

Enhanced Edition

Gothic 3



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Welcome to Community Patch 1.70

The patch certainly will raise a few questions - here you will find the most important answers.

Before you start to wonder or even anger about specific things, it will pay to read this manual - at least the bolt-printed parts.

1 From now on more than one game variant

In the Gothic 3 forums (JoWood forum and World of Gothic) it could regularly be read that the game is too unbalanced. Criticized were for example:

- that it is not needed to keep a strategy for fighting; it is possible to be successful by monotonously pressing a mouse button,
 - that the values for weapons are not properly balanced against one another (the same holds for armor and some other items),
 - that reading the bookshelves would suffice alone to gather enough points in alchemy,
 - that there is nearly no challenge when trying to learn skills and spells, such that the hero easily can master everything in the end,
 - that some of the skills, e.g. the regenerations, are too powerful
- ...and so on

With all these things it is the own taste which has the final say of course. What is too easy or boring for one player, appears to be pretty good for the other. And there are always gamers for whom Gothic 3 is too difficult.

As there is no real objective "right" or "wrong" here and since the subjects dealt with are partly absolutely fundamental, we have decided to leave the 'normal' Gothic 3 in terms of balancing as much as it was before. In there, we only tweaked the balancing in cases where there was a clearly obvious mistake.

Sure those of you who thought Gothic 3 was too simple up to now should also not fall short. Therefore we included two new options, which we will elaborate upon in more detail in chapters two to four:

a) "Alternative Balancing" ("AB")

b) new melee behavior ("Alternative AI") for humans, Orcs, animals and monsters.

Behind each of the terms hides a whole pack of changes. Both feature packages can be turned on and off independently.

These are explicitly just options! And just one concept of many to think of. Who doesn't share our taste and doesn't want to use the options, can still continue playing like before and leave both options turned off.

All the other fixes and changes are independent from these features!

Whether one wants to play with or without "Alternative Balancing", is a fundamental choice which has to be taken before the start of a new game. It is not possible to change this during a running game!

The saved games with Alternative Balancing are strictly separated from those without AB, as mixing up could lead to malfunctions.

The new melee balance however can easily be changed during a running game.

A complete explanation about which points have been altered by the Alternative Balancing and which by the Alternative AI can be found in the changelog. In the following we compiled a few topics on which we would like to expand a bit.

Browse the manual without hurry, try out the features if you're interested, and then decide for one variant of gameplay - only you yourself know whether Alternative Balancing and/or Alternative AI is to your liking.

Just one last advice regarding balancing and alternative AI:

If you used to play Gothic 3 with the difficulty level "easy" or "medium", you should keep it that way. If you think that this was too easy for you, you should start with "medium" anyway, just to get used to the new feeling of the game. Only then take the pleasure (or pain) of "Hard". Because now this mode deserves this name!

2 Alternative Balancing ("AB")

Up to now, the hero could learn most all the skills and at some point also carry every weapon in the game. Some players enjoyed to become nearly almighty - others prefer the classical specialization in role-playing games. Once a mage, always a mage. With staff and not with bow and arrow.

2.1 Turning the Alternative Balancing on and off

After the installation of the patch, the AB ist switched off by default. If you want to try it out, you have to click on the left button in the main menu first:



2.2 Revision of perks and magic spells

General color legend:

- Information in **BLACK** letters refer to the values in the regular version of the game, without AB.
- Values that are new or have been changed with activated AB are colored - mainly **BLUE**.

2.2.1 Fighting skills



Skill name	Required skill	LP	Strength	Hunting skill	Ancient knowl.	Gold
Swordfighter	-	-	100	-	-	-
Strong Swordfighter	Swordfighter	10	150	-	-	2500
Master swordsman	Strong swordfighter	20	200	-	-	5000
Fight with two blades	Strong swordfighter	15	170 (150)	140 (150)	-	2500
Master of two blades	Fight with two blades	25	220 (200)	190 (200)	-	5000
Ork slayer	Large weapons	15	150	-	-	2500
Large weapons	-	10	150	-	-	1000
Large weapons II	Large weapons	20	200	-	-	2500
Large weapons III	Large weapons II	30	250	-	-	5000
Heavy crossbow	-	5	100	-	-	1000
Crossbowman	Heavy crossbow	10	150	-	-	2500
Master archer	Crossbowman	15	200	-	-	5000
Shield parry	Strong Swordfighter	10	150 (125)	100	-	1000
Strong shield parry	Shield parry	15	200 (150)	125	-	2500
Paladin	Master swordsman	15	200 (150)	-	50	5000
Regeneration	-	30	300	-	-	10000 (5000)

2.2.2 Hunting skills



Skill name	Required skill	LP	Hunting skill	Gold
Bow	-	-	100	-
Archer	Bow	15	150	3500 (2500)
Master archer	Archer	25	225 (200)	7000 (5000)
Game hunter	-	5	125 (-)	1500 (1000)
Big game hunter	Game hunter	15	175 (150)	2500
Orc hunter	Big game hunter	15	225 (200)	3500 (2500)
Silent hunter	-	3	115 (150)	1000
Take animal skins	Silent hunter	3	125 (120)	500 (1000)
Take reptile hides	Silent hunter	3	130	500 (1000)
Teeth, claws, and horns	Silent hunter	3	120 (110)	500 (1000)

2.2.3 Magic skills



Skill name	Required skill	LP	Ancient knowl.	Gold
Staff fighting	-	3	50 (-)	1000
Staff fighting II	Staff fighting	4	100 (50)	2000 (2500)
Staff fighting III	Staff fighting II	5	150 (100)	3000 (5000)
Magic staves	Staff fighting	6	60 (50)	2500
Improve robes	Learn quickly	15	125 (100)	2500
Learn quickly	-	7	50 (100)	3000 (5000)
Druid	Improve robes	15	150 (100)	5000
Fire mage	Mana regeneration	30	250 (200)	7500 (5000)
Water mage	Mana regeneration	30	250 (200)	7500 (5000)
Dark mage	Mana regeneration	30	250 (200)	7500 (5000)
Mana regeneration	Learn quickly	30	200 (250)	10000 (5000)

2.2.4 Smith skills



Skill name	Required skill	LP	Smithing	Gold
Smith	-	-	10 (-)	-
Forge ore weapons	Smith	5	25	2500
Forge weapons from pure ore	Forge ore weapons	10	50	5000
Prospector	-	3	15 (-)	1000
Hone blade	-	10	30 (-)	1500 (1000)
Improve armor	Hone blade	15	60 (50)	5000

2.2.5 Thief skills



Skill name	Required skill	LP	Thieving	Gold
Pick simple locks	-	-	10 (-)	-
Pick difficult locks	Pick simple locks	6	30	2500
Pick impossible locks	Pick difficult locks	8	60	5000
Simple pickpocketing	-	4	10 (-)	1000
Difficult pickpocketing	Simple pickpocketing	6	40	2000 (2500)
Impossible pickpocketing	Difficult pickpocketing	8	80	4000 (5000)
Sneak	-	-	-	-
Bargain	Make excuses	7	50 (70)	2500
Make excuses	-	5	25 (30)	1000
Knock down	-	4	40 (50)	1000
Murder	Knock down	8	90	4000 (5000)
Master thief	Impossible pickpocketing	12	100	5000

2.2.6 Alchemy skills



Skill name	Required skill	LP	Alchemy	Gold
Brew healing potions	-	-	10 (-)	-
Brew mana potions	Brew healing potions	3	20	1000
Potions with permanent effects	Brew transformation potions	8	60 (40)	4000 (2500)
Make poison	-	3	35 (20)	2000 (2500)
Brew transformation potions	Brew mana potions	5	40 (60)	2500 (5000)
Posion blade	Make poison	10	45 (40)	1000
Make poison arrows	Make poison	8	40	1500 (1000)
Make fire arrows	-	8	30 (20)	1500 (1000)
Make exploding arrows	Make fire arrows	10	80 (60)	2500
Make sharp arrows	-	-	-	5000

2.2.7 Other skills



Skill name	Required skill	LP	Alchemy	Gold
Acrobatics	-	10	-	1000
Endurance of the wolf	-	18	-	1500 (1000)
Resistance to cold	-	15	-	3000 (1000)
Resistance to heat	-	15	-	3000 (1000)
Resistance to diseases	-	20	35 (-)	2000 (500)
Resistance to poison	-	20	35 (-)	2000 (1000)

2.2.8 Magic of dominance



Magic spell	Required spell / skill	LP	Ancient knowl.	Mana cost	Gold	God
Light	-	2	5	10	500	N
Cure disease	Light	4	15 (10)	20	1000	N
Cure poison	Light	4	15	45 (50)	1000	N
Healing	Cure disease	10	30	60	1700	N
Heal other	Healing	5	40	50 (60)	1500 (2500)	N
Summon flaming sword	Light	5	45	60	2500	N
Fireball	Learn quickly	5	50	15-30	1500 (1000)	N
Banish evil	Light	5	110	30-100 (50-100)	4000 (5000)	N
Flame wave	Fireball	7	120 (95)	90 (75)	7500 (3500)	N
Bless weapon	Banish evil	15	230	100	5000 (3500)	Y
Meteor	Flame wave	15	240	130 (90)	7500 (4500)	Y
Word of dominance	Summon flaming sword	15	210 (250)	140 (100)	10000 (8000)	N (Y)
Fire rain	Fire mage	25	250 (200)	300 (90)	15000 (5000)	Y (N)

2.2.9 Transformation magic



Magic spell	Required spell / skill	LP	Ancient knowl.	Mana cost	Gold	God
Telekinesis	-	2	15 (25)	35 (50)	500 (2000)	N
Summon animals	-	4	20 (15)	50	1000	N
Tame animal	Summon animals	4	30 (35)	40	1000 (1500)	N
Ice lance	Learn quickly	5	60	15-30	1500 (2000)	N
Sleep	Telekinesis	4	60 (100)	30	1500 (3000)	N
Summon Goblin	Summon animals	5	65 (45)	40	2500 (2000)	N
Animal form	Summon animals	5	75	60	2500	N
Ice explosion	Ice lance	7	130	120	6000 (7000)	N
Frost wave	Ice lance	10	140 (120)	135 (90)	9000 (8000)	N
Open locks	Telekinesis	10	200 (230)	180 (20)	4000 (5000)	N (Y)
Summon Golem	Summon Goblin	15	250 (205)	110 (90)	7500	Y (N)
Time bubble	Sleep	15	240	120 (100)	6500 (5000)	Y
Hailstorm	Water mage	25	250	300 (90)	15000 (4000)	Y

2.2.10 Summoning magic



Magic spell	Required <u>spell/ skill</u>	LP	Ancient <u>knowl.</u>	Mana <u>cost</u>	Gold	God
Transfer disease	-	4	20	40	1000 (1500)	N
Poison	Transfer disease	4	25	25	1000 (1500)	N
Lightning bolt	Learn quickly	5	50 (30)	15-30	1500 (1000)	N
Amnesia	Transfer disease	4	50 (80)	30	2000 (2500)	N
Terror	Transfer disease	4	60	60	1500 (1800)	N
Fog	Terror	5	65 (50)	50 (60)	2000 (1000)	N
Bloodlust	Terror	5	70	50	3500 (4000)	N
Summon skeleton	Terror	5	105	60	3500 (3000)	N
Night into day	Soul travel	15	175	80 (40)	4000 (3000)	Y
Soul travel	Fog	7	220 (240)	70	4500 (3500)	N
Summon demon	Summon skeleton	10	220 (210)	110 (90)	9000 (7500)	N
Summon lightning	Lightning bolt	15	230	100 (80)	7500 (3500)	Y
Army of darkness	Dark mage	25	275 (250)	250 (100)	15000 (10000)	Y

2.3 Revision of weapons, armor, etc.

2.3.1 Swords

Weapon	Bonus	Damage	Strength	Hunting	Gold
Wrath of Innos	Paladin	180 (150)	290 (300)	-	75000
Power of the Ancest.	All protect. +10 (+8)	155 (135)	270	-	60000
Demon sword	P. a. elements +10	150 (135)	666	-	1
Great inquisitor	Life energy +50	145 (130)	260	-	45000
Headman's sword	P. a. blades +15	120 (110)	220	-	30000
Ore two-hander	All protections +2	115 (105)	210	-	20000
Order sword	Life energy +10	110 (90)	180	-	10000
Two-hander	-	75	150	-	500
Rusty two-hander	-	60	120	-	60
Sword of the Ancest.	All protections +5	135 (120)	240	-	50000
King's sword	-	130 (150)	230	-	40000
Greatsword	P. a. blades +10	115 (110)	220	-	30000
Master sword	M. of two blades	110 (105)	- (210)	210 (-)	30000
Rune sword	All protections+5	110 (105)	210	-	30000
Flame sword	R. t. fire+10	100	120	-	30000
Inquisitor	Life energy +30	100 (95)	190	-	27500
El Bastardo	Master swordsm.	95 (90)	180	-	27500
Nordmarian sword	-	90	170	-	20000
Paladin sword	Life energy +5	90 (80)	160	-	8000
Barbarian sword	-	85	170	-	12000
Cutlass	-	85	170	-	12000
Bastard sword	-	80 (90)	180	-	16000
Ice blade	P. a. cold +10	80	160	-	10000
Katana	Endurance +15	80	-	160	8000
Hashishin sword	-	75 (70)	140	-	1250
Long sword	-	75	150	-	2500
Ruby blade	Strong swordf.	75	150	-	8000

<u>Weapon</u>	<u>Bonus</u>	<u>Damage</u>	<u>Strength</u>	<u>Hunting</u>	<u>Gold</u>
Broad sword	-	60	120	-	750
Crescent	-	60	120	-	5000
Rapier	Endurance +5	60	-	120	800
Moonblade	-	60 (80)	120	-	5000
Wenzel's sword	-	60 (70)	160	-	8000
Orcslayer	Orc slayer	50	100	-	600
Sword	-	45 (50)	80 (100)	-	50
Hashishin knife	-	35 (45)	70 (90)	-	350
Rusty sword	-	30	60	-	30
Cudgel	-	15	10	-	10
Magic flame sword	-	70 (60)	-	-	-

2.3.2 Large weapons

<u>Weapon</u>	<u>Bonus</u>	<u>Damage</u>	<u>Strength</u>	<u>Hunting</u>	<u>Gold</u>
Ogre morningstar	-	260 (250)	450 (500)	-	300
Krush Tarach	-	210 (200)	380 (400)	-	800
Krush Irmak	-	210 (200)	380 (400)	-	1500
Krush Agash	-	180 (175)	340 (350)	-	900
Berserker's wrath	Life energy +60	170 (150)	290	-	65000
Krush Pach	-	160 (150)	300	-	600
Krush Morok	-	160 (150)	300	-	700
Berserker Axe	Life energy +40	140 (135)	270	-	55000
Krush Varok	-	130 (125)	250	-	500
Barbarian battleaxe	Orc slayer	125 (120)	250	-	35000
Warhammer	Life energy +20	125 (120)	240	-	15000
Battleaxe	Large weapons III	105 (100)	200	-	21000
Meat axe	Large weapons II	90 (85)	170	-	10000
Bearded axe	Life energy +10	85 (80)	160	-	7000
Barbed cudgel	-	75	150	-	150

<u>Weapon</u>	<u>Bonus</u>	<u>Damage</u>	<u>Strength</u>	<u>Hunting</u>	<u>Gold</u>
Halberd	-	70	70	-	700
Spiked cudgel	-	65	130	-	100
Krush Milok	-	60	250	-	500
Rusty battleaxe	-	60	120	-	150
Spear	-	60	-	-	500
Scythe	-	40	-	-	75
Woodcutter's axe	-	35 (50)	80 (100)	-	40
Pickaxe	-	35 (50)	80 (100)	-	80
Heavy branch	-	25	50	-	1

2.3.3 Staffs

<u>Weapon</u>	<u>Bonus</u>	<u>Mana bonus</u>	<u>Damage</u>	<u>Ancient knowl.</u>	<u>Gold</u>
Staff of death	Mana reg., Dark mage	-	80 (60)	260	60000
Staff of dominance	Mana reg., Fire mage	-	80 (60)	260	60000
Staff of balance	Mana reg., Water mage	-	80 (60)	260	60000
Shaman's staff	-	-	50	-	100
Staff of invulnerab.	All protections +40	-	45	140	53000
Dark mage's staff	P. a. elements +40, Dm.	100 (50)	40	160	30000
Fire mage's staff	P. a. fire +40, Fm.	100 (50)	40	100	30000
Staff of power	Mana regeneration	-	40	150	26000
Water mage's staff	P. a. ice +40, Wm.	100 (50)	40	160	30000
Staff of protection	All protections +30	-	35	100	27500
Staff of nature	Life en. +50 (+25), Druid	50 (25)	30	100	12000
Staff of magic	-	75 (50)	30	100	12000
Staff of darkness	Dark mage	-	25	80	15000
Staff of fire	Fire mage	-	25	50	15000
Staff of defense	All protections +15	-	25	60	12500
Staff of water	Water mage	-	25	80	15000
Staff of sorcery	-	40 (25)	20	50	4000

Abbreviations:

- "Dm" = Dark mage
- "Fm" = Fire mage
- "Wm" = Water mage
- "P.a." = "Protection against"

Weapon	Bonus	Damage	Strength	Ancient knowl.	Gold
Judge's staff	P. a. blades +25	120 (85)	130 (-)	150 (-)	2000
Blade staff	P. a. blades +15	95 (70)	120 (140)	100 (-)	1000 (18000)
Quarterstaff	P. a. blades +10	75 (55)	110 (-)	50 (-)	180

2.3.4 Bows

Weapon	Bonus	Damage	Hunting skill	Gold
Demon bow	-	150 (120)	290 (250)	52000
Rune bow	Master archer	140 (115)	270 (240)	42000
Silent death	-	130 (115)	250 (230)	36000
Nimrod	-	120 (110)	230 (220)	30000
Deathbringer	-	115 (105)	220 (210)	52000 (25000)
Horn bow	-	110 (100)	210 (200)	42000 (20000)
Orc ripper	Orc hunter	105 (95)	200 (190)	21000
Battle bow	Archer	100 (90)	190 (180)	18000
Army bow	-	95 (90)	180 (170)	15000
Oak bow	-	90 (80)	160 (150)	12000
Ranger bow	Big game hunter	85	170 (160)	13000 (18500)
War bow	-	80 (70)	130	5000
Wolf ripper	Game hunter	80 (75)	150 (140)	9500
Longbow	-	75 (70)	140 (120)	3200
Composite bow	-	70 (65)	120 (110)	1600
Bone bow	-	60 (55)	110 (100)	800
Hashishin bow	-	55 (50)	100 (90)	400
Hunting bow	-	50 (45)	90 (80)	200
Bow	-	45 (40)	80 (70)	100

2.3.5 Crossbows

Note: Crossbows have not been changed at all.

Weapon	Bonus	Damage	Strength	Gold
Krash Morra	-	200	280	60000
War crossbow	-	190	265	45000
Heavy crossbow	-	180	250	35000
Rhino killer	-	170	235	25500
Nordmarian crossbow	-	160	210	12800
Blood harvest	-	150	195	6400
Mercenary crossbow	-	140	180	3200
Slave death	-	130	165	1750
Headhunter's crossbow	-	120	150	1000
Orc crossbow	-	110	135	750
Crossbow	-	100	100	500

2.3.6 Arrows and bolts

Note: In this case, the prices in brackets refer only to previous versions of Gothic 3. With CP 1.70 you'll find the blue prices also without AB.

Ammunition	Bonus	Damage	Gold
Sharp arrow	-	35 (-)	100 (-)
Exploding arrow	Fire	30	200 (250)
Headknock arrow	Knock over enemy	20	60 (80)
Fire arrow	Fire	10	40 (50)
Arrow	-	0	2
Poison arrow	Poison	0	70 (100)
Blade quarrel	-	20	20
Quarrel	-	0	4

2.3.7 Armor

Armor	Blade	Impact	Missile	Fire	Ice	Energy	Bonus	Reput.	Gold
Light rebel armor	30 (20)	25 (20)	25 (10)	-	-	-	-	-	5000
Rebel armor	40	40	40 (20)	-	-	-	-	20 (25)	20000 (30000)
Heavy rebel armor	80 (60)	80 (60)	50 (30)	-	-	-	-	40 (50)	60000 (70000)
Ceremonial armor	110 (80)	110 (80)	90 (40)	-	-	-	-	50	110000 (125000)
Paladin armor	150 (100)	150 (100)	150 (100)	-	-	-	-	60 (50)	190000 (150000)
Fire robe (R)	45	45	20	30 (15)	30	15	C	40 (25)	55000 (65000)
Light orc mercenary armor	30 (20)	25 (20)	25 (10)	-	-	-	-	-	5000
Orc mercenary armor	50 (40)	50 (40)	40 (20)	-	-	-	-	25	25000 (30000)
Heavy orc mercenary armor	90 (60)	90 (60)	75 (30)	-	-	-	-	50	80000 (70000)
Orc armor	150 (100)	140 (100)	130 (100)	10 (25)	10 (25)	10 (25)	-	75	160000 (180000)
Light Hashishin armor	30 (20)	30 (20)	25 (15)	-	-	-	H	-	6000
Hashishin armor	60 (40)	60 (40)	50 (20)	- (10)	-	-	H	40 (25)	40000
Elite Hashishin armor	100 (60)	100 (60)	90 (40)	20	- (20)	15 (20)	H + P	60 (50)	140000 (90000)
Light Nordmarian armor	60 (40)	60 (40)	40 (20)	-	30	-	C	25	35000
Nordmarian armor	95 (60)	95 (60)	70 (30)	-	45	-	C	50	100000 (64000)
Heavy Nordmarian armor	135 (80)	130 (80)	100 (60)	-	60	-	C	60	165000 (120000)
Light Nomad clothes (R)	20	20	15 (10)	-	-	-	H	-	6000
Nomad clothes (R)	45 (40)	45 (40)	30 (20)	-	-	-	H	40	45000 (35000)
Heavy Nomad clothes (R)	60	60	40 (30)	30 (10)	-	-	H	50	85000 (80000)
Water robe (R)	45	45	20	15 (30)	30 (15)	30 (15)	D	40 (25)	55000 (60000)
Ranger's clothes (R)	35 (30)	35 (30)	30	-	-	-	SH	25	27000 (25000)
Druid robe (R)	45 (30)	45 (30)	40 (15)	20 (10)	20 (10)	20 (10)	-	40 (25)	50000 (20000)
Farmer's clothes (R)	10 (5)	10 (5)	-	-	-	-	-	-	450 (300)
Leather garb (R)	15 (10)	15 (10)	10 (5)	-	-	-	-	-	1500 (1000)
Adanos Robe (R) (300 Ancient knowledge)	55 (40)	55 (40)	50 (40)	40	40	40	W	-	150000

Legend:

(R) = Armor counts as robe

H = Resistance to heat

P = Resistance to poison

C = Resistance to cold

D = Resistance to diseases

SH = Silent hunter

W = Water Mage

2.3.8 Shields

To use a Paladin's shield, King's shield or Rune shield, one needs the skill "Strong shield parry", for the other shields only the basic skill "Shield parry".

Shield	Blade	Impact	Missile	Fire, ice, energy	Strength	Gold
Royal shield	45 (40)	45 (40)	50 (40)	-	225	20000 (21000)
Rune shield	35	35	35 (40)	15 (10)	250	22000 (20000)
Paladin's shield	30	10	40 (35)	-	200	10500
Knight's shield	25	25	35	-	175	8500
Skull shield	20	20	25	-	165	4500
Round shield	15	15	25 (20)	-	160	3000
Leather shield	5	5	10	-	150	800
Wooden shield	5	5	8	-	-	500
Broken wooden shield	3	3	4	-	-	500

2.3.9 Helmets

Helmet	Blade	Impact	Missile	Fire, ice, energy	Ancient knowl.	Gold
Crown of Adanos	35 (40)	35 (40)	35 (40)	-	250	10000
Ejnar's Helmet	25 (15)	25 (15)	-	-	-	5500
Horned helmet	25 (16)	-	-	-	-	4000 (6000)
Helmet of the first Paladin	15 (10)	- (10)	15 (-)	10	-	2000
Crown of Myrtana	15 (10)	-	-	-	-	3000
Light horned helmet	15 (14)	10 (-)	-	-	-	2000 (3000)

2.3.10 Potions with permanent effects

Permanenter Trank	Attribute increase	Gold
Hunting skill	3 (2)	800
Strength	3 (2)	800
Life energy	8 (4)	800 (600)
Mana	8 (4)	800 (600)
Endurance	8 (4)	800 (500)

2.3.11 Artifacts

Artifact	Increase of ancient knowledge	Gold
Stone tablet	3 (5)	500 (75)
Weathered stone tablet	6 (10)	1000 (150)
Aidan's book	12 (20)	1000

2.4 Further changes

The following changes are just examples for additional changes when AB is activated. This list is not complete!

- "The hero has to invest twice as much gold and learning points to increase strength, hunting skill or ancient knowledge if he already has 250 points or more": This is one of multiple measures to make gold and Learning points more "valuable". And in this case also plants and potions that increase these attributes permanently.

- "(Almost every of the) Quests, for which the hero has to kill someone, will be cancelled or can not be succeeded anymore, when the questgiver dies": This adjustment makes sure that the hero cannot simply kill every NPC he comes across, without thereby suffering the negative consequences.

Example: When the hero kills Gunock before Gunock's quest "Kill Torn" has been resolved, it will be impossible to still finish this quest. When killing Torn later on, one will not receive additional experience for the quest.

The adjustment only affects a total of 35 quests, in which a cancellation of the quest was justifiable and technically possible.

- "The perk 'Acrobatics' won't make the hero immortal when falling": Gothic 3 contradicted itself in this respect. In the description of the skill it is written that the hero cannot die by a sudden fall, but the teachers explicitly warn the hero that this skill does not make him immortal.
In Alternative Balancing we have opted for more realism.
- "The spells hailstorm, fire rain and time bubble will take effect around the NPC in focus, not around the hero": The destination of these spells has been changed primarily for practical reasons. The casting of the spell took so long that attacking opponents generally could already get hold of the hero and hit him before the summoning had finished.
- "New damage and protection calculation when NPCs hit the hero with melee weapons":
In the normal game, the damage that an NPC causes is solely based upon the strength or rather the "level" of the NPC. And the armor protection of the hero is subtracted from this damage as percentage. This way the hero could reach a maximum protection of 90%. But this holds for an attack by a scavenger as well as for an attack by a troll,

such that the hero, wearing the best armor in the game, still receives some damage from a scavenger, even when it is just about a few hitpoints.

With activated AB, the damage caused by a human or Orc to the hero is not only connected to the strength of the NPC, but also influenced by the damage of the weapon the NPC uses. When someone attacks only with fists, that person is now less dangerous than for example with a battle axe.

On the other hand, the armor of the hero doesn't work percentually anymore, but in absolute figures. If the hero has a good armor, then weak opponents will rarely be able to wound him anymore. To make sure that the hero does not become completely immune against attacks from weak enemies, a small percentage of these attacks will still cause a little damage.

Not changed are the battles between NPCs themselves and the attacks of the hero, nor are the formulae for attacks with ranged weapons or magic.

- "The hero's combatants suffer less damage during arena fights": Goal of this measure is to make arena fights somewhat more difficult and thus to make them more interesting.
- "Rearmament of a disarmed NPC toned down": When one defeats an NPC in combat, takes his weapon and shield and then walks far away, the next time the NPC is met he would usually have the exact same weapons equipped on his back as before. It is possible to exploit this to gather money quickly, for example when the hero keeps hitting down rangers and every time takes away the expensive ranger's bows.
To counter this exploit from the regular game, the defeated NPCs do not receive back their "standard" weapons in case the AB is turned on. Instead they are reequipped through a partly randomised system with relatively simple weapons like clubs, rusty swords, simple

shields, bows and crossbows.

Sometimes the NPCs still regain their original weapons though.

These exceptions are the seven old friends of the hero (Angar, Diego, Milten, Gorn, Lester, Lee and Lares), all companions of the hero and all opponents in arena fights.

- "Some particularly mighty weapons can't be bought from traders anymore. Those special items are only be available by looting chests": These weapons are: "Staff of the Water mage", "Staff of protection", "El Bastardo" and "War crossbow" as well as the bows "Silent Death " and "Nimrod". The "Barbarian battleaxe" can only be bought by exactly one trader now.

3 New Melee AI

Shortly described, the "Alternative AI" is an attempt to improve the battle tactics of non-playable characters ("NPCs") - especially in melee combat -, and thereby making the fights more appealing and interesting.

NPCs are both humans and Orcs as well as animals and monsters.

3.1 Turning the Alternative AI on and off

To activate the Alternative AI, open the Gothic 3 options menu and enter the menu to set the level of difficulty.

Here it is possible to activate or deactivate the Alternative AI by checking or unchecking the relevant tickbox.

The new AI can be deactivated even in a running game without causing any incompatibilities with savegames or something like this. It could however lead to small errors in combat tactics of opponents if the new AI is turned on or off during actual combat!

3.2 Features

The Alternative AI is basicly a whole newly defined melee tactic for NPCs. At the same time the following features are contained in the package:

3.2.1 Block system

With activating the Alternative AI the block, or parade, system of Gothic 3 is changed.

In parade mode (automatically activated by pressing the right mouse button), the full damage of an attack can now be blocked. To achieve this, the opponent from whom this attack is blocked has to be vaguely focused upon.

Some attacks can still pass through, namely the stab and the cleave attacks, which are usually activated by extendedly pressing the left mouse button while in parade mode. Only a parade while holding up a shield can block those kinds of attacks.

To balance the fact that the parade now blocks the total amount of the damage, the duration of the parade mode has been reduced to 2.5 seconds, after which the hero automatically "relaxes" and has to start the parade anew.

Warning: The new parade rules also hold for NPCs in the case that they use weapons!

In addition, the hero now regenerates his stamina actually slower while being in parade mode.

3.2.2 "Rage" and animals

Animals now react "aggitated" when the hero performs many strikes in short time. In such cases they will make a rapid counter attack and during this will ignore any damage. Also, they will not retreat when hit

at this moment. Of course they do take damage, but at the same time they can hurt their opponent, too.

If their attack is successful, they will calm down first, until they are aggitated again.

This system should decrease continuous quick attacks of the hero and give the monsters a (small) chance to defend themselves.

Hint: In packs, animals act more coherent and control their rage, therefore it is less dangerous to apply quick strikes there.

3.2.3 Variable difficulty level

A further advantage of the Alternative AI is the variable difficulty level. The probability of failures and wrong descisions in battle is determined for Orcs, humans and some other opponents depending on the situation.

With the difficulty level set to "low", it is more likely that an NPC makes a wrong move or a false attack than for the difficulty levels "medium" or "hard" respectively.

The difficulty level of the AI firstly depends on the difficulty level of the overall game, which can be set in the menu, secondly on the level of the hero, and finally on the individual situation. During arena battles, the opponents are more concentrated than other times, thus they make less failures.

4 With Alternative Balancing or Alternative AI

Besides the changes which are connected solely with AB or solely with the Alternative AI, there are a hand full of changes which are effective in both cases.

The most important alterations are:

- "The hero can be attacked by a maximum of one, two or three melee enemies at the same time (depending on the level of difficulty)": For the number of active adversaries there is a simple formula: With difficulty level "easy" still only a single opponent attacks, with "medium" a maximum of two attackers, and with "hard" they attack in groups of maximum three NPCs.
- The attack frequency of almost all opponents has been reduced. The only exceptions are by Mummies and Zombies. The lightning fast storm of attacks from wolves, wild boars, temple guards, etc. are over now.
- Some mages are now able to summon creatures which support them in their fight against the hero. For example, the shaman Grok can summon a demon.

5 Expanding on further changes

In the following you'll find a few details from changelog entries that need further explanation and have nothing to do with AB or Alternative AI whatsoever, but rather with all game variants.

5.1 Installation

- "Installation of DirectX 9.0c of November 2008 - if it hasn't been installed yet": This software will automatically be installed, too, to reduce the request for support in the Gothic 3 forums. Especially Vista users are generally not aware that DirectX 9 has to be installed in addition to DirectX 10.
No worries: newer versions of DirectX 9 will not be overwritten by this!

5.2 New menu options

- "New settings 'Optimal' at resource cache": This setting will result in an individual calculation of the cache settings for the memory management - depending on which hardware is used to play the game.
- "New setting 'Very High' for object details": There were actually always quite high values for the object details - they could just not been activated over the menu. Until now it was necessary to edit the .ini files manually or to use the Gothic 3 Game Tool.

- "'Cartoon Shader' not available anymore": Unfortunately, this feature of CP 1.6 had to be removed, as the place was needed for further shader improvements.
- "Rim lighting integrated in Shader 3.0": Through Rim lighting the edges of objects - roughly speaking - will be highlighted a little more. This optional effect has been kept relatively unobtrusive. If the parts which are highlighted by Rim lighting were to be painted red, the game would look like this:



- "Edge Smoothing implemented for Shader 2.0 and higher": Edge Smoothing is a kind of software version of Anti Aliasing through the shader. It reduces the "step building" of the graphics through a soft-focus effect.
Warning: In principle it's possible to activate the software edge smoothing together with the Anti Aliasing of the graphic card driver. We however advise not to do this.

5.3 Sound

- "Rain and wind can be heard": There are still some unsolved technical difficulties here. The weather sounds can also be heard in caves, furthermore the start as well as the end of the rain's noise many times will not fit with the start and end of the matching graphical effects.

5.4 Graphics

- "Fire effects of fireballs exchanged ": This measure only serves to reduce the old performance drop when casting fireballs.

5.5 Dialogs

- "Fixed small logical errors in dialogs with Abe, Asam, ... and Zapotek" and "Several dialogs with Akrabor, Bogir, ... and Zapotek respectively brought in correct order": To give an example for the intentions of these fixes: There have been situations in which the hero was able to start a dialog without having any pre-required knowledge, or in which the player could chose from two answers to a question, but in the end both dialogs were actually winded off.

5.6 Quests

- Some quests have always been in conflict with each other. In several cases, this aspect is now more consequently implemented than before. Examples: The quest "Promissory notes for Gonzales" will now be cancelled when the hero hands over the promissory notes to

Masil, and "How loyal are the orcs' mercenaries?" will be cancelled when the message from Sanford is given to Roland.

In most of the cases, the opposing quests always excluded each other anyway, since one of both could not be solved anymore as soon as the other was resolved successfully. After that, the unsolvable quest would be still be listed in the mission log in the section "current" for the rest of the game.

5.7 Items

- "Unwanted poisoning or blessing of wrong items is not possible anymore": The "wrong items" that are meant here are shields, bows, armor, potions, etc. - thus items that usually could not be poisoned or blessed anyways. This could accidentally happen anyway before due to an error.

Of course we can't prevent the player from accidentally clicking on another *weapon* than intended.

- "When the hero picks up a weapon or a shield from the ground, he'll equip it right away if he fulfills all requirements and has a free slot for the item. If it's his own weapon, the game will try to assign a quickslot".

In other words: There are still situations in which the weapon that it picked up does not end up on the back of the hero directly. Namely: When the hero already equipped different weapons, when he has not enough strength, hunting skill or ancient knowledge to use the weapon, or when he lacks a required skill. For shields apply similar rules; besides that the hero already has to carry a one hand weapon on his back, to make sure the shield is correctly equipped.

That weapons or shields end up immediately in the quick slot list when being picked up, is only possible if the hero has previously dropped these exact items himself.

Warning: If a quick slot is automatically assigned to a weapon, it could happen that it's not the exact same spot in the quick slot list where it was before. This can only be assured when all other slots are already filled up with items.

5.8 NPCs

- "Burning or poisoned NPCs only die from fire or poison when they are hostile to the hero": The reason for this change was the problem that it was previously sometimes possible to trigger a revolution when the hero accidentally set fire to a neutral or even befriended NPC, or if he poisoned the NPC.
- "Respawn reactivated and corrected": For animals and monsters which are killed, there now is a certain chance that they "respawn" somewhere, meaning that they come back to life. This happens after a minimum of 120 hours after the death of the respective NPC, and only with a limited probability. Some types of monsters, for example dragons and trolls, are never brought back to life. Orcs and humans will also never respawn.
Respawned animals and monsters are not different from the original NPCs. In other words, the hero will get the full amount of experience points for killing them.
- The problem that NPCs occasionally run through walls or rocks or disappear behind textures by some means or other could not be resolved completely. However, the problem should occur considerably less often now.

- In some situations NPCs behave differently from before.
Some examples:
 - When the hero transforms into a shadowbeast or another dangerous creature, he will also be attacked by Orcs.
 - Rangers on the other hand do not automatically react hostile anymore when the hero transforms into a creature.
 - When the hero tells a companion "Wait here" and gets into a fight afterwards, the companion will not join in the fight, but rather keeps on waiting.
 - One cannot take every companion everywhere anymore, regardless who else could be met. Other humans and Orcs will attack the companions if they belong to an enemy group. As is well-known, Orcs and rebels do not get along with each other, and the same applies to Hashishin and nomads.

...and so on.

These changes were made because the old behavior of the NPCs were either especially illogical or even caused some trouble.

- "Cows can be 'milked'": To "milk" a cow, the hero has to have an empty bottle (do not mistake with a "vial"). After clicking a cow, a dialog menu opens in which the option "(Milk the cow)" is offered. Through this an empty bottle becomes a bottle of milk. A milked cow gives milk again after at least 96 hours.
The only cows which cannot be milked at all are those at Dennis' farmyard next to Montero.

5.9 Balancing issues

- "Calculation of damage after falls changed": How much damage the hero or an NPC suffers from falling, is connected to the duration of the fall and the velocity achieved. The former formula dictated that

for a fall of maximum 1.2 seconds there would be completely no loss of hitpoints, for 1.202 seconds suddenly 180 points, for a total of 2 seconds 240 points, after in total 4.2 seconds 385 points and so on. This formula seemed rather illogical, as the damage started too abruptly and then increased quite slowly.

With the new damage calculation, hitpoints will already be deducted for the hero and the NPCs slightly earlier, but the damage starts small and then increases more and more visible second by second. At a fall of 0.9 to one second, the first hitpoint is taken, after 1.2 seconds 15 points, after two seconds 190 points, after three seconds 700 points, after 4 seconds 1,530 points and so on.

- "When opening chests, the lockpick can break" and "Less lockpicks can be found in chests": Until now the lockpicks in Gothic 3 were nearly useless: The hero had enough of them in the inventory anyway, because there were much more of them to be found in chests than needed. Due to the mentioned adjustments, lockpicks become more important now and the hero will presumably have to buy a few during the game. Therefore traders now have more lockpicks on offer.
If the hero has mastered the skill "Pick simple locks", then his lockpick will have a 30% chance of breaking while picking a "simple" chest. If he has mastered "Pick difficult locks", the lockpick will break with a 30% certainty when a "difficult" chest is to be opened.
In all other cases the lockpick fulfills its task immediately.
- Some recipes have been reworked: In some recipes, the needed ingredients have been much more valuable or rare than the final product. With this patch, the number of produced items will be increased in some recipes. For example: With one of the rare fire golem hearts 24 exploding arrows will be created now, not just one. The number of the other ingredients (ore and arrows) has been increased adequately.

In some cases the ingredients have been exchanged, e.g. in the recipe for stew.

- Selected NPCs are stronger now: Merdarion, Osmund and Tufail have been made stronger, as these NPCs previously died too fast or too many times while they were fighting together with the hero for a quest against other NPCs. The "Undead commanders" at the Temple of Mora Sul however have been made stronger based on pure logic: as commanders they should at least be somewhat more dangerous than the other zombies.

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Special Thanks to all other contributors, translators and particularly our excellent testers!