

W3EE 5.02, Redux 1.0

All stats Grandmaster level

Cat Armor:

720 Armor

30% Base Resist

-5% Stamina

-5% Speed

+25 Dodge Angle

+25% Movement Efficiency

Cat Steel:

+30% Flank Power

+15% Injury Chance

+15% Armor Piercing

+15% Critical Chance

+15% Stun Chance

-15% Attack Power

-25% Poise Damage

-15% Sign Intensity

Cat Silver:

+30% Flank Power

+15% Injury Chance

+15% Attack Speed

+15% Bleed Chance

+15% Adrenaline

-15% Attack Power

-25% Poise Damage

-15% Sign Intensity

Griffin Armor:

1620 Armor

50% Base Resist

-15% Stamina

-17.5% Speed

+50% Vigor Regen

+10% Ethereal Resist

Griffin Steel:

+150 Ethereal Damage  
+15% Sign Intensity  
+15% Adrenaline  
+15% Stamina (Defense)  
-15% Armor Piercing  
-15% Attack Speed  
-15% Stamina (Offense)

Griffin Silver:

+100 Ethereal Damage  
+25% Sign Intensity  
+15% Stun Chance  
+15% Yrden Intensity  
-15% Armor Piercing  
-15% Attack Speed  
-15% Stamina (Offense)

Bear Armor:

1800 Armor  
60% Base Resist  
-20% Stamina  
-20% Speed  
+25 Poise  
+25% Injury Resist

Bear Steel:

+15% Armor Piercing  
+50% Poise Damage  
+15% Attack Power  
+15% Stamina (Defense)  
+30% Counter Damage  
-15% Attack Speed  
-15% Flank Power  
-15% Stamina (Movement)

Bear Silver:

- +15% Armor Piercing
- +50% Poise Damage
- +150 Shock Damage
- +30% Damage Through Blocks
- +15% Quen Intensity
- 15% Attack Speed
- 15% Flank Damage
- 15% Stamina (Movement)

Wolf Armor:

- 1070 Armor
- 40% Base Resist
- 7.5% Stamina
- 12.5% Speed
- +50% Adrenaline
- +50% Bleed Resist

Wolf Steel:

- +25% Stamina (Offense)
- +15% Bleed Chance
- +15% Attack Power
- +15% Attack Speed
- 25% Vigor Regen
- 15% Armor Piercing

Wolf Silver:

- +15% Stamina (Offense)
- +15% Bleed Chance
- +15% Frost Chance
- +150 Frost Damage
- +15% Aard Intensity
- 25% Vigor Regen
- 15% Armor Piercing

Viper Armor:

- 1090 Armor
- 45% Base Resist

- 15% Stamina
- 7.5% Speed
- +15 Vitality Regen
- +50% Poison Resist

#### Viper Steel:

- +250 Poison Damage
- +15% Poison Chance
- +15% Critical Chance
- +30% Critical Damage
- 15% Attack Power
- 15% Armor Piercing
- 15% Stamina (Defense)

#### Viper Silver:

- +150 Poison Damage
- +25% Poison Chance
- +15% Attack Speed
- +15% Axii Intensity
- 15% Attack Power
- 15% Armor Piercing
- 15% Stamina (Defense)

#### Viper Schematic Locations:

Viper Steel 1: White Orchard, loot in Amavet Fortress Ruins

Viper Steel 2: Velen, when meeting Letho (Ghosts of the Past)

Viper Steel 3: Novigrad, chest in Maximilian Borsodi's Vault (Open Sesame!)

Viper Steel 4: Skellige, treasure hunt on Snidhall Isle (Unlucky's Treasure)

Viper Steel 5: Toussaint, chest in Moreau's Lab (Turn and Face the Strange)

Viper Silver 1: White Orchard, loot in Cemetary

Viper Silver 2: Velen, chest in Grayrocks Mine (Contract: Missing Brother)

Viper Silver 3: Novigrad, guarded treasure in northeast of Heddel

Viper Silver 4: Skellige, treasure hunt on Faroe Isle (Hidden in the Depths)

Viper Silver 5: Toussaint, chest next to Axii PoP in Albertus Grotto (Father Knows Worst)

#### Manticore Armor:

600 Armor  
25% Base Resist  
-4% Stamina  
-4% Speed  
+50 Toxicity  
+75% Burning Resist

Manticore Steel:  
+15% Burn Chance  
+15% Poison Chance  
+15% Bleed Chance  
+15% Stamina (Offense)  
+15% Attack Speed  
-15% Attack Power  
-25% Counter Damage  
-15% Stamina (Defense)

Manticore Silver:  
+25% Burn Chance  
+150 Fire Damage  
+15% Armor Piercing  
+15% Igni Intensity  
-15% Attack Power  
-25% Counter Damage  
-15% Stamina (Defense)

Forgotten Wolf Armor:  
1200 Armor  
45% Base Resist  
-9% Stamina  
-9% Speed  
+50% Durability  
+50 Max Toxicity

Forgotten Wolf Steel Sword:  
+10% Armor Piercing  
+25% Durability  
+25% Poise Damage

+15% Vigor Regen  
-10% Attack Speed  
-05% Critical Chance

Forgotten Wolf Silver Sword:

+10% Armor Piercing  
+25% Durability  
+15% Attack Power  
+15% Adrenaline Gain  
-10% Attack Speed  
-05% Critical Chance

Improved Kaer Morhen Armor:

980 Armor  
35% Base Resist  
-7.5% Stamina  
-10% Speed  
+10 Vitality Regen  
+15% Injury Resist

Improved Kaer Morhen Steel:

10% Bleed Chance  
10% Armor Piercing  
15% Efficiency (Defense)  
-15% Critical Damage

Improved Kaer Morhen Silver:

10% Bleed Chance  
10% Adrenaline Gain  
15% Efficiency (Defense)  
-15% Poise Damage

In case you lost the starting equipment but want to craft these, additem codes:

`Starting Armor`  
`Starting Pants`  
`Starting Boots`  
`Starting Gloves`

`Long Steel Sword'  
`Witcher Silver Sword'

Temerian Armor:

792 Armor  
30% Base Resist  
-5% Stamina  
-5% Speed  
+30% Bleed Resist  
+20% Injury Resist

In case you already completed 'Eye for an Eye', additem codes:

'DLC1 Temerian Armor'  
'DLC1 Temerian Pants'  
'DLC1 Temerian Boots'  
'DLC1 Temerian Gloves'  
'DLC1 Temerian HorseBag'  
'DLC1 Temerian HorseBlinders'  
'DLC1 Temerian HorseSaddle'

Nilfgaardian Armor:

996 Armor  
25% Base Resist  
-5% Stamina  
-5% Speed  
+20 Poise  
+20% Stamina (Defense)

In case you already completed the various quests, additem codes:

'DLC5 Nilfgaardian Armor'  
'DLC5 Nilfgaardian Pants'  
'DLC5 Nilfgaardian Boots'  
'DLC5 Nilfgaardian Gloves'  
'DLC5 Nilfgaardian HorseBag'  
'DLC5 Nilfgaardian HorseBlinders'  
'DLC5 Nilfgaardian HorseSaddle'

Undvik Armor:

1932 Armor  
55% Base Resist  
-17.5% Stamina  
-17.5% Speed  
+30% Adrenaline  
+1000 Vitality

In case you already completed 'Lord of Undvik', additem codes:

'DLC14 Skellige Armor'  
'DLC14 Skellige Pants'  
'DLC14 Skellige Boots'  
'DLC14 Skellige Gloves'  
'DLC14 Skellige HorseBag'  
'DLC14 Skellige HorseBlinders'  
'DLC14 Skellige HorseSaddle'

Ofieri Armor:

624 Armor  
20% Base Resist  
-3% Stamina  
-3% Speed  
+15% Sign Intensity  
+50% Burn Resist

New Moon Armor:

1008 Armor  
30% Base Resist  
-10% Stamina  
-5% Speed  
+15% Evade Speed  
+20 Safe Dodge Angle

In case you already completed 'Open Sesame!', additem codes:

'Thief Armor'  
'Thief Pants'  
'Thief Boots'  
'Thief Gloves'

Dol Blathanna Armor:

852 Armor (Light)  
35% Base Resist  
-7% Stamina  
-5% Speed  
+30 Poise  
+20% Movement Efficiency

Dol Blathanna Longsword:

+10% Attack Power  
+10% Attack Speed  
+05% Critical Chance  
+20% Counter Damage  
+10% Quen Intensity  
-15% Poise Damage  
-20% Adrenaline Gain

White Widow of Dol Blathanna:

+10% Attack Speed  
+10% Armor Piercing  
+10% Poison Chance  
+10% Chill Chance  
+10% Aard Intensity  
-10% Attack Power  
-20% Adrenaline Gain

Can be looted from various elven ruins (Avallach's lab, Est Tayiar, Kilkerinn Ruins), found when dealing with elves (Death by Fire, Contract: Woodland Beast, PoI east of Oxenfurt) or purchased from the Scoiatael merchant southwest of Novigrad.

White Tiger of the West Armor:

1800 Armor (Heavy)  
48% Base Resist  
-20% Stamina  
-12% Speed  
+25% Durability  
+25 Poise

+25% Toxicity Drain

Steel Vixen:

+15% Attack Speed  
+10% Attack Power  
+10% Flank Damage  
+10% Stun Chance  
+20% Axii Intensity  
+20% Vigor Regen  
-15% Armor Piercing  
-15% Defense Efficiency  
-05% Critical Chance

Silver Vixen:

+15% Attack Speed  
+10% Attack Power  
+10% Offense Efficiency  
+10% Burning Chance  
+20% Igni Intensity  
+20% Vigor Regen  
-15% Armor Piercing  
-15% Defense Efficiency  
-05% Critical Chance

Can be obtained from Spoils of War PoIs in Skellige

Item Codes for the KotW armor added in W3EE:

GOTHIC

Helm - kotw\_helm\_v1\_1\_usable

Full:

kotw\_armor\_v1\_1  
kotw\_legs\_v1\_1  
kotw\_boots\_v1\_1  
kotw\_gloves\_v1\_1

Light:

kotw\_armor\_v1\_2

kotw\_legs\_v1\_2  
kotw\_boots\_v1\_2  
kotw\_gloves\_v1\_2

## METEORITE

Helm - kotw\_helm\_v2\_1\_usable

Full:

kotw\_armor\_v2\_1  
kotw\_legs\_v2\_1  
kotw\_boots\_v2\_1  
kotw\_gloves\_v2\_1

Light:

kotw\_armor\_v2\_2  
kotw\_legs\_v2\_2  
kotw\_boots\_v2\_2  
kotw\_gloves\_v2\_2

## DIMERITIUM

Helm - kotw\_helm\_v3\_1\_usable

Full:

kotw\_armor\_v3\_1  
kotw\_legs\_v3\_1  
kotw\_boots\_v3\_1  
kotw\_gloves\_v3\_1

Light:

kotw\_armor\_v3\_2  
kotw\_legs\_v3\_2  
kotw\_boots\_v3\_2  
kotw\_gloves\_v3\_2