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 foktail 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 Katakana 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 Nithing 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 Mist.
- 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 Bathouse, 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 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 affecting 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 quests 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 remaining 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 visibility 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 ceratin 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 rare issue whereby scent trail was invisible in minor quest titled The Nithing 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 appertaining 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 Vegelbud 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 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.