When you make one of these primary substances using a "contaminated" (common) ingredient, you will receive a "quality" (uncommon) sample of primary substance. Use a "quality" ingredient in the distilling process to create "pure" (rare) samples of the primary substance. Distilling a "pure" ingredient does not improve it further.

- Secondary Substances

Some alchemy ingredients contain one of the three secondary substances, *nigredo*, *albedo*, and *rubedo*. If you line up ingredients for your potion (and only potions) that **all contain the same secondary substance**, then your finished product will contain that secondary substance as well. Ingredients that do not contain primary substances (bottles, bases, etc) do not need to contain the secondary substance.

When you drink a potion with a secondary substance, the secondary substance will appear on your display as a buff, with a separate timer from the duration of the potion. They tick down and expire separately.

The *nigredo* buff grants you 10% bonus damage. The *albedo* buff reduces all toxicity points you would gain by 20% until it expires, including on the potion that applies the buff. The *rubedo* buff heals you 0.3% of your maximum vitality every second.

Secondary substances disappear from an ingredient when you distill it into a sample of primary substance.

- Cooking Recipes

You can purchase cooking and brewing recipes from innkeepers, enabling you to combine and upgrade your food items, increasing their efficiency per weight unit. You can also prepare your own alcohol for potions.

- Potions

Potions have a non-optional drinking animation. Do not expect to be able to consume a potion while under immediate pressure.

- Oils

Any oil can be applied to any melee weapon. When you exit the inventory screen after applying an oil, you will play an animation running your hand down the length of your weapon on both sides.

While you have an oiled weapon drawn, its remaining effectiveness will display on your HUD, but it will slowly drip away over time. To keep the oil on a weapon, keep it sheathed. Each hit with the weapon will also deplete the remaining oil until none is left.

Oils will remain on a blade indefinitely if it is not drawn, including when it's unequipped or stashed.

- Bombs

While you hold the key to throw a bomb, a bright white spot will appear on the ground where your bomb will land. (The indicator's color is affected by ambient lighting.) On key release, you throw the prepared bomb in a line to the target.

To cancel a prepared bomb throw, jump.

- Decoctions

There are 10 decoctions, each associated with a monster family (necrophage, vampire, etc). To learn the recipe for a decoction, you must read 3 books about that monster family, available from book vendors throughout the world.

- Aard

Aard is the sign of air. Use it to put out fires, give enemies a push, and deal a burst of damage to them. Use it underwater to create a shockwave that will crush anything in front of you.

You can upgrade it to unlock its alternate mode: hold the cast button for half a second to hit everything in a circle around you, instead of the cone in front of you. Alternate Aard does half damage and has 60% of base Aard's knockdown chance.

- Igni

This is the sign of elemental fire. It ignites things in a cone in front of you: campfires, candles, explosive barrels, and enemies. Enemies who catch fire will take damage over a few seconds and might panic, standing in place instead of attacking or defending themselves (see Status Effects).

Its alternate mode fires a continuous stream that slows enemies.

- Yrden

The "fifth element," Yrden represents an unknown force. Cast it to create a temporary circle on the ground that **slows everyone in it, including you**. Enemies in the circle receive a burst of damage every 0.9-1.1 seconds (the timer is separate for each enemy), and enemies who take three pulses of the damage are snared (see Status Effects). Additional ticks may be require to apply the snare, based on the enemy's slow resistance.

Upgrade the sign to unlock its alternate mode. This creates a single rune on the ground which destroys enemy projectiles near it and fires staggering blasts at enemies who take offensive actions against you.

- Quen

Quen is the sign of earth. When cast, it creates a layer of electric force that protects you from harm until it expires or is depleted. When you take a hit, **the damage is reduced by the number of points remaining on your Quen shield**, then Quen loses a portion of its strength. Quen loses fewer points on a hit if you have a higher armor rating or greater sign intensity.

Alternate Quen creates a spherical forcefield around you that blocks incoming damage and turns it into stamina and adrenaline, but depletes vigor when blocking hits.

Cast Quen while your base Quen shield is up to dismiss it.

- Axii

This is the sign of elemental water. Use it to stun the enemy in the middle of your screen. It does not always work; increase your sign intensity and try weaker-willed opponents to up your chances.

Its alternate version allows you to switch an enemy to your side instead of stunning them (see Status Effects).

- Skills

On your Character screen, there are five tabs: Combat (red), Signs (blue), Alchemy (green), General (brown), and Mutagens (gray). The Mutagens tab is just an alternate way of viewing your inventory, so be sure when you check it that you've retrieved all your mutagens from your saddlebags. The red, blue, green, and brown tab all feature a grid of **talents**. Each talent belongs to one of **sixteen skills**.

In the red, blue, and green tabs, there are fifteen talents at the top of the grid that are automatically unlocked. Each one of them is the "base talent" of its corresponding skill. The other talents **below** it in the column also belong to the **same skill**. You can hover over any of the fifteen base talents to see your **skill progression** in that skill. Every time your skill progression reaches 100%, it resets to 0, and you receive a **skill point**.

Each skill point is associated with the skill that generated it, and cannot be used interchangeably with the other fifteen types of skill point.

You gain progression in each of the sixteen skills by using that skill.

- Fast Attack: Use fast attacks. Progress 50% faster by hitting enemies.
- Strong Attack: Use strong attacks. Progress 50% faster by hitting enemies.
- Defense: Use blocks, dodges, and counters.
- Ranged Combat: Use a crossbow. Progress 50% faster by hitting enemies.
- Battle Trance: Complete combat encounters. At least one enemy must die for a combat to qualify. Progress 50% faster by taking no damage in that combat.

- Aard Sign: Use the Aard Sign.
- Igni Sign: Use the Igni Sign.
- Yrden Sign: Use the Yrden Sign.
- Quen Sign: Use the Quen Sign in its standard mode. Block damage with the Quen Sign in its alternate mode.
- Axii Sign: Use the Axii Sign.

- Brewing: Craft any recipe in the "Potions" category.
- Oil Preparation: Craft any recipe in the "Oils" category. Apply oils to your weapons.
- Bomb Creation: Craft any recipe in the "Bombs" category. Throw bombs. Plant bombs in monster nests.
- Mutation: Craft any recipe with a mutagen in its ingredient list. Read any of the thirty books that teaches a decoction recipe.
- Trial of the Grasses: Drink potions and decoctions.

- General: Complete quests and discover fast travel signposts.

- Talents

While meditating, you may spend skill points to unlock and upgrade talents. General talents cannot be upgraded once unlocked. All other talents have 5 ranks, which each cost 1 skill point. Each skill has 4 talents in it except General, which has 20. Each skill is therefore fully upgraded after you have spent 20 of the correct type of skill point.

Fully upgraded skills continue to earn skill points, and the extra skill points can be used to unlock mutations after traveling to Toussaint.

All the talents where you have spent your points are **always on**, regardless of how many different talents you have.

- Mutagens

Your Character screen has four slots for equipping mutagens, which unlock as you earn skill points (across all skills).

Color mutagens (red, blue, and green) have no effect. These are used as alchemy ingredients (see Decoctions). Monster mutagens, named after their monster (Griffin, Noonwraith, etc.) can be looted off the corpses of the appropriate monster type. While equipped, they confer abilities loosely themed to match the monster you killed. The exact value of the buff from each mutagen is determined when you loot it.

- Archmutagens

You can learn alchemy recipes for "Archmutagens," which combine monster mutagens from all the monsters of a family to create a more powerful effect. Archmutagens have a nonrandom buff value and can be equipped as normal.

- Mutations

When you have unlocked the ability to research mutations, an icon will appear on your Character screen, centered between your mutagen slots.

On the Mutation screen, accessed by clicking the mutation icon on your Character screen, you can research new mutations by meditating and spending their costs (color mutagens and skill points). They are organized in a dependent tree structure, requiring you to research the central ones first and the branching ones after.

You can equip up to one of the mutations you have researched at a time, and switch between them while meditating.

- How Is Damage Calculated?

Every attack has a random damage output, chosen linearly from an uninterrupted range of integer values, expressible in the form **total = min + 1d(max-min)** using dice algebra notation.

Attacks also have one or more damage types, from the following list: frost, force, poison, fire, physical, silver, slashing, piercing, bludgeoning, rending, elemental, shock, morale, and direct.

Every character has a resistance value for every one of these damage types. That resistance value is 0% unless an effect or equipment or racial trait changes it.

Every attack has an AP (armor piercing) rating, expressed as a percentage.

When an attack comes in, its random damage result is calculated, then your resistances to all damage types are reduced by the AP rating of the attack, down to a minimum of 0 (no negatives). This reduction is only for the purposes of this calculation and is not "real."

Then, two numbers are generated. One number, call it **x**, is the AP of the attack multiplied by its damage (remember that 15% = 0.15). The other, call it **y**, is the damage of the attack minus your total points of armor.

If the attack has more than one damage type, your armor rating will be split up among these damage types. An attack that deals 80% piercing damage and 20% fire damage will be split up so that 80% of your armor points are subtracted from the piercing damage and 20% are subtracted from the fire damage.

Now, **whichever of x or y is smaller gets dropped** and forgotten about. The remaining number is multiplied with your resist percentage (x * [100 minus your resist percentage as modified by enemy AP] / 100), and the result is the damage number that is dealt to health.

- How Many Points Does Quen Lose?

After Quen reduces damage dealt to you by the number of Quen points you have, two numbers are calculated:

Call one of them **x**, it's equal to one-tenth of the (pre-resistance) damage of the original attack, or 2500 less than the pre-resistance damage, whichever is greater. This number goes up as the damage of the attack goes up.

Call the other number **y**, it's equal to the damage you took from the attack, after armor and resistances but before Quen, divided by the pre-resistance damage of the attack. This number is smaller the greater your armor is.

Your Quen shield now loses points equal to **x * y / (Quen Intensity)^2**.

- What Do The Difficulty Settings Do?

4: 100% enemy damage, 100% enemy health.

3: 90% enemy damage, 80% enemy health.

2: 75% enemy damage, 65% enemy health.

1: 50% enemy damage, 50% enemy health.

- Where's My Ingredient?

An alphabetized list of every alchemy ingredient is available here. It lists their primary and secondary substances, quantity, and quality. See the lower-left of the page to navigate between the pages: monster ingredients, herb ingredients, loot-exclusive ingredients, and bases.

[January 23, 2019: We hope soon to provide information on ingredient availability by map region.]

- Which Recipes Am I Missing?

Recipes are presented below without bases, bottles, vials, or bomb cases.

This is the full list of (basic quality, quest unrelated) potions:

- Black Blood – 4 aether, 8 vermilion, 4 vitriol
- Blizzard – 4 hydragenum, 4 rebis, 4 vermilion, 8 vitriol
- Cat – 4 aether, 4 hydragenum, 8 quebrith
- Full Moon – 8 aether, 4 hydragenum, 8 quebrith, 4 vermilion
- Golden Oriole – 8 quebrith, 4 rebis, 4 vitriol
- Maribor Forest – 4 aether, 8 hydragenum, 4 rebis, 4 vitriol
- Petri's Philter – 8 aether, 8 hydragenum, 4 quebrith, 4 vitriol
- Swallow – 4 aether, 12 rebis, 4 vitriol
- Tawny Owl – 12 aether, 4 rebis, 4 vitriol
- Thunderbolt – 8 rebis, 8 vermilion, 8 vitriol
- Tiara – 4 aether, 4 quebrith, 4 rebis, 8 vermilion
- White Honey – 8 hydragenum, 4 quebrith, 4 rebis
- White Raffard's Decoction – 8 hydragenum, 4 quebrith, 8 rebis, 4 vitriol

This is the full list of decoctions:

- Cursed – 36 rebis, 20 vitriol, 14 red mutagen (lesser), 1 cursed mutagen
- Draconid – 24 hydragenum, 40 vermilion, 10 green mutagen (lesser), 1 draconid mutagen
- Elemental – 60 aether, 10 blue mutagen (lesser), 1 elemental mutagen
- Hybrid – 40 rebis, 16 quebrith, 12 green mutagen (lesser), 1 hybrid mutagen
- Insectoid – 28 rebis, 32 quebrith, 14 green mutagen (lesser), 1 insectoid mutagen
- Necrophage – 48 vitriol, 10 red mutagen (lesser), 1 necrophage mutagen
- Ogroid – 52 vitriol, 12 red mutagen (lesser), 1 ogroid mutagen
- Relict – 20 quebrith, 44 vitriol, 10 blue mutagen (lesser), 1 relict mutagen
- Spectre – 16 hydragenum, 36 vitriol, 12 blue mutagen (lesser), 1 spectre mutagen
- Vampire – 44 aether, 24 quebrith, 10 red mutagen (lesser), 1 vampire mutagen

This is the full list of (basic quality) oils:

- Argentia Oil – 8 aether, 8 hydragenum, 4 quebrith, 4 vitriol, **1 silver**
- Brown Oil – 8 quebrith, 4 rebis, 12 vermilion, 4 vitriol

- Corrosive Oil – 4 aether, 12 quebrith, 8 vermilion, 8 vitriol
- Falka's Blood – 4 aether, 4 hydragenum, 8 quebrith, 8 vermilion
- Flammable Oil – 4 hydragenum, 8 quebrith, 12 vermilion, 4 vitriol
- Paralysis Oil – 8 aether, 4 hydragenum, 8 rebis, 12 vitriol
- Poisonous Oil – 8 quebrith, 12 rebis, 4 vermilion, 8 vitriol
- Rime Oil – 8 aether, 8 hydragenum, 4 rebis, 8 vitriol
- Veil Oil – 12 aether, 8 hydragenum, 4 vitriol, **1 glowing ore**

This is the full list of (basic quality) bombs:

- Dancing Star – 8 aether, 12 quebrith, 4 rebis, 12 vermilion, 4 vitriol
- Devil's Puffball – 8 hydragenum, 12 rebis, 8 vermilion, 8 vitriol
- Dimeritium Bomb – 12 aether, 8 hydragenum, 4 quebrith, 12 rebis, **1 dimeritium ore**
- Dragon's Dream – 4 hydragenum, 12 quebrith, 8 rebis, 12 vermilion, 4 vitriol
- Grapeshot – 12 quebrith, 8 rebis, 8 vermilion, 4 vitriol
- Moon Dust – 8 aether, 12 hydragenum, 4 vermilion, 12 vitriol, **3 silver**
- Northern Wind – 8 aether, 12 hydragenum, 4 quebrith, 4 vermilion, 8 vitriol
- Samum – 8 aether, 8 hydragenum, 8 rebis, 8 vermilion

For the list of bases and their recipes, see the ingredient spreadsheet, here.

- What Does an Enhanced Potion Do?

Enhanced and Superior potions have extended durations, increased effects, and reduced toxicity costs.

Some superior potions have new effects that emphasize the potion's story or mechanical role:

- Swallow: Taking damage no longer interrupts the effect.
- Tawny Owl: Potion timer does not run at night.
- Maribor Forest: Toxicity impedes vigor regeneration less.
- Full Moon: Heals vitality by an amount equal to current toxicity.

- Cat: Increased safe dodge angle (+15).
- Thunderbolt: Critical hits have a 25% chance to slow time by 50% for 2 seconds.
- Petri's Philter: Signs with optional special effects always apply them.

- What is a Set Bonus?

When you wear four pieces of armor of the same weight (light, medium, or heavy), you receive one of these bonuses:

- Light: +15 degrees safe dodge angle.
- Medium: 15% chance to resist status effects.
- Heavy: 20% chance to stagger enemies when you block.

When you wear **five** pieces from the same Witcher school, you get one of these bonuses (these sets contain swords!):

- Cat: Attacks from behind deal 10% more damage and, if available, spend 15% adrenaline to stun the target. Allows moderate adrenaline gain at high vitality.
- Griffin: The size of Yrden circles is increased by 15%. Vigor regeneration is increased by 20% while standing in an Yrden circle.
- Bear: Incoming unblockable attacks can now be blocked for partial damage reduction and they no longer stagger you.
- Wolf: When you enter combat, gain 5% attack power and sign intensity for each enemy beyond the first. This expires after 30 seconds.
- Viper: Applying poison to an opponent paralyzes them for five seconds and causes them to take stamina damage from the poison in addition to vitality damage.
- Manticore: Every two minutes, you can throw a bomb without consuming one.

Witcher armor sets are all composed of pieces of matching weight class, so you'll receive the armor weight bonus as well. To receive a third and final set bonus, upgrade your Witcher armor to Grandmaster tier:

- Cat: Alternating fast and strong attacks increases the damage on your next attack for 6s. The increase is 2.5% per set piece equipped.
- Griffin: For 3 seconds after you cast a standard-mode sign with vigor, you may cast a standard-mode sign for free.
- Bear: Blocks and counters generate stacks, up to 5. Each stack increases critical hit chance by 3%. Strong attack at maximum stacks to consume all stacks and guarantee knockdown.
- Wolf: Damage dealt by the Quen sign and its related abilities is doubled. Activating Quen grants bonus shock damage to your weapons.
- Viper:
- Manticore: Whenever you brew a potion or oil, 30% chance to double the output.

Note that Grandmaster witcher gear is improved so that you only need **four** pieces from the set instead of **five** to receive the **basic** witcher set bonus. Note also that Manticore gear is always Grandmaster tier.