**Threatening and manageable – Enemy scaling mod**

**Version 01.2 – made for 1.07**

First of all I want to give a huge thanks to Cronstintein for all of his guidance to the right values which helped me consentrate on testing and tweaking. Cronstintein, you da real MVP ☺  
Also I want to credit Some1ne for helping me greatly in updating my mod from 1.06 to 1.07. you’re a life saver.   
  
So What does this mod do??

Long story short:  
This mod makes the enemies whose level is much lower than Geralt be more deadly and enemies whose level is much higher than Geralt weaker, effectively making most missions in the game doable no matter Geralts level.  
This mod isn’t meant to make the game harder nor easier. It just means that encountering low level enemies can still be deadly if not taken seriously and high level creatures are manageable regardless of their level.

Long story… long:  
Apparently The game categorizes all enemies as either LOW (whose level is far below geralts), Normal (approximately around Geralts level), HIGH (far above Geralt’s level, Marked with a red skull) and DEADLY (probably far FAR beyond geralt’s level, though I haven’t tested this thoroughly yet).   
The game took LOW enemies and REDUCED their damage output substantially making even less of a threat than they should, and took HIGH enemies and multiplied their damage and health by a lot, making them damage sponges who kill you in 2 hits.   
What I did is was:  
  
Humanoids -   
--Low Human enemies get over a 100% boost in HP and 25% increase in damage (instead of 120%).  
--High humans (like town guards and militia) get 30% decrease in health (instead of 300% increase in vanilla) and 20% decrease in damage.  
  
Monsters -   
--Low monsters get 30% increase in health and 20% increase in damage (instead of -40% decrease in vanilla).  
--High monsters get 20% increase in health (instead of the 350% in vanilla) and 10% increase in damage (instead of 120% in vanilla)  
--Deadly monsters (I’m not even sure what qualifies as DEADLY yet) get 10% health increase (instead of 800%) and 100% increase in damage (instead of 500%).

ADDITIONAL VERSIONS:  
The FAIR version -   
this version removes all penalties and buffs to humans and monsters. They are exactly as weak or deadly as they are supposed to be.  
  
Only LOW enemies version -   
This version keeps the buffs enemies higher level than geralt get just like in vanilla, but it makes the lower level enemies as strong as in the normal version.

I can mostly attest to my own experience as a level 25 geralt that even bandits of level 7 in large enough groups can be deadly and that I could defeat a level 35 griffin in a few tries, though he’d still kill me in 2 swings and I needed over 30 to kill him.   
  
This mod is as simple as it gets. I intentionally didn’t add any other balancing tweaks because I expect others who want to make the game harder or easier will use other mods besides this one for the majority of their tweaks. This mod is complimentary and if you already use other more extensive mods than install this mod after you installed theirs. It will overwrite the monster\_base\_abl\_new.xml and opp\_base\_abl.xml files.   
  
  
INSTALLATION:  
there are two files that need to be installed.   
the humanoid changes are located in the folder called “patch”.   
1) Place all the files in the PATCH folder inside   
The Witcher 3 Wild Hunt\content\patch0\bundles  
2) Run the mod\_install\_bundleExplorer.bat to install the mod. (the installation process will create a patch.bundle.bak file automatically)  
  
the monsters changes are located in the folder called “xml”.  
1) place all the files in the XML folder inside  
The Witcher 3 Wild Hunt\content\content0\bundles  
2) Run the mod\_install\_bundleExplorer.bat to install the mod. (the installation process will create a xml.bundle.bak file automatically)

UNINSTALLATION or UPDATING or CHANGING VERSIONS:

1. Delete the patch.bundle.bak and\or xml.bundle.bak created by the installation process. Each of these files will be located in the same place where you have the mod\_uninstall\_bundleExplorer.bat file.
2. Now you can either install a different version of the mod or continue to uninstall.
3. Run the mod\_uninstall\_bundleExplorer.bat to restore the original game file. This bat file is in the folders where you extracted the files in the installation process.

Since Cronstintein is the reason this mod exists I give a link to his mod which does some scaling changes and other , deeper, balancing for the game. Check it out if you wish:  
<http://www.nexusmods.com/witcher3/mods/250/?tab=1&navtag=http%3A%2F%2Fwww.nexusmods.com%2Fwitcher3%2Fajax%2Fmoddescription%2F%3Fid%3D250%26preview%3D&pUp=1>