

## Patch 1.10 Changelog

### AUDIO

- Adds music after horse race in quest titled Ciri's Story: The Race.
- Fixes issue whereby ambient music from surroundings of Kaer Muire could override other music.
- Fixes lack of music if autosave made before fight against pirates was loaded during quest titled Destination: Skellige.
- Adds segments to conversations with Triss and Yen before battle at Kaer Morhen.
- Adds segments to conversation with Ciri in quest titled Payback.
- Adds segments to conversation with Triss in quest titled On Thin Ice.
- Fixes issue whereby forktail could screech endlessly if ignited with the Igni Sign Igni and then slashed with a sword.
- Fixes issue entailing unintended loop in combat music during first musical sequence in New Game + mode.

### DLC

- Fixes issues whereby New Game + would not start correctly from certain save files.

### GAMEPLAY

- Fixes rare instances of incorrect Stamina regeneration.
- Fixes rare issue whereby player character movement remained accelerated after player used crossbow, cast bombs or engaged in sword combat on horseback.
- Fixes incorrect weight calculation in Inventory.
- Fixes rare issue whereby slow-motion effect of Caranthir's spell was not lifted from player character after the stipulated time.
- Fixes issue with occasional malfunction of Superior Thunderbolt potion.
- Fixes issue whereby Firestream Alternate Sign Mode skill could be used despite not being equipped in Character Development panel.
- Fixes issue whereby Roach would behave incorrectly during horse race in quest titled To Bait a Forktail...
- Fixes rare issue whereby Toxicity regeneration was blocked if player drank Water Hag decoction.
- Crafting diagrams in merchant inventories now include item level information in addition to basic information about craftable item.
- Fixes color of 'Required level' as displayed in merchant inventories and Stash. Display is now same as in Inventory. If player level is insufficient for item, 'Required level' is red.
- Introduces modification whereby potions and bombs can no longer be sold.
- Fixes assorted issues with quest and enemy scaling in New Game + mode.
- Introduces multiple improvements in gwent, including option to choose one of three difficulty levels. To set option, go to Options>Game.
- Introduces multiple game balance improvements in New Game + mode.

- Modifies diagram for Enhanced Legendary Wolven Gauntlets, now craftable without Griffin Gauntlets.
- Fixes issue whereby Toxicity gain from decoctions was not accurately reflected in character statistics.
- Fixes issue whereby high Toxicity level could block exploration when this involved a ladder or stepping onto a boat.
- Introduces enhancement whereby color of rune-enchanted swords now depends on runes used.
- Fixes rare issue with incorrect display of interaction prompts when approaching ladders.
- Fixes issue whereby Geralt remained attached to sinking boat when aiming crossbow.
- Fixes rare issue whereby player character in combat mode would be propelled into the air when stepping on boat tiller.
- Fixes rare issue entailing Wild Hunt minions running in circles during quest titled The Battle of Kaer Morhen.
- Fixes issue whereby ifrits were not invulnerable to all variants of Igni Sign.
- Improves game balance for Katanan monster.
- Improves balance for Death March difficulty.
- Improves in-game information for Card Collector achievement - adds indicators to show missing cards.
- Fixes incorrect loot spawning on hens and geese.
- Fixes issue whereby players could not view Novigrad region map while in Velen and thus could not use Novigrad fast travel points.
- Fixes issue with undesirable checkpoint creation occurring if player acquired quests from notice board mid way through botchling story thread.
- Fixes issue with location for boss fight against Nithral that could result in NPC being immobilized.
- Fixes issue whereby tattoo from The Witcher 2 would appear in The Witcher 3 even if player completed quest culminating with its removal.
- Fixes issue whereby alternate Yrden enabled Sign to be cast multiple times using specific talent.
- Removes ability to kill NPCs (including quest NPCs) using Dragon's Dream bomb.
- Fixes issue whereby hostile NPCs could cause Geralt to become locked in combat mode.
- Fixes issue whereby Greater Perun Runestone disabled Adrenaline Gain ability for steel and silver Mastercrafted Ursine Swords.
- Fixes issue whereby Geralt could get trapped in boatwreck in Velen.
- Fixes rare issue involving delay in appearance of interaction component.
- Fixes rare issue of missing soothsayer during quest titled Gwent: Velen Players.
- Fixes problems with player character movement following conversation with herbalists near Cunny of the Goose tavern.
- Fixes issue whereby loot bag could float in air if dropped while Geralt was in midair, i.e., jumping.
- Fixes issue whereby Yrden with elevated Sign intensity would cause foes to freeze.

- Fixes issue whereby Item Info keyboard shortcut I would close Shop screen instead of opening Item Info screen.
- Fixes incorrect wyvern behavior in specific arena.
- Fixes issue whereby player could not hand Philippa's crystal to Yen at Kaer Morhen.
- Fixes issue whereby previously felled NPCs would be resurrected and die again on screen during conversation following combat.
- Fixes issue whereby numerous treasure hunt map icons were missing from game map.
- Fixes issue whereby image of Geralt was placed incorrectly if Inventory was opened while sailing.
- Fixes issue whereby Achievements did not work correctly on game patched to version 1.07 when played from save created from version 1.06.
- Fixes issue whereby item statistics could differ if item was purchased from merchant.
- Fixes balance issue for quest titled The Nothing played in New Game + mode.
- Fixes issue whereby player character movement could appear accelerated or decelerated after slow-motion sequences, e.g., while horseback riding.
- Fixes issue where buffs from consumption of food items were not cumulative.
- Fixes issue whereby smith at Mulbrydale incorrectly offered Superior Griffin Armor Upgrade Schematic.
- Fixes issue whereby crypt in game White Orchard could be locked permanently, thereby blocking progression of Scavenger Hunt: Viper School Gear.
- Fixes balance issue in New Game + mode adversely affecting fight involving Cerys during quest titled King's Gambit.
- Fixes issue whereby Mutagen tutorial did not check if player possessed mutagens.
- Fixes issue that could render Battlefield Loot POI impossible to complete.
- Fixes incorrect functionality of Whirl skill.
- Fixes issue whereby decoy gwent card could leave residual value on game board.
- Fixes assorted issues with Roche's default conversation, including unintended disabling of dialogue choices, of option to play cards, or of conversation as a whole upon completion of main game.
- Fixes issue whereby parries were not correctly taken into account during Combat Tutorial.
- Fixes issue whereby Reset to Default in Key Bindings did not take effect until game was reloaded.
- Fixes issue whereby missing ingredients were not updated on pinned alchemy formulae.
- Fixes issue with Philippa's level in quest titled Blindingly Obvious in New Game + mode.
- Fixes issue whereby Inventory could be accessed at start of New Game + though access was disabled by quest.
- Fixes issue whereby arachas boss remained unresponsive for some time after last checkpoint was loaded before fight.
- Fixes issue whereby exclamation point could remain over Zoltan's head throughout quest titled The Battle of Kaer Morhen.
- Fixes issue where guard leading Geralt to Rosa's cellar could begin floating in the air upon reaching set destination.

- Fixes issue whereby Ciri could leave intended gameplay area and become blocked during quest titled Ciri's Story: Breakneck Speed.
- Fixes issue whereby deserters near Person in Distress were invincible.
- Fixes issue whereby using Igni against foes significantly increased their Stamina regeneration rate.
- Fixes issue whereby Stash tutorial was unintentionally displayed when starting new game.
- Adds missing name of mutagen obtained by looting noonwraith dilled during quest titled Contract: Devil by the Well.
- Fixes issue whereby fiend prowling southern reaches of Crookback Bog respawned each time Geralt meditated.
- Fixes issue whereby Ruined Inn in Skellige, intended to be an abandoned site, was populated before liberation.
- Fixes issue where player could be trapped between certain buildings in Oxenfurt.
- Fixes issue in New Game + mode whereby climbing was impossible due to quest titled Contract: The Creature from Oxenfurt Forest.

## **GAMEPLAY/DLC**

- Fixes incorrect operation of DLC: New Finisher Animations subsequent to installation of Patch 1.08.

## **GENERAL**

- Fixes manifest file for game engine EXE to prevent game from running in Windows Vista compatibility mode.

## **GUI**

- Introduces multiple fixes and improvements in HUD.
- Fixes "Track Quest" button prompt, which occasionally was incorrectly displayed following "New Quest" notification.
- Introduces multiple changes in GUI for Alchemy and Crafting.
- Fixes incorrect display of save file names when game language setting differed from system region and language settings.
- Fixes issue with crafting category display in GUI.
- Fixes multiple issues with HUD buff/debuff display formatting.
- Fixes instances of background text flickering when selected books were opened.
- Fixes issue whereby Slow/Reverse Boat was not bound to Movement-Down key.
- Fixes issue entailing clipping of lettering displayed with upscaled fonts in certain languages.
- Alters pop-up message displayed when players choose to travel to Isle of Mists - updated for New Game +.
- Fixes Inventory sorting order for potions, bombs, oils, food, etc.
- Fixes issue where Dismantle pop-up was not properly localized in all languages.
- Fixes issue where abandoned settlement lacked appropriate marker.

- Fixes issue whereby nonfunctioning icons were displayed in DLC list.
- Fixes nonfunctioning icon in New Game + menu.
- Adds option to show/hide HUD/Mini-map using single button/click.
- Fixes issue whereby unlocalized string appeared in place of recommended level number in pop-up message displayed upon entry to Isle of Mists.
- Fixes issue whereby on mouse and keyboard configurations an invalid character was displayed alongside the Track Quest message when said functionality was not bound.
- Fixes mouse and keyboard UI issue encountered on configurations featuring mouse, keyboard and controller.
- Fixes issue whereby double-click on dialogue choice would cause first dialogue line after choice to be skipped.

## PERFORMANCE

- Decreases chance of unwarranted screen blur occurring during play.
- Fixes rare infinite loading screen appearing upon loading of save made during Broken Flowers quest.
- Fixes performance issues near the Cave of Dreams in Skellige.
- Improves game performance during quest titled Practicum in Advanced Alchemy.
- Improves general game performance in location Whoreson's Arena in Novigrad during quest titled Get Junior.
- Improves game performance throughout Swamps location in Velen.
- Improves game performance when bombs are used, especially with Cluster Bomb skill active.
- Improves game performance in areas with toxic clouds and when said clouds are ignited.
- Improves game performance in Novigrad Bathhouse, especially during quest titled Blindingly Obvious.
- Improves overall game performance in Bald Mountain location.
- Improves game performance during quest titled The Battle of Kaer Morhen.
- Improves game performance in Kaer Trolde during quest titled King's Gambit.
- Improves game performance during quest titled Family Matters.
- Improves game performance during burial and feast scenes in the quest titled The King is Dead - Long Live the King.
- Improves game performance in Keira's hut during quest titled Wandering in the Dark.
- Improves game performance during ritual forming part of the quest titled Family Matters.
- Improves game performance during quest titled Pyres of Novigrad.
- Improves game performance during quest titled A Towerful of Mice.
- Improves game performance during quest titled A Favor for a Friend.
- Improves game performance during quest titled For the Advancement of Learning.
- Improves game performance and stability on Fyke Island.
- Improves game performance in scene featuring gwent croupier during quest titled A Matter of Life and Death.

- Improves game performance on close-ups in conversation between Geralt and Whoreson Junior during quest titled Get Junior.
- Improves game performance during combat in Ermion's laboratory during quest titled The King is Dead - Long Live the King.
- Improves game performance at site of cataclysm on Skellige during quest titled Echoes of the Past.
- Improves game performance during necromancy ritual in quest titled Nameless.
- Improves game performance during quest titled The Calm Before the Storm.
- Improves game performance in Crookback Bog location.
- Improves game performance on lifting of curses in quests titled Soldier Statuette and Nobleman Statuette.
- Improves game performance in mountains surrounding Kaer Morhen.
- Improves game performance during fight against Fugas in quest titled Bald Mountain.
- Improves game performance for concert scene at Kingfisher Inn during quest titled Broken Flowers.
- Improves game performance on Temple Isle in Novigrad at night and in rain.
- Improves game performance in Dark Valley in quest titled Through Time and Space.
- Improves game performance when using torch near bodies of water.
- Improves game performance during conversation with Yennefer at Kaer Morhen.
- Improves game performance during conversation with Eskel (katakan dissection sequence).
- Improves game performance during quest titled Va Fail, Elaine.
- Improves game performance upon ignition of explosive toxic clouds.
- Improves game performance when using Northern Wind bomb with Cluster Bomb skill active.
- Improves game performance when using Devils Puffball bomb with Cluster Bomb skill active.
- Improves game performance when using Dragon's Dream bomb with Cluster Bomb skill active.
- Improves game performance following scene with Josta on Skellige.
- Improves game performance in sauna pool during quest titled The Calm Before the Storm.
- Improves game performance in selected Velen locations.
- Improves game performance during quest titled Ciri's Story: The King of the Wolves.

## **STABILITY**

- Fixes issue with crashes occurring on hardware configurations incorporating AMD Radeon R9 285 cards.
- Fixes game freeze occurring when players alt-tabbed out of game in fullscreen mode while loading save.
- Fixes GeForce GTX 980-specific crash issue.
- Fixes Xbox One memory management issue.
- Fixes crash occurring during conversation with owner of haunted house in quest titled Novigrad Dreaming.
- Fixes issue where looting often caused mini freezes on Xbox One.

- Fixes issue with game stability when loading game saves.

## UI

- Fixes unwanted variation in display of certain tutorial text content.
- Fixes UI issue whereby icons would become corrupted when items were purchased or disassembled.
- Fixes issue whereby Character panel would open if player started meditating just as Geralt left previous meditation.

## VISUAL

- Fixes visual stutter in animation of Roach (horse).
- Fixes assorted graphics glitches, including, but not limited to, two instances of Roach appearing simultaneously, NPCs appearing to lack hands, dead bodies flying off after a foe is decapitated, and others.
- Introduces array of minor changes in in-game locations and in presentation of said locations on in-game maps.
- Fixes visual issue with appearance of light in house windows at short distances.
- Fixes issue whereby peasants would walk incorrectly while carrying boxes.
- Fixes visual issue entailing incorrect behavior of blood splatter from felled opponents.
- Fixes incorrect display of leshen's s root attack FX.
- Fixes issue whereby some corridors were missing from minimap of elven ruins in quest titled The Sunstone.
- Fixes corrupted minimap of caves in quest titled Scavenger Hunt: Cat School Gear.
- Fixes stuttering animations of some NPCs when viewed at a distance.
- Fixes issue whereby NPCs in background would occasionally disappear when dialogue choices were displayed.
- Fixes multiple instances of duplication of interaction icons on trapdoors and ladders.
- Fixes collision issue whereby player could climb through ceiling of Kingfisher's cellar.
- Improves shifts in level of detail on selected buildings in main square of Novigrad.
- Fixes chair hanging in midair in Oxenfurt river port.
- Fixes issue whereby Geralt could fall through floor behind bed in Roche's room in Temerian guerilla hideout.
- Improves visibility of spawning on selected NPCs in Novigrad.
- Improves appearance of water ripples triggered by Aard Sign.
- Fixes issues involving NPCs freezing or adopting T-pose when viewed from a distance.
- Fixes pop-in issues for certain types of small foliage.
- Fixes issue entailing improper appearance of Redanian armor cloth on Geralt when emerging from scenes and following fast travel.
- Fixes broken animation/meshes for horses in quest titled Ciri's Story: Out of the Shadows.

- Fixes issue whereby Lambert could adopt T-pose if certain path was chosen in quest titled The Battle of Kaer Morhen.
- Adds some missing water ripple effects.
- Fixes animation issues affectin certain female NPC.
- Fixes issue whereby sound focus clues in Color-blind Friendly mode were red.
- Fixes multiple streaming delay issues with terrain, in-game community and foliage.
- Fixes issue with level of detail for King Radovid's ship.
- Fixes issue whereby raindrops would become invisible if player character died during rainfall.
- Fixes issue whereby Geralt would adopt T-pose during specific cutscene.
- Fixes multiple issues entailing pop-in of building elements.
- Fixes issue with hanged man's body adopting T-pose.
- Fixes corrupted rope in cut scene set in water well.
- Fixes rendering issue on house in Oxenfurt.
- Restores intended blood decal so it appears on Geralt and other NPCs when hit.
- Fixes issue whereby Geralt appeared solely in undergarments throughout a cut scene.
- Fixes issue whereby water surface texture was discontinuous when viewed from certain camera angles.
- Fixes issue where both red and blue scent trails were displayed when playing in Color-blind Friendly mode during quets titled Novigrad, Closed City II.
- Fixes issue with shadows in tavern in Lindenvale.
- Fixes holes visible from behind rock formation in cave containing Mastercrafted Cat School Armor diagram.
- Fixes issue whereby outdoor weather (rain) could be seen throughout cut scene set in interior during quest titled Hunting a Witch.
- Fixes issue where beer merchant in cut scene lacked particles/halo caused by Axii when hit with said Sign.

## QUEST

- Fixes issue preventing players from completing the Soldier Statuette and Nobleman Statuette quests.
- Fixes rare instances of quest titled Nameless remaning active in Journal despite having been completed.
- Fixes issue whereby Reason of State quest was labeled as failed in Journal despite having been completed successfully.
- Fixes issue preventing players from completing quest titled The Empty Coop.
- Fixes rare issue where some functionalities remained locked in spite of player having completed certain relevant parts of quest titled Get Junior.
- Fixes rare issue where Contract: The Creature from the Oxenfurt Forest was not correctly updated after conversation with quest giver.
- Improves visiblity in Inventory of chort lure needed for quest titled Contract: Mysterious Tracks.
- Fixes rare issue whereby players could not talk to Thaler after completing a specific main story path.



- Fixes issue whereby wine was not detected in Inventory during quest titled It Takes Three to Tango.
- Fixes rare issue involving incorrect progression of quest titled The Tower Outta Nowheres.
- Fixes issue whereby trophy from Contract: Patrol Gone Missing could not be sold.
- Fixes issue whereby quest titled The Bastion would reappear in Journal despite having been completed if player made use later of Keira's lamp.
- Adds missing interaction to locked chest in minor quest titled The Price of Honor.
- Fixes issue involving Morvudd being immortal in quest titled Contract: Missing Son.
- Fixes issue whereby minor quest titled Faithful Friend remained active in Journal despite main story being completed.
- Fixes issue preventing players from completing quest titled Reason of State.
- Fixes issue preventing players from talking to Vernon Roche during quest titled An Eye for An Eye.
- Fixes issue preventing players from completing quest titled Gwent: Old Pals subsequent to completing the main storyline.
- Fixes issue preventing quest titled The Cave of Dreams from failing as designed based on certain storyline choices.
- Fixes possible exploit enabling unwarranted gains in experience points during quest titled The Path of Warriors.
- Adds missing druid alchemist to location Gedyneith Grove.
- Enables horse racing at Crow's Perch after main storyline has been completed.
- Fixes rare incorrect update of quest titled Count Reuven's Treasure after player leaves witch hunters' headquarters.
- Fixes rare issue with barrier deactivating during quest titled Of Dairy and Darkness.
- Fixes rare issue whereby quest titled Gwent: Old Pals could not be completed after certain storyline choices were made.
- Fixes issue where quest titled Of Dairy and Darkness could be restarted.
- Fixes issue whereby objective was marked as failed despite being completed in quest titled The Great Escape.
- Fixes issue whereby letter could not be burned in quest titled Contract: Jenny o' the Woods.
- Fixes rare issue whereby Sven would reappear in quest titled The Heart of the Woods after certain storyline choices were made.
- Fixes issue whereby objective was marked as failed despite being completed in quest titled Contract: Here Comes the Groom.
- Fixes rare issue whereby players could not speak to Lambert to start the quest titled The Final Trial.
- Fixes issue whereby gwent card was not obtained from Lugos in quest titled Gwent: Skellige Style after certain storyline choices had been made.
- Fixes issue whereby quest titled The Nobleman Statuette remained active in Journal after main storyline was completed.
- Fixes issue whereby quest titled In Wolf's Clothing remained active in the Journal despite completion of all objectives.
- Fixes issue with Lambert failing to appear at Nowhere Inn during quest titled Following the Thread.

- Fixes issue whereby objective was failed despite being completed in quest titled Cabaret.
- Fixes rare issue of opponent not taking damage in quest titled Fists of Fury: Champion of Champions.
- Fixes rare issue whereby players could not resume quest titled Something Ends, Something Begins after leaving the White Orchard location.
- Fixes rare issue whereby Melusine could not be killed in quest titled Contract: Here Comes the Groom.
- Fixes issue whereby scent trail was invisible in minor quest titled The Nothing if Witcher Senses were used in Color-blind Friendly mode.
- Fixes issue whereby objective was labeled as failed despite being completed in quest titled Contract: Strange Beast.
- Fixes rare issue whereby players could not play gwent with Scoia'tael merchant in quest titled Gwent: Big City Players.
- Fixes incorrectly displayed undiscovered location on island of Undvik in Skellige.
- Fixes rare issue whereby trophy could not be obtained from Melusine in quest titled Contract: Here Comes the Groom.
- Fixes redundant objective in quest titled Scavenger Hunt: Griffin School Diagrams.
- Fixes issue whereby quest titled Bitter Harvest quest would reactivate minor quest titled Fake Papers even once latter had been completed.
- Fixes issue whereby minor quest titled The Witchers' Forge could not be completed.
- Fixes rare issue whereby selected functionalities remained blocked despite completion of relevant parts of quest titled King's Gambit.
- Fixes issue whereby hostile witch hunters would incorrectly reappear at certain junctures.
- Fixes rare issue whereby objective in quest titled The Nilfgaardian Connection could not be completed.
- Fixes rare issue whereby endless loading screen would occur after trophy in quest titled Contract: The Phantom of Eldberg was collected.
- Fixes rare issue whereby door to crematory would sometimes be locked.
- Fixes issue whereby quest titled Brothers in Arms: Velen was not failed as designed after certain storyline choices were made.
- Fixes rare issue whereby quest titled Wandering in the Dark would not progress if player avoided fighting golem.
- Fixes issue with site of haunting that occurs near Frischlow.
- Fixes rare issue whereby quest titled Contract: The Mystery of the Byways Murders did not progress correctly if player visited Byways before taking relevant note from notice board in Oreton.
- Fixes rare issue whereby players could not talk to Zoltan during quest titled Brothers in Arms.
- Fixes rare issue where quest titled The Path of Warriors remained active in Journal despite having been completed.
- Fixes issue whereby objective in quest titled The Nilfgaardian Connection was incorrectly labeled as failed.
- Introduces enhanced reward in quest titled Berengar's Blade, changes fail conditions for said quest.

- Fixes infinite loading screen occasionally occurring after conversation with race master at Vegelbud Estate.
- Fixes issue whereby players could access Master Armorers' panels without first completing requisite quest.
- Fixes rare issue whereby players were occasionally blocked from climbing towards Philippa Eilhart in quest titled Blindingly Obvious.
- Fixes issue involving incorrect reveal of POI called Abandoned Settlement near village of Lurtch.
- Fixes issue entailing infinite haggling in quest titled Contract: Deadly Delights.
- Fixes issue entailing incorrect quest progression where Geralt could avoid triggering conversation with Triss and King of Beggars.
- Fixes inconsistency whereby characters Geralt failed to save nevertheless appeared in quest titled Now or Never.
- Lamp item is now available in Keira's hut if player finished quest titled The Isle of Mists but did not complete quest titled A Towerful of Mice.
- Fixes issue whereby drowners from POI would attack bandits pertaining to specific minor quest.
- Fixes issue whereby Dandelion was labeled with quest marker but offered no conversation with main story completed.
- Fixes duplication of selected dialogue lines in conversation with Molly during quest titled Broken Flowers.
- Fixes issue with quest objective update after picking up letter in minor quest titled Taken as a Lass.
- Changes quest fail conditions for minor quest titled Spooked Mare.
- Fixes issue with bonfire during quest titled Bald Mountain.
- Fixes infinite loading screen occurring during quest titled Family Matters.
- Fixes issue entailing duplication of quest names in some languages.
- Fixes progression break that could occur if player was knocked out by guards while following Baron during quest titled Family Matters.
- Fixes incorrect quest type for quest titled In the Heart of the Woods.
- Fixes issue whereby Graham would teleport to tower instead of walking.
- Fixes progression-blocking collision issue in cyclops' cave during quest titled Practicum in Advanced Alchemy.
- Fixes progression-blocking issue in quest titled The Last Wish.
- Fixes issue whereby quest titled Out of the Frying Pan, Into the Fire could prove impossible to complete if treasure was looted before quest was started.
- Fixes issue whereby player could leave Ciri's memories during quest titled The Calm Before the Storm.
- Fixes issue whereby quest objective (to track scent of blood) and quest itself remained incorrectly tagged as failed in Journal during the quest titled Novigrad, Closed City
- Fixes balance issue whereby poisonous gas in quest titled Out of Time and Space drained air and Vitality too quickly.
- Fixes issue whereby incorrect quest level was suggested in New Game+.
- Fixes issue whereby quest titled Nameless remained active despite previous completion of all objectives.

- Fixes issue whereby NPC would not spawn correctly, thereby blocking progression in quest titled Ugly Baby.
- Fixes issue whereby players could occasionally become blocked during quest titled The Battle of Kaer Morhen.
- Fixes potential progression issue in quest titled Count Reuven's Treasure.
- Fixes issue where player could abandon fistfight and thus block progression during quest titled Out On Your Arse!
- Fixes Journal update issue in quest titled Worthy of Trust.
- Fixes issue with Stamina regeneration during fight against Caranthir in quest titled On Thin Ice.
- Fixes occasional issue whereby player could not interact with torch unlocking secret Stash at arena during quest titled Get Junior.
- Fixes issue whereby objective for quest titled Contract: The Mystery of the Byways Murders could be labeled as failed if player reached Byways prematurely.
- Fixes issue whereby Nidas could be spawned incorrectly at start of Skellige segment of quest titled Black Pearl.
- Fixes issue whereby player could leave intended gameplay area in underwater world in quest titled Through Time and Space.
- Adds new romance-related segments in conversations with Triss and Yen in quest titled The Sunstone.
- Fixes infinite loading screen occurring after third gwent victory at Vegeburd Manor during quest titled A Matter of Life and Death.
- Fixes issue whereby wraiths failed to spawn as intended during fight against botchling in quest titled Family Matters if Axii Sign was attempted and failed.
- Fixes issue whereby messenger sent by witch hunters would be revived briefly after being killed during quest titled Count Reuven's Treasure.
- Fixes issue where messenger sent by witch hunters would stand idle instead of lying on floor as intended after scene during quest titled Count Reuven's Treasure.
- Fixes issue whereby quest titled Payback could not be completed if player first visited stable and found related key.
- Fixes issue whereby Keira Metz failed to encase herself in magic shield when attacked by rats in quest titled Wandering in the Dark.
- Fixes issue whereby Ciri failed to follow Yennefer into laboratory during quest titled Child of the Elder Blood.
- Fixes infinite loading screen occurring after horse race scene in quest titled Ciri's Story: The Race.
- Fixes issue whereby Keira Metz's wraith during quest titled Wandering in the Dark dealt damage not commensurate with level classification.
- Fixes issue whereby player could abandon designated game area of Tir na Lia in quest titled Through Time and Space.
- Fixes prolonged loading screen occurring after cut scene in quest titled The Calm Before the Storm.
- Fixes issue whereby door in quest titled Scavenger Hunt: Bear School Gear could be permanently locked if chest was looted before lever in throne room was pulled.

- Fixes issue whereby Cleaver's thugs could appear on second floor of Whoreson's Casino during quest titled Get Junior though said thugs were not encountered outside as intended.
- Fixes issue where, on higher difficulty settings, katakan monster in quest titled Now or Never healed too quickly.
- Fixes issue whereby Geralt and Yennefer were teleported to different room in cut scene during quest titled Redania's Most Wanted.
- Fixes issue in New Game + mode whereby Dandelion dealt excessive damage during quest titled Cabaret.
- Fixes issue whereby Sofus took 280 crowns instead of 140 if player agreed to fight during quest titled The Play's the Thing.
- Fixes issue whereby Geralt and Triss were teleported to different part of room after cut scene in quest titled Redania's Most Wanted.
- Fixes infinite loading screen occurring when catching Abbe Faria past tunnel and before ladder in quest titled The Great Escape.

## **POI**

- Fixes issue incorrectly labeling multiple POIs as not having been completed.
- Fixes problem with unopenable chest during POI quest titled Inheritance.
- Fixes issue with POI titled Don't Play With the Gods.
- Fixes issue with POI titled A Plea Ignored.
- Fixes issue with POI titled The Dead Have No Defense.