

Wiki Guide PDF

The Witcher 2: Assassins of Kings

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Starter Guide

The Witcher 2: Assassins of Kings is a more complicated game than some might realize. It has adjustable difficulty settings, but you don't have to play on the easiest setting to get through everything. Proper mastery of the game requires your understanding on a few points. Learn what the basics are and learn how to apply them. Then you'll be able to overcome every challenge.

Game Progression

As you work through the game, you'll explore a Prologue section and three chapters, each with available side quests. You can find exhaustive information about each of those chapters and quests in the Walkthrough and Side Quests sections of this guide. However, those who prefer to rough it can still benefit from a few tips.

Firstly, the game will update your Journal as you progress through each chapter. You can check there and you will see a list of quests in your current chapter. A green check mark indicates that a quest has been completed. A red 'X' means that you have failed a quest in that chapter and can no longer complete it. If a quest is a story quest, you'll see a gray shield indicator to its left. Side quests will have no such indicator. This makes it easy to track quest progress, particularly since many of the quests intertwine as you advance through the game.



A number of quests also span multiple chapters and you will return to them on occasion. This is particularly true of the quests known as The Assassins of Kings, Returning Memories and Where is Triss Merigold? (the longest and most involving quest in the game). A number of side quests, most notably the Melitele's Heart and Mystic River side quests, also work in a similar manner.

When you are working on a quest, a circular medallion will indicate which quest is currently active. You can go to your journal and select a different quest to progress at any time. When you do so, any map markers (pointing the way to quest objectives) will update and you'll see your next objective listed within the Journal itself. Always make sure that you have the desired quest selected and active if you want to have an easy time satisfying any goals.

Keep in mind that when you talk to important characters, you'll typically see several dialog options. If an option pertains to an ongoing quest, it often is highlighted in yellow or there will be a fuller description of what that particular choice will accomplish in parentheses to the right side. If a choice requires a Sign, you'll see a symbol to the left indicating whether you will have to use persuasion or intimidation to get what you want.

Skills

You can teach Geralt new skills as you progress through the game. These skills can make him a more competent alchemist, warrior or sorcerer. The way it works is that you gain 1 talent every time you advance a level. Every 1000 points you earn allows you to advance a level. You earn points by defeating enemies or (if you want to earn many points at once) by completing quests and side quests.

As you start through the prologue, you'll be able to learn only general skills along the top side of the cross-shaped skill tree. After you arrive in the first chapter, the other directions open up and you can either push fully in one direction or spread your skills out a bit. As mentioned, there are three basic disciplines:

Swordplay

This is good when you want to prove a strong melee fighter, and is perhaps the best discipline to master. You can increase your vitality (so that you have a longer life meter), improve vigor regeneration (so that you can strike more frequently and block incoming attacks) and master the art of attacking multiple enemies at once. It's also possible to learn killing moves that make later battles a breeze.

Alchemy

You're able to brew a number of potions that you can consume before battle. These make you a tougher warrior. If you master alchemy, your potions will prove more effective, but you're still pouring your character progressions into something that requires continued investment over the course of the game. It may be a bit too involved for some.

Signs

In the world that Geralt inhabits, signs are magic. You can use powerful signs to turn battles in your favor whether you advance along this path or not, but if you choose to improve your signs you can affect their duration and the impact they will have on enemies. Signs are a useful skill that can supplement but never replace your swordplay. They're an interesting thing to explore, but probably something you'll find more useful on a second or third trip through the game.



Another thing to note is that each skill has two active levels. The first level gives you some benefit of the skill, and then you can apply a second talent point to master that skill and receive extreme benefits. For instance, at the first level you might add 5% resistance to a hazard, while the second level adds 15% for a sizable increase.

Finally, some skills can be further upgraded with collectible items known as mutagens. If you see a circle on the edge of a skill on the skill tree, the circle means that a single mutagen can be applied. You should consider carefully before you add one, since there's no apparent way to update which mutagen is added later.

Crafting & Equipment

If you're having a tough time with the game, there's a good chance that you simply haven't learned to take full advantage of your available resources. While potions and such can give you a slight boost, though, the most important thing you can do to ensure your success is keep up on the latest equipment.

Geralt is capable of carrying two swords. One is a steel sword, which is most useful against human foes. The other is a silver sword, which tears through nekkers, rotfiends, harpies and other monsters with ease. Near the start of the game, in Chapter 1, you'll have to craft a silver sword to replace one you lose, but after that the game won't force you to visit a blacksmith ever again. You're expected to do that on your own!

You can obtain some new weapons and armor in treasure chests hidden throughout dungeons. Many of the best swords that you can find lying around are only available in side quests. Other fine blades can't be found at all and must be crafted if you want to obtain them. This is a two-part process. First, you should find a diagram in a chest or you should find a merchant in Flotsam, Vergen, Aedirn or Loc Muinne who sells them. Diagrams tend to be expensive, but they're worth it. Once you have the diagram for a promising weapon or piece of armor (you can preview the stats before purchasing), then you need to assemble the ingredients. These often can be purchased from smiths and other merchants, and popular items such as Timber and Silver Ore can be found in some dungeons and houses. Then you need to visit a crafter or blacksmith and pay his fee while supplying him with the necessary components.

Once you have had the desired weapon crafted, you can equip it and use it however you like. Note that some gear has slots and can be upgraded. If that's the case, you'll see little bubbles next to the item's name in your inventory. Late in the game, you can find gear with as many as three empty slots. You can permanently attach runes yourself from your menu. There's no need to pay a smith. Runes sometimes will add to the damage a sword can inflict or to an armor's general rating, but more often they'll add defense against incineration, poison and other maladies.

If enemies in an area are consistently giving you trouble, make sure that you have the best gear equipped and that you are fighting with the right type of sword (steel or silver). Odds are good that your next confrontation will go the way you want it to go.

Final Tips

Once you know all of the above, there are a few final tips that can help to improve your mastery of the game, and your enjoyment on the way to that mastery.

Save

The game will auto-save your progress at key points, but sometimes you might make a lot of progress just wandering around and that isn't saved as frequently. It takes only a moment to save and to spare yourself grief down the road.

Meditate

If you don't like wandering around in the dark, or if a quest calls for you to visit someone at a certain time of the day, you don't have to just wander around while time slowly passes. Pause and access the menu, then meditate to select from several points during the day. It's a great shortcut and doesn't cost you anything.

Mix it up

Don't rely just on swordplay, particularly if you're playing on high levels. Blocking attacks drains your vigor meter and eventually you're bound to take damage if you play that game. Get good at rolling out of the way of attacks, or learn skills so that you can deflect projectiles such as arrows. You should also roll out of the way when possible if you see that enemies are about to swarm or rush you.

You're bound to find other strategies along the way that suit your own particular style of play, but now you know everything that you need to know to make your journey through The Witcher 2 a successful one. Good luck!

Abilities

Abilities are innate skills that Geralt may earn from certain actions. You may use the ◆ and ◆ keys on the keyboard to scroll the table side to side after clicking on it with your mouse.

Ability	During	How to Earn It	
Anatomy Lesson +10 Damage vs Humans	Ch.2.lorveth	During the With Flickering Heart side mission in Chapter 2, purchase the surgical instruments from one of the traders from Vergen's Rhundurin Square and examine the "fresh corpse" in the Dwarven Catacombs (the dungeon with the Dun Banner for Death Symbolized).	
Arcane Knowledge +½ Sign Intensity	Ch.3	Complete The Gargoyle Contract in Chapter 3.	
Assassin +25% Damage when attacking an enemy's back.	Prologue	During the assault on La Valette Castle in the Prologue, Geralt will need to aim and fire a ballista. In that courtyard, there is a dead white-robed assassin from "Assassin's Creed" near a messy pile of hay in the yard's corner. Inspecting the corpse will earn this ability.	
Axii Sign Hex May use Axii during dialogue.	n/a	Use the Axii Sign response when it appears in dialogue options. This ability may improve (up to level 3) with successive uses. Geralt's current level with the ability is displayed in his Character Development screen.	
Batter 20% Chance to instantly kill a shooter with a deflected arrow.	n/a	Kill a dozen (or more) archers by redirecting their arrows back to them. Simply hold block and wait for the shots to come to Geralt. This ability requires the expenditure of two Talent points in the "redirect arrows" Witcher Training skill tree.	
Birdman +10% Damage against Harpies	Ch.2.lorveth	Complete the side mission The Harpy Contract in Chapter 2. Harpy Traps not included.	
Child of the Night +2 Vitality regeneration at night.	Ch.2.lorveth	During the "Where is Triss Merigold?" mission in Chapter 2, sneak into t Nilfgaardian Camp without resorting to the madam's secret tunnel.	
Conjuror +3 Sign Damage	n/a	Use the Axii sign in dialogue multiple times.	
Cover +10% Damage Reduction	Ch.1	Remain under Triss' protective forcefield all the time during Rough Landing in Chapter 1.	
David +10% Damage vs Giant Enemies (Golems, Trolls, Dragons, Draugir)	Ch.2	Slay two golems. On Roche's side of Chapter 2, there are three golems: in the sea cave under the Kaedweni Camp, in the Kingslayer's cave, and during the Siege of Vergen. On lorveth's side of Chapter 2, there's at least one golem in the sea cave.	
Executioner +1% Chance to inflict an Instant Kill	n/a	Condemn to death or personally kill three major or side characters (Aryan La Valette may be your first victim). For Roche's side on Chapter 2: add Adam Pangratt and King Henselt to Aryan's corpse. For lorveth's side: add Adam Pangratt and Prince Stennis.	
Exorcist +10% Damage against wraiths and spectral enemies.	Ch.2.Roche	Lift Sabrina's curse on King Henselt (not the battlefield curse, but Blood Curse).	

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		Destroy over a dozen training dummies. There are a few in Foltest's camp during the Prologue during By the King's Will.	
Experienced +10% Experience points earned.	n/a	Two dummies are in Flotsam's gate near the Craftsmen District / Non-human Quarter.	
		Two dummies are in Flotsam's guardhouse (consider saving the game before you draw your sword since the guards react to your violence).	
		Two posts are in Loredo's Garden, but you need to side with Roche in Death to the Traitor to use weapons in that area.	
		Two dummies are in the Temerian Quarter in Loc-Muinne.	
		The Order of the Rose has two dummies in their camp outside Loc-Muinne.	
Haggling -20% to Ship Items	Ch.1	During The Kayran: A Matter of Price, convince the merchant to double his fee.	
Intimidate Use intimidation during dialogue.	n/a	Use the intimidate option during dialogue. It's Achievement related, and works if other methods won't do.	
Riposte 10% Chance to inflict an automatic Riposte after blocking an attack.	n/a	Earned by landing a successful riposte a few dozen times. Requires the expending at least one Talent point in the Riposte ability on the Swordsmanship skill tree.	
Persuasion Use persuade in dialogue.	n/a	Use persuasion during dialogue. Works more to charm NPCs than to cow them.	
Pyromaniac +20% to current percentage of Incineration	n/a	Incur the "Burning" status effect more than a dozen times. You may use the Quen sign to cut short the burning status (handy on Hard or Dark).	
Resistance to Magic +20% Damage reduction against magic attacks	Ch.1	During The Rose of Remembrance, refrain from seducing Triss in the Elven Baths and use the Aard Sign on the weakened wall to free yourselves.	
Sapper 50% chance to avoid damage from traps and bombs	n/a	Interrupt Geralt's animation multiple times while he is disarming a trap; you can do this by "collecting" a disarmed trap that's near the armed one. The Snare is the cheapest (free in the forest around Flotsam), and if you have three, you can set one, trigger it (to collect it), then place a second one next to the disarmed trap. The third snare is just to hold the slot in Geralt's tool belt.	
Strong Back +50 Total capacity.	Prologue	Spare Aryan La Valette <i>and</i> help him escape the La Valette's dungeon.	
Strong Stomach +10% to current level of poison resistance.	Ch.1	Create the Mongoose potion and drink it so it takes effect during the battle with the kayran.	
Swordsman +4 Damage to swords.	Ch.2.Roche	Defeat the two assassins in King Henselt's camp during Assassin of Kings.	
Thrower +5 Damage done by throwing knives.	Ch.1	Best Ves in "Toothpicks" at the Blue Stripes' headquarters in Flotsam. It's the building next to the inn/brothel; the task is available after the event where Geralt meets Sile the sorceress on the docks.	

Toxic Blood 30% Chance to poison enemies who attack you.	iin/a i	Get poisoned more than a dozen times. Quen can halt the poison status effect.
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Adrenaline Abiltities

Geralt has three Adrenaline Abilities which are earned in the Magic (Heliotrope), Alchemy (Berserk) and Swordsmanship (Group Finisher) categories. Once he unlocks one ability, he will be able to activate it when his weapons are drawn.

By the Power of Grayskull ...

In the unlikely event that you have all three abilities unlocked, *all* three abilities will activate when the button is pressed (unless you are not near an enemy; in that case, the Group Finisher is "missed").

Heliotrope

The sigil of natural motion. Usable only when enough Adrenaline is accrued in a Witcher's body. On the Xbox 360, Geralt needs to press D-Pad Up with a full adrenaline bar and when his weapon is unsheathed to activate this sign. A "time bubble" will spawn around Geralt, and enemies will slow down to half their speed (or less) while Geralt moves about normally.

Berserk

The ability to do more damage in a short span of time. Geralt will dramatically increase his attack power for a few moments, even allowing him to regenerate Vitality in combat.

Group Finisher

A swordsmanship talent, this allows Geralt to kill a group of human enemies (or one monster) without needing to stun them first with the Aard Sign. This talent is very useful in instances where you fight in close-quarters combat (say in Courage Symbolized for Roche's version of Chapter 2 ... on Dark difficulty).

Alchemy

Alchemy requires ingredients, which may range from herbs to body parts. Each act of alchemy requires the formula (diagrams are for items made by craftsmen) which you may find while adventuring or purchase from merchants. Note that some body parts will be "rare" (or hard to find) even if their frequency is listed as "Common" on your sub-screen. For the most part, you want to use herbs for making your alchemy, since they are easy enough to locate.

- **Herb** an ingredient listed as such may be found in the wild (for free). Passing time (meditation) for one game-day generally respawns herbs. If not, you can also force-load maps (you will still need to meditate one game-day) by entering/exiting a dungeon.
- Body Part an ingredient listed that is harvested by slaying enemies. If there is an area that respawns enemies that drops that ingredient, you may meditate one game-day to attempt to harvest more. Note that some enemies (example: the Necrophage in the waterfall cave with the Ostmurk) will not respawn even if you wait one game-day since it's considered a "special enemy" in that chapter. Beware!
- Mutagen byproduct of alchemy you may use to mutate abilities. Sometimes found from slain enemies.
- Component an ingredient that is used in the building of items (like swords, armors, etc.) by craftsmen. You may occasionally find these from slain enemies.

Please note that the table can be scrolled to the right by clicking on it and pressing your keyboard's left and right arrows.

Category	Herb	Body Part	Mutagen	Component
Vitriol		Nekker Eyes Nekker Teeth	Enhancement Mutagen Lesser Enhancement Mutagen	
Rebis	Celandine	Draugir Claws Drowner Brain Necrophage Blood Necrophage Teeth Nekker Heart		
Caelum	Bryonia Green Mold		Concentration Mutagen Madness Mutagen	Amethyst Dust
Sol	Verbena Wolf's Aloe Leaves			
Vermilion	Wolfsbane	Endrega Jaw Endrega Sailva Gargoyle Dust Harpy Feather	Lesser Strength Mutagen Strength Mutagen	

Quebrith	Mandrake	Arachas Armor Endrega Teeth Gargoyle Heart Harpy Egg	Lesser Power Mutagen	
Aether	Scleroderm	Harpy Eyes Troll Tongue	Lesser Range Mutagen Range Mutagen	Elemental Stone
Hydragenum	Cortinarius	Nekker Claw	Lesser Vitality Mutagen Greater Vitality Mutagen Vitality Mutagen	Diamond Dust Essence of Water
Fulgur	Ostmurk	Arachas Eyes Bullvore Brain Draug Essence Kayran Eyes KayranTissue Endrega Embryo Essence of Death Queen Endrega's Pheromones		

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Basic Tips

Save Often

There aren't too many checkpoints, so it's recommend that players save often as possible. When Geralt dies, the player may be sent as far as 20 minutes backward in progress. Keep in mind that potions are to be used before battles, so one never knows when they'll be unprepared. By saving often, players can start exactly where they saved and change their strategy and/or use appropriate potions.

Fencing Strategies - Blocking

When fencing with enemies, keep in mind that blocking uses vigor. That means that without any available vigor, players should be more interested in dodging attacks than blocking them. By double-tapping the W,A,S,D key in the desired direction -- or pressing spacebar with while holding the key of the direction desired -- Geralt will roll.

This is especially important when being surrounded. Setting up a parry is also very slow, so making sure that Geralt isn't flanked is key. Though, as soon as the player is able, make sure to add two points into the block from all sides skill, found in the first skill branch.

Use Everything at Your Disposal

While this is a well known rule of combat, it is critical for you to follow this rule at least at the beginning of the game - this means to use the right sword, use magic and drink potions, these things are the only way for you to advance in the game, and don't worry, the game will still be difficult.

Bombs

Bombs are used by assigning them to one of the five toolbelt slots Geralt has (for his knives, traps, etc.). Although they are device-like, bombs - like potions - are created by Geralt during meditation. You do not need a craftsman to create bombs. The bombs Geralt makes vary in there effect from damage to providing increased visability.

Bomb	Effects
Dancing Star	Explodes with fire and wounds enemies. Similar to Dragon's Dream.
Devil's Puffball	Releases a cloud of poison gas.
Dragon's Dream	Releases a cloud of flammable gas. Similar to Dancing Star.
Flare	Illuminates the surrounding area when detonated; does almost negligible damage.
Grapshot	After detonating wounds all enemies in range with shrapnel. Use this bomb for The Nekker Contract.
Red Haze	Releases a cloud of psychoactive gas. Causes enemies to attack one another.
Samum	Stuns and immobilizes all enemies in range. This bomb cannot complete The Nekker Contract.

Stenchbulb	Releases a cloud that reduces enemy attributes (attack, defence, etc.).
Zerrikanian Sun	Blinds and immobilizes all enemies in range.

Dancing Star



Ingredients

- Vitriol
- Aether

Effect

Causes fire damage to enemies in range.

Devil's Puffball



Ingredients

- Caelum
- Quebrith

Effect

Clould of posion gas that damages enemies if area of effect.

Dragon's Dream



Ingredients

- Aether
- Vermilion

Effect

Creates a clould of flammable gas.

Flare



Ingredients

- Vermilion
- Caelum

Effect

Lights the surrounding area when it explodes.

Grapshot



Ingredients

- Rebis
- Caelum

Effect

Wounds all enemies in range.

Red Haze



Ingredients

- Aether
- Caelum
- Hydragenum

Effect

Causes a cloud of psychoactive gas.

Samum



Ingredients

- Rebis
- Aether

Effect

Stuns all enemies in the effected range.

Stenchbulb



Ingredients

- Hydragenum
- Aether

Effect

Causes a foul stench that reduces the effectiveness of near-by enemies.

Zerrikanian Sun



Ingredients

- Rebis
- Vitriol

Effect

Causes a flash that blinds enemies making them stunned for a time.

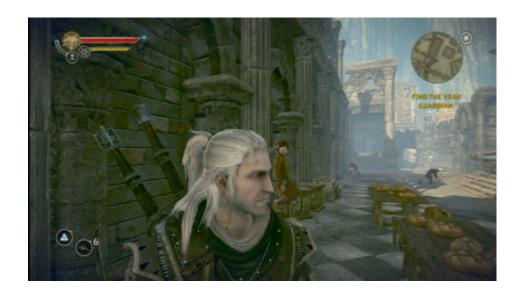
Choices

The **choices** you make as Geralt affects the story in a dynamic way. As you will see in the video below, the choices you make will affect the very environment that you play in.

Hairstyles

Geralt may change his hairstyle ... for a price. At 30 to 60 Orens, this better be the best damn haircut he ever got. *snip*snip*snip*. You got lucky.

Rivian Ponytail



A high half ponytail.

Squirrel's Tail



A low half ponytail.

Elven Style



Hair all let out.

Dwarven Braid



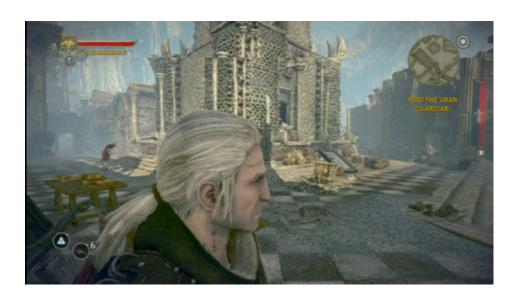
Single braid in the back.

Raftman's Do



A full ponytail.

Cintrian Pendulum



Shaved temples and a ponytail.

Signs

Signs are magical glyphs which a Witcher or spell-caster may weave (or incant) to conjure a variety of effects. Some signs are used primarily in overt combat (for example, using Quen to protect oneself from injury) while others are used in non-combat roles (most notably Axii, for magical persuasion). Geralt has mastered five signs to use on his travels around the world.

Aard

The sigil of force. Used to propel matter using magical energy unseen by non-sorcerers. In some cases, this may be mistaken for *telekinesis*. Geralt's mastery of this glyph is poor compared to a true sorcerer, hence there is a distortion when he creates this glyph.

Aard is best used as if you were playing this like *Starkiller* on Star Wars The Force Unleashed. It's pretty much Force Push, with the added benefit of stunning enemies that Geralt targets.

Stunned or dazed enemies cannot defend themselves when attacked; should Geralt have murderous intentions to the target - say by attacking someone when they are stunned - the results are fantastically fatal.

Yrden

The sigil of containment. Used to trap earthly substances, allowing interesting applications. Regrettably, Geralt's mastery of this magic glyph limits him to using the sign to trap corporeal and non-corporeal entities like trolls, golems, enemy bandits, ghosts and like.

When an enemy is thus ensnared, they cannot defend as well, taking blows as they struggle to free themselves. Since enemies cannot change their facing, Geralt can use this opportunity to strike trapped enemies from behind to do more damage to them.

Ignis

The sigil of combustion. Used to ignite flammable material. This spell is essentially a standard fireball spell, doing first to third degree burns. Un-flammable enemies (like gargoyles and golems) may not remain alight as long.

Sorcerers have been known to increase the potency of this sigil to call forth fire from the heavens.

Quen

The sigil of protection. Used to provide defense to the glyph-drawer or spell-caster. raw energy is used to create a forcefield around the caster, absorbing incoming energy, kinetic or otherwise.

The forcefield is unnatural and will slowly unravel over time; disruption to the field's integrity (through

external forces) accelerates this collapse.

Axii

The sigil of persuasion. Used to cloud the minds of the weak-willed and get them to do things they normally would not. As Geralt is human, the spell works best on human (not monster) targets. In more urbane settings, the Axii sign can be used to convince an obdurate NPC into agreeing to whatever you want.

Heliotrope

The sigil of natural motion. Usable only when enough Adrenaline is accrued in a Witcher's body. On the Xbox 360, Geralt needs to press D-Pad Up with a full adrenaline bar and when his weapon is unsheathed to activate this sign. A "time bubble" will spawn around Geralt, and enemies will slow down to half their speed (or less) while Geralt moves about normally.

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Yrden

Yrden is the sigil of containment. Used to trap earthly substances, allowing interesting applications. Regrettably, Geralt's mastery of this magic glyph limits him to using the sign to trap corporeal and non-corporeal entities like trolls, golems, enemy bandits, ghosts and like.

When an enemy is thus ensnared, they cannot defend as well, taking blows as they struggle to free themselves. Since enemies cannot change their facing, Geralt can use this opportunity to strike trapped enemies from behind to do more damage to them.

System Specs

Minimum Specs

- CPU: Intel Core 2 Duo 2.2 GHz or similar AMD
- RAM: 1 GB for Win XP / 2 GB for Win Vista Windows 7
- VGA: Nvidia GF 8800 512 VR or similar ATI
- **DX:** DirectX 9.0c
- **os**: Windows XP/Vista/7
- HDD: 8GB for game and 8GB bonus content

Recommended Specs

- CPU: Intel Quad Core or AMD equivalent
- RAM: 3 GB for Windows XP / 4 GB for Windows Vista and Windows 7
- VGA: Nvidia GeForce 260, 1 GB memory / Radeon HD 4850 with 1 GB memory
- **DX**: DirectX 9.0c
- **os**: Windows XP/Vista/7
- HDD: At least 16 GB of free space

Traps

There are a number of traps that Geralt can use at his disposal. They vary from damaging enemies to slowing enemies.

Trap	Effect
Biter	Damages eneimes using shrapnel
Conflagration	Dameges enemies and sets off surrounding traps
Clawer	Damages enemies and causes bleeding
Fury	Confuses enemies into attacking each other
Snare	
Talgar Winter	Slow enemies

Xbox 360 Controls

The button binds for the Xbox 360 version of Witcher 2 cannot be changed; axis direction (Y/X inversion) is available on another option screen.



Walkthrough

Come here for help with every story quest in the game, chapter by chapter. Don't forget that there's also a separate section for Side Quests!

Prologue

- By the King's Will
- Barricade
- At the Fore
- Trial By Fire
- To the Temple
- · Blood of His Blood
- The Dungeons of the La Valettes

Chapter 1

- A Rough Landing
- By the Gods Stringing Up Sods
- The Kayran
- Indecent Proposal
- The Kayran: A Matter of Price
- The Kayran: Ostmurk
- The Rose of Remembrance
- Where is Triss Merigold?
- At a Crossroads: Vernon Roche
- At a Crossroads: lorveth
- Death to the Traitor!
- The Floating Prison

Chapter 2 - Roche

- Prelude to War: Kaedwen
- Conspiracy Theory
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- The Eternal Battle
- Courage Symbolized
- The Butcher of Cidaris
- In Cervisia Veritas
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- Death Symbolized
- Hatred Symbolized
- The Path to Vision

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- The Siege of Vergen

Chapter 2 - Iorveth

- Prelude to War: Aedirn
- The War Council
- Subterranean Life
- Hunting Magic
- Royal Blood
- Where is Triss Merigold?
- The Eternal Battle
- A Matter of Life and Death
- Death Symbolized
- Hatred Symbolized
- The Walls Have Ears
- Vergen Besieged

Chapter 3 - Roche

- For Temeria!
- Of His Blood and Bone
- A Summit of Mages
- Enter the Dragon
- Epilogue

Chapter 3 - Iorveth

- For a Higher Cause!
- The Spellbreaker
- A Summit of Mages
- Enter the Dragon
- Epilogue

Prologue

The game begins with a cutscene. Your first chance at interaction comes when a character who introduces himself as Vernon Roche offers to shake your hand. Respond however you like. You'll be freed from your chains and Vernon insists that you tell him about events that led to your current predicament. You have four choices when it comes time to respond. Answer however you like.

A cutscene follows. You can make a handful of dialog choices in the tent environment where you find yourself at the cutscene's conclusion and then when you decide to leave, that decision marks the beginning of the first proper quest.

Quests in the Prologue

- By the King's Will
- Barricade
- At the Fore
- Trial By Fire
- To the Temple
- Blood of His Blood
- The Dungeons of the La Valettes

By the King's Will

Head outside of the tent. Travel downhill from the tent and you'll find some guards in front of another tent. Beyond them, a group of men has gathered. Approach and talk to them to learn of their plight and initiate the **Melitele's Heart** side quest.

When you finish talking to the Crinfrid Reavers, head back to the left and proceed through the main camp. There will be various men positioned around, training with their commander or just loafing near a campfire. Look for the area where the path heads uphill and follow that slope to higher ground. You'll pass through soldiers stationed on either side along the way. At the top of the hill, you'll meet with the king. Doing so triggers a scene as the king leads you and various noble people on a tour of the nearest portions of the battlefield. Just keep following.





(LEFT) Make sure to meet with the Crinfrid Reavers so that you'll be able to complete a side quest later in the game. (RIGHT) King Foltest will give you a tour of the ramparts that includes a stop at the ballista.

You'll eventually reach a point where the king starts to ditch you. It's easy to quickly follow him up a final hill, but first you should stop along the way. Some men are loading a bolt into a ballista, which looks a lot like a standard cart. You can stop to interact at this point. Following a speech from the king, you can aim the ballista. You should try to aim at 1 and 1/2 degrees if you want to hit the target specified by the king. An event follows, and then once more you'll find yourself following the king.

Follow the king up a series of ladders while he talks. When you reach the top room in the wooden tower, start forward past the king to trigger another scene in the interrogation room where the game began, with Vernon Roche. He asks you to continue telling your story.

The action returns to the siege, where you'll soon find yourself in proper control as you face the first battle in the game. This one is easily won. Just move toward the men in the light green tunics and slaughter them with simple sword strokes. The king is fairly good at defending himself, so you can mostly just move in a ring around him and mow anyone down who tries to rush him.

When the king is safe and the last of Aryan La Valette's soldiers in the immediate area have fallen, the king will lead his troops forward along the castle walls and finally come up against a new hazard. Soldiers have barricaded themselves up in an easily defensible tower and now they're practically unassailable.

Barricade

To progress through the Prologue, you must find a way through the tower. As this segment of the game begins, you've already proposed a solution in previous lines of dialog: the ballista. Fortunately, you don't have to backtrack down to where it is positioned. Instead, you can head forward with the king to reach the edge of a platform. From there, it's possible to drop down along a series of ledges until you reach the ground level where the ballista is situated.





(LEFT) Drop down along the scaffolding to reach the ballista situated on the ground level.' (RIGHT) 'You'll have to wind up and aim the ballista before you can fire it.'

When you arrive on that lower level, you'll find that the ballista is heavily guarded. As you approach, your presence will alert guards. They'll rush you and you'll need to defend yourself against their onslaught. This is most easily done if you don't let them gang up on you. Fortunately, you can roll and dodge fairly naturally as you cleave your way through the group. You also have magic at your disposal, which you should put to use when you see the telltale target pop up on an enemy soldier (particularly if that enemy is equipped with a projectile weapon).

After you clear away the first group of soldiers, start priming the ballista to take a shot by mashing the button indicated on-screen. You will be interrupted by another group of soldiers, which you should quickly defeat in the usual manner before you return your attention to the ballista. You will likely come under attack a few more time as you prepare the weapon to fire. Just make sure that you quickly eliminate any foes, then return to the task at hand.

Eventually, you will fire the shot and a timer will appear on-screen as you enter a new phase of your mission.

At the Fore

Now you have to climb back up the walls along the same general route that you used a moment ago while descending. You'll encounter enemies along the way, though, so be prepared to take them out with a combination of magic and swordplay. Once you near the top of the tower, you'll be reunited with the king.

The king and his troops are still battling enemies, so now you'll need to follow them along the castle walls and lend a hand. Note that it's possible to lose track of the king if you're not paying attention. Stick close to him, since he is the one who you need to protect and assist. The amount of resistance that you meet in this general area varies based on whether or not you were successful in your attempt to aim that first ballista shot before you first began ascending the tower.

Continue following the king and his men. The troops will use axes to break through a doorway. On the other side of that door, you'll find a waiting group of enemies. Most of them are typical foes for this early stage in the game, but one immediately stands out from his cohorts. He has better armor and he's more capable with a sword. You can rush him, hit him with magic and then push him back against the scaffolding and slash at him mercilessly while your fellows hopefully keep the other enemy soldiers mostly occupied. Defeat the brute and his men, then climb up some ladders nearby to trigger another cutscene.





(LEFT) Escort the king and his guards through the tower as you seek out your target.' (RIGHT) ' First offer Aryan the opportunity to retreat. Then you'll have more options that affect the outcome of the encounter and later events in the game.'

Aryan La Valette calls down at you and the king from atop a nearby tower. He is surrounded by archers who will pick you apart with arrow shots if you let them, but you really have no choice; you must proceed forward. Make a quick run of it to reach the base of the tower, where you're safe from arrows. Then climb up the tower, battling a handful of soldiers as you ascend.

When you reach the top floor on the tower, you'll find yourself facing Aryan. You don't necessarily have to go straight into a battle, though. You have options about how you want to proceed, and those options will affect a coming point in the game. You can initially choose either to fight or to offer him the chance at surrender. Go with the latter option and you'll come to a three-way menu where you can again suggest surrender, or battle against Aryan alone, or battle him and his men. We recommend pushing for a surrender again (the top option).

If you go with the violent options, know that Aryan is a capable swordsman. You need to be ready to

block his sword strokes, then retaliate with some blows of your own. Magic is also useful, as usual. Otherwise, talking him into a surrender prevents you from needing to battle against him at all.

You'll appear back in the cell with Vernon Roche. You'll talk to him briefly and then your adventures resume.

Trial By Fire

When you appear in the cell with Vernon Roche after engineering the death or surrender of Aryan La Valette, you will have the option to ask him about the dragon. Do so and you'll initiate another quest within the Prologue. Along with the king and several others, you'll appear on a walkway ahead of a secured tower. Events follow and as they conclude, you find yourself under attack by a dragon.





(LEFT) 'The best thing to do when you encounter a dragon is the obvious thing: run!' (RIGHT) 'Use the hoardings to shelter yourself from dragon fire as you battle the La Valette soldiers.'

Run immediately forward once you are in control. There are buildings called hoardings to your left. You can start through one and kill a few guards, then dash to the next and kill a few more guards. Try not to stay out in the open for long or you'll be a target for the dragon. If it torches you with its flames, that can quickly drain your life meter.

At the end of the second hoarding, you approach some stone walls. There are a lot more guards here. Make sure that your friends have traveled along with you up to this point. They'll help you as you take care of the larger group of enemies. It's important to clear all of the enemies out of the area, rather than trying to keep advancing, because this is precisely where you want to be. When the enemies are done for, Triss will use her magic on the portcullis to blast it out of your way.

Now your little band of adventurers can start forward across the bridge, but Triss will become separated from you. Race to the far side of the burning bridge to trigger another scene and then you'll appear back in the prison cell with Vernon Roche. He's impatient with the discussion of the dragon and will ask you to tell him what happened next in your adventure. When you start to explain, another quest is activated.

To the Temple

As this leg of the journey begins, Vernon Roche separates from the party and leaves you alone with the king. Now you have a choice about how you answer. Choose whatever you like. One way or another, you'll be leaving the king behind as you explore the immediate vicinity at his request.

Your job now is to find a back entrance to the temple. You will find that when you find a well, but before you worry about the well you should tend to the next step of the **Melitele's Heart** side quest. The **Woe to the Vanquished** side quest can also be accessed in this area. For more information about those quests, see the appropriate portions of this walkthrough.





(LEFT) 'Leave the king at the gate while you head down into the town to find an alternate route that leads into the temple.' (RIGHT) 'Look for the well, which you can use to access an underground passage that leads to the area of the castle behind the portcullis.'

Once you have tended to any side quests that interest you and looted houses for money and plants for herbs, you can find the secret well passage to proceed. If you descend from where the king is waiting at the gate, the alley splits off to the left or proceeds directly forward. If you head forward, you'll find some villagers being held against a wall by some soldiers. Just past the cluster of villagers, there's a short alleyway with a wooden gate leading to the right. A soldier's corpse lies just to the side. You can smash down the wooden gate with magic, then proceed through it to find a few soldiers guarding a well. Tend to them, then investigate the well and you can descend to its lower level.

Start forward through the well's lower level and you'll find that you're in an underground labyrinth of sorts. The arrow on the indicator will point you in the general direction that you need to go, so you shouldn't have much trouble navigating. Along the way, you'll have to battle Drowner enemies. They're bluish mutants and they can hit you fairly hard, but they're weak against your magic and sword just like typical soldiers would be. As long as you don't let them startle you (be careful as you round corners, since they like to hide against the walls and rush you when you think you're safe), you should have no trouble defeating them. Listen for menacing music to let you know if you're in the vicinity of some Drowners. Along the way, you'll have to smash through some boards that block an opening in order to proceed.

Near the back side of the dungeon, look for a gate with torch brackets on either side. Open the gate and head through it. A short distance beyond that, you'll find a ladder that leads up to high ground. When you arrive outside again, you will see an opening in a wall ahead of you. From there, it's possible to view some people standing by a shoreline. You don't advance through that opening, though. Instead, look to the right to see a winding staircase that leads to a higher floor.





(LEFT) 'The Drowner enemies shouldn't pose much of a threat. They're good for experience points, at least.' (RIGHT) 'You'll have to climb over a low wall covered in leaves to reach the highest portion of the tower.'

Climb the stairs and start along the corridor but keep an eye to your right. As you round a corner, you'll startle three guards that you must defeat. Try to back away so that they approach you in single file. Otherwise, you could rush into the trio and find them raining blows down on you from all sides. When you defeat the soldiers, look to the opposite side of the passageway. There's a gate you can pass through there to ascend a wide staircase. At the top, it appears that you've reached a dead end. You have not, however. Look along the right wall and there's an area where it falls away slightly.

Investigate to find that you can climb up through that recess in the wall to arrive on a grassy bank overhead. Start along that bank and follow it around to reach another group of soldiers who will attack you on sight. Defeat them, then look beyond them to find some doors. You can pass through those doors to face three more soldiers. Defeat them, then continue along the route that they were guarding. Note a locked door to the left that you can't enter yet. That will change in a moment.

Pass through to an open courtyard area and you'll find a ring of several more soldiers. This group is larger than the previous ones, and there is a commander with heavy armor. Take care of him first, if you can keep up a steady assault without being overwhelmed by the others. Use magic to break his defenses and then follow up with a few quick sword strokes. You'll receive a key when you defeat him, which you can use on the door that you passed a moment earlier. Defeat any straggler soldiers, then backtrack to the locked door and use the key. You'll gain access to a lever. Activate it to open the gate so that Foltest can pass through to the courtyard. Meet him there.

Another scene follows as Vernon Roche's interrogation continues. Then you will appear back in the castle environment that you just left. There, you'll speak with someone named Tailles, who it turns out was telling the truth about something. Converse with him (and slap him if you like) and the conversation ends with the revelation that the children are waiting in the solar. A new quest begins.

Blood of His Blood

King Foltest and Vernon Roche will head off toward the new destination. Follow closely behind them. As the scene transpires, the lot of you will come under attack by the dragon that you encountered earlier in the game.





(LEFT) 'The dragon will chase you slowly along the parapet while you work to save King Foltest once again.' (RIGHT) 'King Foltest has an admirable way with children.'

The dragon wounds Roche and that leaves you to protect the king. You'll need to run toward the screen and press the button indicated when prompted. Depending on the difficulty setting, you may not actually have to press a button at all. In any event, keep moving toward the screen and watch the dragon. As the path widens for the first time, step off to the right side and dragon breath will sear the parapet where you and the king were positioned a moment previously.

Then it's time to start forward again. With any luck, you'll make it through the gate before the portcullis comes crashing down between you and the dragon. Another scene follows and you can then follow the king upstairs for an extended sequence where he meets with his children and a monk. Watch that unfold (there's nothing you can do to affect the outcome) and then you'll appear back in the dungeon with Vernon Roche.

When you have a choice as to how to respond to his comments, answer however you like. When you have a second dialog option, go with "I'd hunt down the killer" and then another extended scene follows that brings about the introduction of the **Returning Memories** side quest and also leads into the next standard story quest.

The Dungeons of the La Valettes

When the previous quest concludes, you'll find yourself chained up within a dungeon. Vernon Roche has given you the key that you need to escape, but there are guards just outside your cell and they can hardly be expected to react favorably if you unlock your shackles and try to walk past them. First, you should provoke the guards so that they enter the cell to deal a beating.





(LEFT) 'A key you shouldn't rightly have and fisticuffs work together to provide a good way to break free from a Temerian dungeon.' (RIGHT) 'Your adventures will differ slightly depending on whether you first head left or right along the passageway in front of the door.'

Once the guard you provoked does enter the cell, you'll automatically remove your shackles and will engage in a fist fight. At that point, you have to watch carefully for on-screen prompts. Indicators will appear to let you know what button you can press to deal damage to your foe. You must do so before he harms you. Defeat the first guard and a second will arrive. He's more dangerous. When you defeat him, you can search his body to find a key. Use the key on the nearby door and you'll emerge into the cell a free man. Sort of. Now you need to escape the area.

Begin by checking the nearby treasure chest. Inside the chest, you'll find the Steel Sword that you were carrying and also an assortment of potions. Grab the gear, then head up the steps and through the nearby archway. Ahead of you, there's a door. You'll mumble something about being unable to sneak out of the dungeon with torches lighting the corridors. This is a tip so that we know we can use stealth to work through the area that immediately follows.

Pass through the doorway and start down the next corridor. Quickly duck into a cell located just to the left, then wait for the guard to approach. When he passes, sneak up behind him while he stares at the door. You can press the button indicated on-screen to overpower him. Then you can proceed along the corridor safely. Start up some stairs and ahead of you, there's a door. The passage forms a 'T' here where you can go left or right. Your journey through the dungeon from this point onward will depend on two factors: whether you head left or right and whether or not you killed Aryan or spared him when you encountered him previously in the **At the Fore** quest.

Put out the nearby torch using your magic (the prompt will appear on-screen when you're close enough) and a guard will approach. Disable him, then head either left or right.





(LEFT) 'Give the executioner a rough time like he gave his prisoner.' (RIGHT) 'If the ambassador isn't helping you to escape, you'll have to help yourself by killing some soldiers.'

If you head right and up some stairs, you will find a guard near the top. His back is turned to you as he watches a guard further down the corridor. That allows you to overpower the first guard, then take out the second guard without worrying about facing too many guards at once because someone has sounded the alarm.

When you defeat the second guard, he will drop the **Rusty Key**. Take it with you back downstairs to the door at the intersection. Open the door with the key and head inside. There's a trapdoor waiting. Jump down through the trapdoor to land in a corridor below, where you can proceed along a winding corridor. You'll have to vault over some rubble and such, but there are no guards to worry about until you reach the far side of the area that is your destination. There, you can climb up onto a ledge and then drop down into a cell where the executioner and a scribe are trying to force someone to sign a document. The identity of the person who they are trying to force to sign the document depends on whether or not Aryan remains alive.

If Aryan remains alive, then he is the person who they are harassing. You can subdue the weak enemy, then take care of the more powerful executioner with a combination of heavy blows and magic. When he's done for, set free the prisoner. Answer his questions however you like and then head upstairs with him leaning on you for support. A scene follows. Then you can continue upstairs, where you'll set him down in a corner. Aryan wants you to clear out the area ahead, which is guarded by soldiers. Draw your weapon and open the door. Now you'll need to advance through the corridor, giving any soldiers that you find there a fatal time. Once you have cleared out the last of them, return for Aryan and then bring him along the corridor that you just cleared. When you reach the higher level, he'll direct you to the second cell on the left. There, he reveals a secret passageway. Talk to him one last time, then head through the nearby opening and proceed along that passage. An explosion rocks the corridor behind you. You'll reach a door at the end, which you can now pass through to proceed.

Note that if you had instead killed Aryan earlier in the game, then the person being harassed in the cell at this stage in the game is Louise La Valette. You can free her in the same way that you would have freed Aryan, but in this case the ambassador will come along and help you to reach the door that leads out of the dungeon. It's a different means to the same end.



(LEFT) 'A high-profile prisoner is escorted out of his cell along the route left of the intersection.' (RIGHT) 'You can get the drop on the first of the guards if you run up behind him while he is headed in the opposite direction.'

Now it's time to backtrack a bit. The above few paragraphs detailed what happens if you head right

and up some stairs at the intersection in front of the locked door. However, you have the option of traveling left instead.

If you go left, you'll find that the way is paved by several more guards. You can take them out carefully using stealth (extinguish torches and knock them senseless when they come to investigate), but a certain amount of combat is going to prove necessary because the other prisoners raise the alarm as you find success. Kill any guards that you need to, then exit through the doorway that leads to the right at the end of the chamber for a scene.

Assuming that you spared Aryan La Valette earlier in the game, some guards will lead Aryan out of the cell. He knocks the guards unconscious and you approach as he finishes the deed. A conversation follows and then he asks you to clear out the area ahead, which is infested with guards. Do as he requests, then return to Aryan when the path is cleared. Carry him back along the passageway and enter the second cell on the left on the upper level, as he directs you. There, another scene follows. Leave Aryan in the cell and head along the chamber to the doorway at the far end. Pass through it to emerge outside.

If you did not allow Aryan to live earlier in the game, you will instead see the baroness escorted out of the cell that would otherwise house Aryan. You'll have to follow the miniature procession and kill any guards that get in your way. Then a meeting follows and the ambassador will help you to engineer an escape. With his welcome assistance, you'll find your way safely to the dungeon's exit.





(LEFT) 'You will meet up with Newboy outside of the dungeon, if he is still alive. He can provide a welcome distraction for any nearby guards.' (RIGHT) 'There's a reunion on Roche's ship as the party decides where to go next.'

Regardless of how the preceding few moments play out, you'll eventually leave the dungeon through the same door and find yourself at the edge of the docks. If you saved Newboy by giving him good advice near the start of the game, you'll run into him now. Answer him however you like and you will be given the locket that he carries. Your progress through the **Melitele's Heart** side quest is updated.

Continue forward along the dock (you may have to battle guards if Newboy is a corpse in a distant street) and you'll soon find Triss. Follow her down the steps to arrive on Vernon Roche's ship, where a scene follows. You learn that your next destination is Flotsam. Thus ends the game's prologue.

Chapter 1

King Foltest is dead and his people believe it was at your hand. Clearly, there are traitors that you need to find if you are ever to clear your name. Your quest to do precisely that leads you next to Flotsam, where you arrive as the chapter begins. Your first quest is automatically triggered.

Quests in Chapter 1

- A Rough Landing
- By the Gods Stringing Up Sods
- The Kayran
- Indecent Proposal
- The Kayran: A Matter of Price
- The Kayran: Ostmurk
- The Rose of Remembrance
- Where is Triss Merigold?
- At a Crossroads: Vernon Roche
- At a Crossroads: lorveth
- Death to the Traitor!
- The Floating Prison

A Rough Landing

As this quest begins, you find yourself still on the deck of Roche's ship. Roche and Triss head down the steps and disembark, so you should do the same. Note that the A Sword for Monsters side quest has now been added to your journal, though you can't do anything about it just yet.



Disembark from the ship along with your fellow travelers. You'll have to jump over the side to do so. As you arrive on land, Roche and Triss will start along the reed-lined trail. Follow them. You'll meander along the trail that leads through the forest, with commentary from your friends. Then a scene follows. You have opportunities here to choose how you will respond. Answer however you like. When the conversation concludes, another scene follows.

Now you must progress through the forest, with Roche carrying Triss over his shoulder. There's a magical bubble that encases your party, but it moves forward with Triss as its point of origin. Your job is to protect Roche as he carries Triss. Elves will attack from the shrubbery, but they're weak at close quarters. Stick within the aura and you won't have to worry about arrows fired from a distance and can focus instead on the more immediate threat. When you have gone far enough, you'll arrive at the vilage that was your destination all along. Guards will come out and chase away the elves. They have questions for your party, as well, but you manage to deflect those while being told of a hanging that is about to take place in the town square. That information isn't idle gossip. You'll need to head next to that event to intervene.

By the Gods - Stringing Up Sods

As you arrive in Nilfgaard after the elven ambush, you'll hear that a hanging is taking place near the center of town. It's best to investigate.





(LEFT) 'Triss knows the way to the gallows, so let her serve as your tour guide.' (RIGHT) 'Old-fashioned fisticuffs are the solution when persuasion doesn't do the job.'

Start through town. The place where the prisoners are to be hung is mostly straight forward, with a slight deviation uphill and to the left, through a gate. Triss knows the way, so just follow her to easily reach the area. As you get close, you'll recognize the prisoners. They're not people you want to see hung. Approach the gallows base and talk to the guards. You can answer however you like when given options. Either way, you'll wind up fighting a guard.

The fight takes place as a quick-time event. You need to press the button indicated on-screen to land blows on your opponent. Remember not to mash the button repeatedly, though. Press the button indicated once only, then wait for the next prompt. When you defeat the guard, you'll next have to fight the executioner. The same process follows and then there's a scene. You'll need to choose from dialog branches again. Whatever you answer, the scene concludes with an invite to Loredo's mansion.

Talk to your friends that you saved and they'll invite you to the tavern, just to the right of the scaffolding. You can follow them there and also see about side quests on the notice board outside. There are three quests posted that will lead to actual side quests: The Endrega Contract, The Nekker Contract and Troll Trouble. Take any notices that correspond to quests you plan to complete, then enter the building and meet with your friends at the table for a conversation that completes the current story quest. The Indecent Proposal quest is added to your list, but your conversation with your friends may take long enough that when it concludes, another quest also becomes available and is initiated: The Kayran.

The Kayran

Warning bells sound outside of the inn as you talk to your friends while finishing up the By the Gods - Stringing Up Sods story quest. Head outside of the building, just behind Triss, to see what caused the villagers to raise the alarm.





(LEFT) 'You'll need to talk the townsfolk out of lynching a perfectly helpful witch.' (RIGHT) 'She repays your kindness by insisting that you do things her way when it comes to the monster hunt, because her way has worked so well in the past...'

Outside, a scene follows. A giant tentacle has almost pulled a villager into the water, but you'll see a sorceress free him. Head down along the docks to approach the place where the villagers have surrounded the sorceress. She may have saved their friend's life, but as they see it she didn't do enough to offer aid. You can talk to them and try to diffuse the situation. If you don't want to fight, ask with concern about their friend and then suggest that they should take care of them rather than trying to fight. Depending on your fortunes, that may be enough to send them away. Otherwise, you'll have to fight.

Once that particular bit of conflict is in the past, you can talk to the sorceress as another scene follows and another party arrives on the scene with information about a reward. He'll leave and you can talk to the sorceress to learn that she's really just after ingredients. She says that you can find her on the top floor of the inn (also the whorehouse, as Triss notes) to proceed. Triss heads back to the tavern and you can follow. Now you can worry about the Indecent Proposal story quest, or you can worry about a new story quest that has become available. Note that your efforts to clear quest will continue until you defeat the boss at the end of the story quest known as The Kayran: Ostmurk, which itself doesn't become available until you progress most of the way through the new quest that you've just accessed: The Kayran: A Matter of Price.

Indecent Proposal

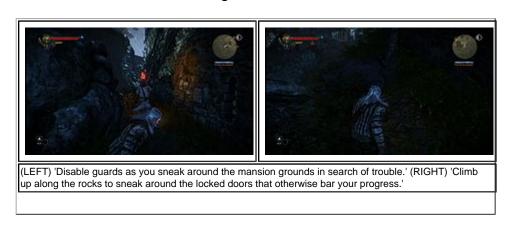
After freeing Dandelion and Zoltan, you can head to the tavern to talk to them. If you take long, you'll bring about the quest known as The Kayran. You don't have to complete it just because you initiate it, though, and when there's a break you can return your attention to the main quest at hand. Late in the evening, you should visit Loredo's mansion to follow up on his invitation.



You can find Loredo's mansion along the edge of town, past the craftsman's district. Two soldiers will stand at the gate and they won't let you in unless you visit in the hours immediately following dusk (the meter in the upper right corner of the screen will appear to be at around 9PM and the icon will switch to a sliver of moon to indicate that dusk has arrived). Talk to them and they'll have you put your weapons in the trunk just left of the gate. Then you can pass through and enter the mansion grounds.

As you enter the grounds, your entry will be interrupted. Vernon Roche joins you as the two head inside. There, Roche spots a ballista weapon pointed at the river. That positioning prevents boats from safely navigating the river unless Loredo wishes it, a fact that doesn't sit well with Roche. He wants to destroy it to prevent future problems. A side quest known as The Ballista becomes activated.

Tend to that side quest, then return to the task at hand: meeting with Loredo. Report to Vernon Roche and together the two of you will head up some stairs. The guard positioned there will inform you that Loredo is busy. Head back down the stairs with Roche, then approach him where he stands in the shadows and ask what you should do next. Assuming that you have not yet slain the kayran beast, a man will overhear your conversation and volunteer some information concerning a trap. Whether the merchant talks to you or not doesn't matter. What matters is your next step: you need to sneak past the guards to find out what Loredo is discussing with the sorceress.



Roche will produce a distraction almost immediately. The guard in the nearby corner will come forward to talk to Roche and you can walk back toward the area that he was guarding. There's a large boulder here, so press up against it and head around its right side while a nearby guard's patrol takes him around the other side of that boulder.

Once you are past that guard, follow him and stun him with a quick blow to the head so that he won't interrupt you. Then press against the wall and start deeper into the area the guards are patrolling. Look around the corner and you'll likely see a guard relieving himself. You can creep up from behind as he does so and knock him over the head, though you need to be careful not to make too much noise in the process. Knocking out the guard will gain you access to the door he was guarding.

Unfortunately, the door is locked. However, you can look to the rock wall to the side and there's a place where you can grab onto it. Climb to higher ground, head around along the ledge and then drop down to the other side of the wall. Now head along the lush area and keep to the wall. You'll see a view of guards patrolling, and catch a glimpse of the sorceress in an overhead window. You can disable the nearest guard if you watch his patrol and sneak after him when he starts back in the opposite direction. There are two more guards in the same general vicinity who can also be knocked out in a similar fashion.



Once you have disabled the guards, you're free to explore. There is one chamber that you can find, full of treasure chests. Loot it for any items you need, then look for the wall where you saw the sorceress. Near the base, there's a high platform that you can climb. Do so, loot the treasure chest and then look to the nearby window. If you follow the on-screen prompt, you can peer in to eavesdrop on a conversation.

When the conversation concludes, backtrack to where Roche is waiting with the distracted guard. Now the two of you can head upstairs, but you alone will be permitted to have your meeting with Loredo. Roche is not invited. Head inside and start to the right for a brief meeting with the sorceress. Continue past her and around a corner, then head left to meet with Loredo. He wants your help in hunting down the kayran. You can agree to help him or refuse, whichever you prefer. Then it's time to leave the premesis. Once you do so, the quest is complete.

The Kayran: A Matter of Price

Flotsam is a city that is difficult to distinguish from Lobinden, a village nestled against its walls. You can find the merchant who the witch mentioned at the harbor. There, talk to him and haggle on the price that he is willing to pay to be rid of the kayran. When you strike a bargain, you can ask about where to get more information and he will suggest that you talk to the elf named Cedric.





(LEFT) 'Geralt and Triss meet with Cedric on a high platform near the edge of Lobinden.' (RIGHT) 'Meet up with Triss along the trail and follow her to your destination.'

Head along the harbor area and look for a wooden wall with a door along the edge. Pass through it to arrive in Lobinden, the region where Cedric dwells. A scene with Triss follows. Discuss the witch with her and then she will lead you to Cedric, who is standing on a high platform in the trees. As you arrive, there's another scene to witness. Then you can talk to the elf yourself.

Talk to Cedric and you will have a number of dialog options. Make sure that you select the option indicating that you are looking for witcher work to learn about the In the Claws of Madness side quest. Also tell him that you're hunting the kayran and could use his help. He'll tell you of a boat that the kayran sank, south through the forest and then east toward the river. You'll find the wreck near a ruined bridge. Triss tells you to find her by the wreck, then teleports out of sight. You'll have to go join her in order to find a sample of mucus from the monster's lair.

Travel along the trails leading upriver. You will find bandits along the trail who attack you as you try to pass by, so be ready to deal with that threat. There aren't very many of them, so you should do just fine. Beyond the bandits, you'll meet up with Triss. Talk to her and then follow her still further upstream. The two of you will come to a high ledge looking down on a wide lower area. Drop down along the ledge and start forward for a scene. When it concludes, you'll sense danger. Start forward and you'll be attacked by a group of drowners. They're numbers are significant, so be careful as you fight and let Triss do damage with her fire magic to keep the odds in your favor.





(LEFT) 'Let Triss help you with her magic so that the fight against the drowners goes more smoothly.' (RIGHT) 'The stringy stuff along the walls is the kayran mucus that you came here to find.'

Upon defeating the drowners, investigate the area. Make sure that you wander to the far edge, where there's the broken shell of a ship. Check along the left portion of the debris to find a skeleton with a glowing corpse. Investigate to find a key. Then head to the right and there's a chest that you can open with the key to access the Mystic River side quest. Then to complete the story quest that you're playing, search along the edge of the area against the cliffs to find huge strands of mucus extending from it. That will trigger a lengthy discussion between Geralt and Triss. When it concludes, you have a new quest to worry about. The current quest will remain incomplete until you have completed the new quest: The Kayran: Ostmurk. Once you complete that quest, return to see the merchant in Flotsam about your reward and you will finally be able to mark the quest complete.

The Kayran: Ostmurk

Once you complete the story quest known as The Kayran: A Matter of Price, you'll find yourself in a low swampland area. Triss teleports out of sight and leaves you to backtrack. You are advised that you should find ostmurk on your own, or look to Cedric for help in Lobinden.





(LEFT) 'Check with Cedric in Lobinden to get an idea where to search for the ostmurk that you need.' (RIGHT) 'You will need to look for the ostmurk in some caverns behind a waterfall.'

Consulting Cedric isn't a bad idea. Doing so will make things go more smoothly. Backtrack to Lobinden and find the elf either on the high platform where you met him previously, or in the area around (or inside of) the houses near the base of the platform. He moves around a bit, but you should recognize him when you see him.

Cedric will tell you that you can find ostmurk in a cave near the elven ruins. The cave is located south of Lobinden. When you reach the elven ruins, you'll find a waterfall. You can walk through the waterfall to reach the entrance to a network of caves that is inhabited by nekker monsters. You should be familiar with the area if you completed the side quest known as The Nekker Contract.

Within the lowest point of the cave, you'll find the ostmurk guarded by a Greater Rotfiend monster. Defeat it with a quick flurry of sword strokes, then check the glowing blue substance on the nearby wall. You can harvest ostmurk, but now you need to turn it into a potion. In case you've forgotten, you can meditate to access alchemy and then from there you can select the type of potion that you wish to create (in this case, the Mongoose potion) from a list and finally produce it. When you do, you'll proceed to the next phase of your quest.





(LEFT) 'Use Yrden magic to pin the tentacles to the ground, then hack them apart with your sword.' (RIGHT) 'You need to dodge projectiles and head up the crumbled stone archway to the left once the kayran is pinned in order to finally kill it.'

Now that you have the desired resistance to anything that the kayran might care to throw at you, the time has come to actually battle the beast. You don't want to drink the potion that you just created

until just ahead of the battle.

Travel to Flotsam and meet the sorceress Sile. She is in a room above the inn and tavern, accessible from the upper balcony. Talk to her and then she will lead you to the forest near Flotsam. As she heads up the bridge, you can head down along a series of drop-offs to the right. Those allow you to descend a rough trail that leads to swampland where the kayran waits at the basin. Your progress will be saved as you get near (a good thing, since the upcoming battle can be difficult) and a cutscene follows. When it concludes, you'll have to battle the kayran.

To defeat the kayran, start by hacking off its tentacles. There are several of them. The kayran will slam them down onto the ground and you can trap the tentacles there using your Yrden sign magic. Avoid the tentacles otherwise, along with any sweep attacks and fountains of poison that the kayran spews, then move in close and hack away at a trapped tentacle until you sever it from the main body. Now back away and avoid any attacks as the beast tries to recover. Repeat the process on subsequent tentacles. It seems to work best if you go for the tentacles on the far left and right sides first, then focus on one of the middle ones. You'll need to eliminate several of the tentacles. Once you lop off enough of the tentacles, the kayran will sweep out a tentacle that catches you. However, you'll ride it up into the air. Rapidly press the button indicated on-screen to stab it and then you'll land on the ground. A building will crash down on the kayran, but it's not dead yet. You need to head quickly left (opposite the direction indicated on the on-screen map) and climb up the rubble from its left side. When you reach the top, a scene follows and the quest, along with the quest called The Kayran, is marked complete in your journal.

The Rose of Remembrance

After you complete the main story quests that you've been working on up to this point and check with the merchant to finish The Kayran: A Matter of Price, head along the harbor and you will meet with Triss. There, she suggests that you investigate a nearby barge. Doing so will allow you to make progress on the side quest known as The Assassins of Kings, which is necessary to advance the main story. You can see our walkthrough of that side quest for more specific details, but basically you must talk your way onto the barge using witcher skills, then use the Axii sign (stand a few paces away, between the nearest two cells and face the body) to calm the prisoner so that you can extract information. He will tell you of of place where the Rose of Remembrance blooms and you'll remember more things that go toward completion of the Returning Memories side quest.



Your interrogation of Ciaran, the prisoner on the barge, will activate the story quest and you can either accept the offer Triss makes to come along with you or decline it. Though the events that follow differ slightly depending on your answer, there's really no good reason not to accept her help. You'll see more character development that way.

With Triss by your side, head outside of town and make your way to the elven ruins with the series of waterfalls. You've likely been there a few times by now, if you've been completing side quests, but if not you can follow Triss and your map indicator to find the location easily. When you arrive, a brief conversation follows and then you will need to keep close to her again as Triss leads you to the summit.

When you arrive at the top of the trail, pick a flower from the shrubbery and then there's a conversation with Triss that is interrupted by the arrival of a few bandits. You wind up fighting them. They're easy enough to defeat, so take them out as usual and then another scene follows. The ledge where you and Triss stand crumbles beneath you and the pair of you fall into an area below that Triss finds quite enchanting. You're trapped for the moment.



(LEFT) 'Talk to Triss after the two of you fall into the ruins.' (RIGHT) 'If you play your cards right, you can take a bath with your lover.'

Check the nearby treasure chest for some nice loot and then you should Talk to Triss. You have dialog options here. If you decide to pick up on her mood in these romantic surroundings, it could pay off in the form of a dip in the pool. If you'd rather not take time for such a distraction, emphasize the need to hurry. Either way, you'll finish the quest and your next objective is clear: you need to visit Zoltan at the inn. That visit, however, is considered part of the ongoing side quest known as The Assassins of Kings.

Note that if you have any other side quests that you haven't yet completed in the chapter, now is a good time to tend to all of them except for much of the Melitele's Heart and Mystic River side quests, which can't necessarily be completed yet (though you should advance them as far as you can at this point, just to be on the safe side). Then continue on your adventure.

Where is Triss Merigold

The story question known as The Rose of Remembrance leads back to the side quest known as The Assassins of Kings, and that quest ultimately leads into this one.





(LEFT) 'Dandelion saw where Triss was headed last.' (RIGHT) 'There is blood on the floor, but does it belong to Triss?'

Letho said some things that give Geralt reason to fear for Triss, so it's time to return to Flotsam. Follow your guide back to the town and when you arrive, the scene that greets you varies depending on whether or not you handed lorveth a sword when he asked for one ahead of your duel with Letho.

Though the scene that unfolds will vary, your general search for Triss follows the same procedure either way. First head toward the inn, where you may or may not have to free Dandelion from some angry citizens. If you do have to free him, use magic to accomplish the task. If the magic fails, fists will work instead. When you talk to Dandelion, he'll reveal that Triss visited the sorceress, who lives in her chambers over the inn. Head up to the room and look around the area. Investigate and check the wall on the side of the room to find a peephole. There's also a huge blood pool on the floor (too much blood, Geralt notes). Something big obviously happened in the room, but it's tough to be sure what.

Check the next room over to meet with Derae, who is reluctant to talk. You can learn a lot from her if you work at it, though, including word that Cedric followed someone into the forest. When you finish, you'll access the Margot's Disappearance side quest that can be completed almost immediately.

When you're ready to follow Cedric after hearing from a prostitute where he went, you can drink the Cat potion (which you should already have in your inventory) and follow the bloody trail leading away from the inn and into the forest. The trail takes you to the area outside of town with the waterfall. You should know it well by now. Go there and you'll meet up with Cedric, who explains what happened moments ago in an extended scene. When it concludes, so does the quest (for chapter 1, at least) and two new quests become available: At a Crossroads: Vernon Roche and At a Crossroads: lorveth.

On a single trip through the game, you can only complete one of the two quests. The one that you choose will dramatically affect the rest of the game for you. This is a good time to save your progress so that you can return to the point after clearing the game along one route and try the other one.





(LEFT) 'You can bribe the thirsty dwarf to hear about a redhead who fell from the sky.' (RIGHT) 'Help the trolls to acquire the ribbon, or kill them and aid the mercenaries if you prefer.'

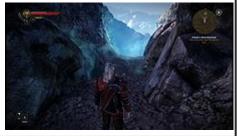
The quest will later require your active involvement, if you are working through chapter 2 with lorveth as an ally. You'll need to find information about Triss as you satisfy the Royal Blood quest in that chapter.

Start by visiting Philippa Eilhart at her house in Vergen. She'll tell you about a drunkard who may have recently seen her. Visit the drunk at the inn and you'll have to bribe him with oren to hear his story. He describes Triss and Letho falling out of the sky in a nearby gully. Letho left Triss to whatever fate awaited her, which apparently was a meeting with a troll. The man knows nothing more, but you can head to the ravines that he mentioned now to see what you can find for yourself.

Head outside of the city as indicated on your on-screen radar. You'll have to pass through the burnt village, where elves are guarding, then head downhill and start sharply left along some ravines that eventually wind back toward the right. There, you'll meet a troll. If you talk to him nicely, he'll repeat a story similar to what you heard at the inn from the drunk dwarf. Then you can promise to find his wife for him, and not to harm her. Continue onward from there, as indicated by the on-screen arrow. You'll face some harpies in a ravine. There are a lot of them, so fight carefully and use magic to keep them at bay so that you don't have to fight too many at once.

When you have killed the harpies, continue along the ravine and you should soon come to another troll. This is the female one, surrounded by mercenaries. You can kill either her or the mercenaries, depending on who you would like to aid you later in the game. There's more in it for you if you spare the troll, but do whatever you like. You'll get the desired ribbon either way.





(LEFT) 'You should only visit Philippa if you have completed the appropriate quests.' (RIGHT) 'Head through the mist with an amulet that Philippa gave you to serve as your guide.'

Take the ribbon back to Philippa's house in Vergen. If you are hoping to solve the With Flickering Heart side quest, you should also make sure to do so before talking to Philippa, or it will fail. If you haven't tended to some other tasks first (specifically, the Subterranean Life quest), you won't find her in her home. Otherwise, she'll be waiting there and a scene follows before your efforts to find Triss are temporarily abandoned in favor of more pressing matters (you'll return to it soon enough) and the Royal Blood story quest is updated.

After you advance that quest as far as you can at present, it will be time to check in with Philippa again. When you get near her house, a brief scene unfolds. Philippa will explain that you need to pass through the spectral mist if you want to find Triss. You'll have help as you do so. Philippa promises to guide you on your expedition.

Head out of Vergen now and pass through the burned village. Beyond that, take a right at the intersection that the elves are guarding and start through the mist. As promised, the amulet that you have in your possession will make crossing relatively easy. The familiar owl will accompany you, plus you don't actually have that far to travel. Make your way slowly, keeping near the owl and slashing apart any enemies that get too close for comfort. As was the case the last time you went through the mist with the owl, wraiths like to appear and circle around the owl. When they're present, move around the wring of spectral forms and chop them apart with your silver sword so that you can press onward. The draugnir enemies also should be actively destroyed, but otherwise you'll mostly pass through the mist without incident.

When you reach the far side, Philippa will say that she cannot go further because Dethmold may sense her presence. You're on your own again.





(LEFT) 'What you find on the battlefield figures in heavily during the events that follow.' (RIGHT) 'See the madame at her place of business, but you aren't there to pay for the usual services.'

Start in the direction indicated by the arrow on your on-screen map. You'll head along a ravine and come across a corpse. When you search the corpse, you find a mysterious figurine. Your discovery is almost immediately followed by the arrival of Vernon Roche with a few of his men by his side. Talk to him and explain that you're looking for Triss. The conversation is a tense one, but in the end he'll offer you two suggestions for how you can find what you need. You can either try a stealthy approach by heading along some canyons to your right to sneak into the camp, or you can battle some monsters in a tunnel.

Unless you live for stealth, the tunnel is definitely a good route to follow. Start off by following in the direction that Roche and his men travel. You'll arrive at some tents that are being used by Madame Carole and her lovely ladies. She's likely seated outside, on a bench. Talk to her and then ask to talk to her. She'll agree, for a fee. Tell her that you'd like to know how you could get inside the camp. She charges quite the hefty fee, but if you pay up she will tell you that the entrance is inside the tent.

Head inside the tent and check the back room. A trap door is open. Drop through the opening, then make your way through the short series of tunnels beyond. You'll have to head through a doorway, then explore some cells to find an opening in the floor that you can drop through to reach a lower tunnel. Once you're in that tunnel, follow the most direct route. There's nothing of interest along any side passageways. Along the main route, you'll have to battle a bullvore and some rotfiends, but they're easy to kill with the gear you should have at your disposal by now.

You'll reach an exclamation point on your map, where you can head left to venture outside or right to continue along the passageway and battle more rotfiends. The latter option is really your best option, so continue along that passageway and watch for a path to the right. You can head along it to find a

gap that you can leap across. There, you'll find and do battle with a golem. It is guarding some chests that contain actual items of potential interest, including the powerful Armor of Ban Ard and the equally powerful Gwyhyr blade. They're definitely worth the trip. Collect those goodies, then return to the main trail and continue through the tunnel to finally reach an exit point.





(LEFT) 'When you emerge from the caves, you will find a guard and for no apparent reason allow him to disarm you.' (RIGHT) 'Vanhemar uses fire magic but he doesn't utilize it often enough to pose a real threat.'

When you exit the tunnel and start around the side of the cliffs, you'll trigger a scene. You can talk to the guards however you like, but ultimately they'll strip you of your weapons. The scene that follows reveals a great deal of information and updates the Returning Memories side quest and also The Assassins of Kings. When those scenes conclude, you'll find yourself about to be executed. However, Vernon Roche and Ves intervene on your behalf. A battle follows.

In this fight, you'll be going up against a few guards and a sorcerer. You'll be helped by your two friends. They can keep the guards mostly occupied while you focus on the sorcerer, who will take a few hits from your sword before throwing up a shield and teleporting to a new location. When he reappears, he'll wait for a moment and then send a fiery blast your direction. You can step or roll to the side if you see it coming, then move in close and hit him with a few more slashes of the sword before the process repeats. Finally, you should take out the sorcerer and the other guards. You'll have the opportunity to explore the Nilfgaardian camp if you like (make sure that you do so if you want to pick up the Armor of Loc Muinne that a soldier has likely left lying on the ground), then it's time to head elsewhere.

If you didn't spare Prince Stennis back in Vergen, you can talk Roche into helping you out of the camp. Just play along and pretend to be his prisoner and you'll get through just fine. Otherwise, now is your opportunity to get some blood from King Henselt before you depart. Again, we'll rely on Vernon Roche for assistance.





(LEFT) 'Use the barrels to create a diversion.' (RIGHT) 'Making your way across the battlefield with your owl escort is as easy as ever.'

To sneak into the camp and meet with King Henselt, start forward along the path behind Roche and when you can, move right and duck behind some barrels as Roche talks to the nearest guards. When he leads them down the path you followed to reach your hiding place, you can then head to the right along the tents. There are soldiers on the opposite side of those tents, so be careful. When you get near the king's tent, you'll notice two men guarding it. Continue along the side of the tents where you're already positioned and you'll come to a pile of barrels. Get near and a button prompt appears on-screen. You can use magic on the barrels, then run back left. Wait for the guards to go investigate the source of the noise, then sneak into the tent they were guarding for a scene with the king. He'll give up his blood and have his men lead you outside the camp without the need for additional sneaking around on your part. The Royal Blood quest will now be marked complete.

When you reach the edge of camp, whether with King Henselt's blood or without, it's time to pass through the mist again and return to Vergen. Walk straight forward, then descend along a road leading into a ravine and pass through the mist. As usual, Philippa will appear at that point in owl form to assist as you work your way back across the mist-covered battlefield. Also as usual, you'll have to hack apart wraiths that try to block the owl's progress.

Once you make your triumphant return to Vergen, go to see Philippa in her house again. When you do, a scene follows and this quest is finally complete. However, you'll have the chance to revisit it in the final chapter.





(LEFT) 'The problem with your hostage is that no one seems to care whether he lives or dies.' (RIGHT) 'Climb up to the rooftops and make your way along them to reach Matsen.'

When you arrive in chapter three, whether you are allied with lorveth or Vernon Roche, you'll eventually face a choice about how you want to proceed through the chapter. You'll have two choices in either event, and there's one quest that is in common: this one. Putting your own needs ahead of those of the free world, you decide to look for Triss Merigold. You find Shilard Fitz-Oesterlen as he is talking to his guards. When you do, you take him hostage and lead him toward the Nilfgaardian camp.

As you arrive at the camp, you'll be greeted by a group of soldiers. Their leader kills your hostage, then tells his men to kill you before leaving. You'll have to battle several soldiers here, including a few with shields. Pick off the weak ones first and keep them from surrounding you by rolling out of the way or by using magic. When the weaker fellows are down, you're good to tend to the tougher ones with shields. You want to approach them carefully and hit them from the flanks if possible.

After clearing away the soldiers, you'll find a locked gate. Head left through the tents to reach a ladder, then climb to the roof and run along it. You can drop down from there and head through a new opening to find more soldiers. Make your way along that route, taking care of any resistance before it has a chance to mount a proper attack. Your progress will be saved and then you'll enter a large

square, where you must kill a slew more soldiers and then their leader. You know how to fight by now, so use the same strategies that have carried you to this point in the game. Then you'll have a chat with Aep Matsen before you face another round of soldiers. This time, Matsen joins them.





(LEFT) 'Kill his henchmen first and save Matsen for last so that you can fight him without distractions.' (RIGHT) 'Your long search for Triss has finally come to an end.'

This fight is more difficult than the previous one. Matsen will hang back at first, but you must deal with a bunch of soldiers and a sorcerer who hurls powerful fire magic at you throughout the fight. You can move in quickly and get in a hit or two, but then the sorcerer will throw up shields and temporarily make himself invulnerable. When that happens, fight some soldiers but keep an eye out for the sorcerer. You want to hit him again when he is vulnerable, as the sooner you get rid of him the better the fight will tend to go.

Kill the sorcerer, any straggler guards and finally Matsen himself. Then check his corpse for the key that you need to free Triss. Now head down some stairs at the side of the area and open the cell. Inside, you'll finally meet with Triss and at long last. Talk to her about the stuff you learned in your discussion with Matsen. When that conversation concludes, you'll need to lead Triss back toward the market square. You have an extra key now, so you can take a shortcut through the huge locked doors. As you are about to arrive at your destination, Triss will suggest splitting up and this lengthy quest is definitively complete at last. A new story quest is also initiated in the process: A Summit of Mages.

If you decide not to rescue Triss directly, she'll still survive and the quest will conclude just before the end of the Epilogue story quest.

At a Crossroads: Vernon Roche

Finish the Where is Triss Merigold? story quest and you'll be presented with a crossroads. You are given the opportunity to either work with Vernon Roche for the remainder of the game, or the rebel elf lorveth. You can align yourself with only one of them on a single trip through the game.

When you talk to Roche in his quarters, positioned not far from the gallows near the city wall in Flotsam, you'll have the opportunity to commit to following his plan. Once you do, the quest concludes and the Death to the Traitor! story quest becomes available and activated.

At a Crossroads: Iorveth

Also referred to as At a Crossroads: Scoia'Tael.

Finish the Where is Triss Merigold? story quest and you'll be presented with a crossroads. You are given the opportunity to either work with Vernon Roche for the remainder of the game, or the elf lorveth. You can align yourself with only one of them on a single trip through the game.

Head to the area where you last fought Letho, on the high cliffs above the forest, just above the bath house. Remember that the map indicator will point you in the proper direction, but you'll have to find where to climb up the cliffs yourself. When you get to the top, you'll meet either Zoltan or lorveth, depending on whether or not you betrayed lorveth the last time time the two of you were together. Either way, you'll be asked to make your choice. If you decide to aid lorveth now, you'll activate the story quest known as The Floating Prison.

Death to the Traitor

When you access the At a Crossroads: Vernon Roche story quest after completing the Where is Triss Merigold? story quest, it tasks you with finding Vernon Roche in his quarters. When you find him there, talk to him and agree to follow his plan. That will trigger this quest, which sets your course through the remainder of the game.



Roche's plan involves the assassination of Loredo, made possible with some help from Ves. The shapely soldier girl will pretend to be a whore, which will gain her entry to Loredo's dwelling place. Then she'll open the window so that Geralt can sneak inside and carry out the intended assassination properly.

Head outside of the base and start through the non-human district. Watch the walls to your left and you'll see a ladder positioned along them. Climb the ladder to reach the top wall, then drop down to the other side. You should see a girl running past you. Wait in the brush until the man who was chasing her appears, then follow behind him and give him a good knock on the head to render him unconscious. Find the girl who was fleeing and talk to her where she waits in a store shed. You'll probably have to knock out or kill a few guards along the way. She'll mention that she saw Ves being taken to the tower.

Behind where you meet Helen, there's a low ledge you can climb onto. From there, it's easy to enter an open window. A scene plays out, depicting Loredo with Ves in the tower. Then you're in control again. Start forward and head along the hallway. Keep an eye on the on-screen indicator, which directs you to the room that you need to enter near the end of the hallway and on the left. There, another scene plays out. When it concludes, search the area to find Marietta's Key, which you can use to enter the desired area.



(LEFT) 'Take a moment to check the box and find an important letter.' (RIGHT) 'Bedlam awaits you in the courtyard.'

As you start up through the mansion, you'll pass a room with some guards to your left. Make sure that you take those guards out and check the box on the wall near the room's entrance for a letter that will help you if you're working on the Mystic River side quest.

Continue ascending through the mansion from there and you'll find more guards, as well as the chamber where Loredo and Ves are waiting. When you enter, Ves is chained to the wall and Loredo is nowhere in sight. Watch carefully, though, because he'll appear from the side to attack. Press any buttons prompted on-screen, then battle him in a proper duel. You should know how to win by now.

When you do win, free Ves and then head into the next chamber. An elf girl is lying on the bed. She's clearly with child, and not faring well. Ves will help her to her feet and follow you as you work your way down through the tower. Battle any soldiers that you encounter along the way. Soon, Ves announces that she has to return to the tower with the girl. Continue exploring and when you reach the courtyard, you'll have to battle a bunch of soldiers. Stick near Roche's men, who also flood the courtyard. They'll help to keep you from being overwhelmed as you battle.

Once the last of the soldiers have been defeated, there's an extended scene and the chapter concludes.

The Floating Prison

When you access the At a Crossroads: lorveth story quest after completing the Where is Triss Merigold? story quest, it tasks you with finding lorveth and aiding him. When you commit to doing so, that will set your course for the remainder of the game.





(LEFT) 'Zoltan presents you with a choice about how to proceed if you have let lorveth be captured.' (RIGHT) 'The elves will help as you make your way through the forest and toward the barge.'

From where you appear once the quest properly begins, you should first head back toward Flotsam by descending along the same cliff trail that you climbed not long before. You may or may not have lorveth in your party, because it's possible that due to earlier actions on your part he is one of the prisoners being held on the barge. In any event, the map indicator will let you know precisely where to go. You'll meet up with your comrades outside of the city walls. When you do, they reveal more of the plan: two groups will take part in the rescue.

Start forward toward the cliffs. You'll have dwarves on your side as you advance around the city walls. There will be several patrols that you must defeat along the way. They can be a challenge because there are quite a few soldiers, but with the dwarves fighting by your side you can do just fine for yourself. Take advantage of the presence of your comrades. When you finally find yourself overlooking the docks, it's clear that there's increased military presence in town. Geralt suggests that it would be good to warn the others, but the dwarves are anxious to charge instead. Your options here are going to depend on what you've done in the game up to this point. You may have to battle your way right up to the barge, or you may be able to get much closer to your destination before you have to fight.

Regardless of the number of enemies you actually have to fight, remember that a head-on assault is dangerous, especially at higher difficulty levels. You're better if you slowly move your way across the battlefield and use magic to keep your opponents at bay. Try not to fight more than one or two foes at once as the elven troops rush around you and push ever closer to the prisoners.

When you free the prisoners, lorveth wants to sail out of the bay even though Loredo appears and threatens to kill the elven women he has captured. Geralt is not willing to allow that murder, so he'll jump off the ship and you'll find yourself moving along the docks in pursuit of the cowardly Loredo.





(LEFT) 'There are several elven women that you must save from the flames in the high tower near the docks.' (RIGHT) 'If you can, kill the other guards before you tackle the more deadly Loredo.'

You actually have two options as to how you proceed here. You can either make your way to the tower where the elven women are kept (which was sort of the whole point for leaving the barge in the first place) or you can ignore their plight and pursue Loredo.

If you want to make your way to the tower, just head forward along the dock and then to the left. You'll have to defeat a few weak soldiers and possibly some peasants. Then you can sheathe your sword and head inside the building. Duck through a frame to the left and start up several short flights of stairs. At the top, you'll reach a room with several elven women bound in ropes. Approach each of them and mash the button indicated on-screen to free them, one at a time. Do so quickly and when the last has been freed, a scene follows that ends the chapter. If you don't work quickly, you'll instead die with fire, so be swift.

If you instead decide to go after Loredo, you can head along the dock past the burning building and kill some guards as you work your way toward the side of town nearest the gallows. There, you'll have to battle Loredo and his goons. Try to rid the area of those goons first if possible, or the battle with Loredo will be tougher than it must. Then you can take care of Loredo himself. The fight goes well if you remember to knock him off balance with magic and if you block his halberd thrusts. When you defeat him, head back down to the docks to find a rowboat (indicated by a symbol on the map). Choose the option to "use" the rowboat and you'll end the chapter after a passionate speech from lorveth about the lost elven women. For the record, it seems like saving the women and leaving Loredo alive is the preferred way to go here, but at least you have a choice as the chapter concludes.

Chapter 2 - Roche

There are multiple versions of chapters 2 and 3, depending on your actions right at the end of the first chapter. You can align yourself with either the elf lorveth or the Temerian military leader, Vernon Roche. Your continued part of the story and even the available side quests in either case will differ dramatically.

Quests in Chapter 2

- Prelude to War: Kaedwen
- Conspiracy Theory
- The Blood Curse
- The Eternal Battle
- Courage Symbolized
- The Butcher of Cidaris
- In Cervisia Veritas
- Faith Symbolized
- Death Symbolized
- Hatred Symbolized
- The Path to Vision
- The Spear of Destiny
- The Siege of Vergen

Prelude to War: Kaedwen

You begin this chapter in control of Henselt, a king. You are walking down a canyon with your entourage as they talk about various things. You'll have to veer left ahead of a guarded roadblock and head uphill and along a few more twists in the trail. Finally, you'll reach an area where some noblemen are waiting for an audience with you.





(LEFT) 'As Henselt, lead your royal entourage through the canyons toward a meeting place.' (RIGHT) 'The Dragonslayer challenges you to a duel that is easily won, though with dire consequences.'

When you talk to the noblemen, you will eventually bribe them for their support. Then someone known as the Dragonslayer appears. She will eventually challenge you to a duel, which you should accept. She's ridiculously easy to beat. However, defeating her leads to a scene. When it concludes, you find yourself surrounded by wraiths.

Control now shifts back to Geralt. Witness the next scene and when it concludes, you'll find yourself in the same area as the king and his entourage. Now you need to fight a bunch more zombie-like soldiers. Most of them are weak and will fall easily to your blade, though there are a few of them that can withstand a great deal more damage. Clear the area of foes while the sorcerer Dethmold readies a defensive spell. When it is prepared, your group can start back through the canyon along the route hat you followed previously.

With Dethmold providing a bubble around you, it's much easier to progress through the region than it may have been otherwise. Soldiers are everywhere around you, but they can't see due to the dark mist that surrounds the area outside of the bubble. Make sure that you stay within the protected area that bubble affords and let the enemy soldiers rush into it as you progress. Many of them will be wounded by magic that Sile casts, so you can just finish them off and move from one enemy to the next. Watch for the occasional group of wraiths that will appear around the area and focus attacks on Dethmold. Dispatch them quickly so that the procession can keep moving safely.





(LEFT) 'As Geralt, fight monsters within the aura bubble as you escort the king and his entourage to the safety of the nearby camp.' (RIGHT) 'Let Zyvik give you a tour of the camp, then meet with the king in his tent at the top of the hill.'

You'll arrive finally at the camp, where a scene unfolds. The king now trusts you enough to let you roam about, but he wants you supervised. Your reluctant tour guide will show you around the area. Pay attention to the places he shows you, which will have varying degrees of importance in the events to come. If you're in a hurry, you can also talk to him about taking you straight to the king.

When the tour ends, you'll be able to approach the king's tent, where you can have a lengthy conversation with an ambassador to the emperor. When that concludes, enter the tent and talk to the king. There's a lot to learn there about a curse the sorceress Sabrina Glevissig placed on the king. You should agree to help lift the curse, and learn any other information that you can. Then you're done talking to the king, who informs you that you can now freely explore the camp. Your first quest in the chapter is complete.

Conspiracy Theory

After you meet with Henselt in his tent at the end of the Prelude to War: Kaedwen story quest, exit the tent and start toward the soldiers waiting outside. Dethmold will call you over to his tent, where you'll have a long conversation. When that conversation concludes, this is one of several story quests that become available.





(LEFT) 'Glevissig cast a curse on Henselt, or so says Dethmold.' (RIGHT) 'You will find Dandelion entertaining the men at the base of the cliff where Dethmold and Henslet have their tents.'

Many of those story quests that become available are interlinked. Completing one helps with the others. To start the process, complete the story quest known as The Butcher of Cidaris, or the In Cervisia Veritas story quest. You can tackle them both, if you like. Whether you complete one quest or both, you'll receive word of a prostitute named Whistling Wendy that you should visit outside of the camp, at the local brothel. Then you're in good shape to complete the Courage Symbolized story quest.

When you complete that quest, you'll find yourself free to explore. Return now to the lower Kaedweni camp area, where the tents are clustered along the base of a high rock wall, and find Dandelion. He's back in a corner, strumming on his instrument. Talk to him and ask if what you've found is his crap. He'll admit that it is. Then you should talk to Dethmold next. The man is, as usual, located in his tent near Henselt's tent. Talk to him and you can ask for a reward for your efforts. Then the quest goes cold. Leave Dethmold's tent and tend to other matters for the time being.

You'll return to the quest near the end of the chapter, after completing the story quest known as The Eternal Battle. When you meet Dandelion in the brothel, he tells you that the conspirators are meeting in the house by the cliff. You should head there next.





(LEFT) 'Return to the special forces camp with Roche by your side for a nasty surprise.' (RIGHT) 'Ves reports on what happened and the picture her words paint is far from pretty...'

The trip to the house on the cliff should prove an uneventful one, but there will be plenty of action soon. When you arrive, you'll meet with the group of conspirators and a scene follows. When it concludes, it's clear that where you most need to head is the camp you just left behind you.

Travel back toward the camp with Roche and when you reach the special forces tent, you'll find a group of soldiers waiting to greet you. They figure you're best off dead, so it's clear that things have gone south rather quickly. Kill them carefully, watching for their halberds and making sure that they don't have a chance to gang up on you. Magic can help to prevent that. When you defeat them, head next into the camp itself and you will face another battle like the one you just left.

Defeat those soldiers, then head to the canteen for another extended scene. When it concludes, the quest is over and a new story quest is available: The Siege of Vergen.

The Blood Curse

After you meet with Henselt in his tent at the end of the Prelude to War: Kaedwen story quest, exit the tent and start toward the soldiers waiting outside. Dethmold will call you over to his tent, where you'll have a long conversation. When that conversation concludes, this is one of several story quests that become available.





(LEFT) 'If you do your research before talking to him, the relic seller will give you a lot of useful information.' (RIGHT) 'Once you have the knowledge you need, ask Dethmold for help crossing the misty area outside of camp.'

Look around camp and as you head to the outer walls and start toward the brothel, you'll run into Zyvik. He asks you to find two men who have gone missing. That initiates the Lost Lambs side quest. Work your way through that side quest and as you do so, you'll meet up with some men at the beach near the place where the sorceress Sabrina was executed. They will tell you about the Visionary, a man who lives in a ravine in the opposite direction from the main camp. Escort the men back to camp and then head toward the ravine, where you'll activate the story quest known as The Path to Vision. Complete it by meeting with the Visionary in his cabin.

Now you need to find out about the relic that the relic seller is apparently selling in the canteen located in the camp. Head there next and talk to the man. Depending on how thoroughly you investgated the site of Sabrina's execution, you'll have more options for the conversation. Bring up the footprints that you found and then ask the seller if he believes in the power of the items that he sells. You should also talk to him about Yahon's spear, which is your real reason for seeing the man. Tell him that you want it and he'll ask you for money. Answer however you like. You'll learn more information about relics if you pay attention to everything the man has to say.

When you're done talking to the merchant, it's time next to speak with Dethmold in his tent at the top of the camp. Do so and you will now be able to explain to him that you must cross to the other side to find a spear. You can also ask about powder. Dethmold will give you a few items that can help you to explore the far side of the mist, which is your next objective.





(LEFT) 'You will find many enemies to battle on your way to Vergen, but you cannot kill them all.' (RIGHT) Zoltan proves his worth when you need to obtain some items from the Vergen area.'

Head out of Dethmold's tent and start downhill. You'll meet up with Zoltan, who you will be able to talk into helping you as you travel to Vergen. Leave the camp and head down the hill directly ahead of its front gates, through the ravine with mist. When you pass through the mist, continue forward and you'll find yourself on a blazing battlefield. There will be soldiers all around, and fire. Your goal is to cross to the far side of the area, which you can now safely do except for one thing: the aforementioned soldiers. Battle them as you go, but don't try to kill them all because they'll just keep coming. Instead, continue advancing and fight only when you must.

Once you reach the far side of the field, a scene with some elves follows. Because Zoltan is at your side, you'll be allow to proceed uphill and to a base, where another scene follows as you talk to some dwarves. Zoltan will head off to an underground passage that leads into Vergen proper. You can now work to advance either the Death Symbolized or the Hatred Symbolized story quest. You'll need to complete both of them in order to advance, and also the new story quest that will become available called The Spear of Destiny.

When you have completed each of those quests, it's time to return to see Henselt. Travel back through the mist (it's a straight shot as you enter the battlefield and you don't really need to stop and fight anyone) and when you reach the other side, a scene unfolds with Vernon Roche. That scene updates the Where is Triss Merigold? story quest as you head through camp in the direction indicated by the on-screen icons. Then it's time to worry again about your main objective: the meeting with Henselt in his tent.





(LEFT) 'From your vantage point, you can direct Henselt and he will draw a circle around the pyre where Sabrina was executed.' (RIGHT) 'After using the Igni sign to ignite the fire, defend Henselt from the wraiths as he waits for the right moment to stab the ghost.'

Head to the tent and you'll find Henselt. When you talk to him, he'll insist on going immediately to the place where Sabrina was executed. You'll be taken there automatically. It's a familiar spot by now. Find Henselt and talk to him to learn that he watched the original execution from a nearby hilltop. He'll walk slowly up to the vantage point. Follow him and talk to him when you arrive at the top. You're going to need to work with the king to reenact the original execution.

First, tell the king that you'll need him to draw a circle. Then after his protests, the king will head down to the ritual area. Now you must guide him. Issue the following commands in the precise order indicated:

- 1. Go towards the petrified bread.
- 2. Go towards the black candles.

- 3. Go towards the goat skull.
- 4. Go towards the scorched tree.
- 5. Go towards the raven's corpse.
- 6. Go towards the sour milk in the stone bowl.
- 7. Go towards the pixie ring.

When that order has been properly followed, a circle will be mapped out in powder around the pyre where Sabrina was executed. Head down to join Henselt, then step toward the pyre and when you get within range, a prompt will appear on-screen so that you can use the Igni sign to ignite the powder.

Wraiths will appear around you. Now you need to keep them entertained as Henselt deals with Sabrina's ghost. There are quite a few to kill, but this is simply a matter of endurance. You need to last long enough for Sabrina to utter most of her curse and then, provided you have not been overwhelmed by your spectral foes, the ritual will be interrupted when (at your prompting) Henselt stabs Sabrina's ghost. You'll receive experience points for a job well done and Henselt will tell you to meet him in his tent. You can meet him there after dark, and when you do some events play out. The quest concludes.

The Eternal Battle

This quest is part of your efforts to clear chapter 2, whether you're allied with Roche or lorveth. It plays out differently depending on your ally.

Allied with Vernon Roche

After you meet with Henselt in his tent at the end of the Prelude to War: Kaedwen story quest, exit the tent and start toward the soldiers waiting outside. Dethmold will call you over to his tent, where you'll have a long conversation. When that conversation concludes, this is one of several story quests that become available.





(LEFT) 'Visit Dethmold once you have acquired all of the artifacts.' (RIGHT) 'Hide behind the wooden barriers to avoid the raining arrows.'

To make any progress on the quest, you must complete a number of other quests. For more information on those quests, see the sections of the walkthrough that pertain to the Courage Symbolized, Faith Symbolized, Death Symbolized and Hatred Symbolized quests. Near the very end of the second chapter, you'll complete all four of them and then you'll be instructed to speak with Dethmold. If you haven't already done so, now is a good time to complete any remaining side quests.

When you talk to Dethmold with all of the symbols in your possession, he will explain what you need to do. Your next step is to head into the mist outside of the camp and to start across the battlefield. As you do, the symbols that you found will attract various ghosts that possess you. When you are possessed, you lose some of your abilities and you must fight as if you were those soldiers who have possessed you.

First, you'll be an Aedirn soldier who must obtain the enemy's standard. Head forward through the fray, hacking soldiers apart with your sword until you find the enemy standard bearer. He's a larger, more heavily armored foe but he's not especially strong. Chop him apart and then you'll switch to a new soldier, this time on the opposite side of the fray. Your job now is to inform your commander that the standard has been taken, which requires crossing the battlefield while avoiding arrows. There aren't any enemies to defeat, so just watch as you advance and move from one shelter to the next. Wait for arrows to fall around you, then immediately rush to the next safe point. Proceed in that manner until you reach the far side of the field.





(LEFT) 'As Seltkirk, you can easily take out any soldiers who try to resist you.' (RIGHT) 'As Geralt, the draug presents a problem unless you slow him down with the Yrden sign and then hack at his sides while he is weakened.'

An extended scene follows and then you'll find yourself possessed by Seltkirk's spirit. Start forward as more enemies rush you. Chop them apart and advance along the path. When you defeat the second group, fireballs rained from above will destroy a barrier. Continue past that point and you'll face a powerful general. He is but a taste of danger to come. Defeat him in the usual manner, then continue forward and you'll face a much more powerful foe: the draug.

You're unlikely to fare well against the draug the first few times you fight him, especially if you're not willing to be cheap. He's a powerful foe with numerous attacks and he carries a strong shield with spikes that harm you if he rams you with it. You should try to hit him from the flanks whenever possible, rather than trying to go through the shield, and try to steer clear of his attacks by rolling to dodge out of the way. He's capable of calling down fireballs if you get behind the architecture to try to recover, and he also can call in volleys of fiery arrows fired by off-screen archers. Your best bet is to make sure that the fight doesn't last long. Stand at a distance and use Yrden magic so that when he rushes you, the draug is caught and temporarily paralyzed. Rush in and hit him with a few strong slashes, then retreat and repeat the process. Keep doing that until victory is yours.

When you win, you'll next assume the role of priest. Your job now is to lead the men through the area as fireballs rain down from above. Just keep moving forward and dodging the fireballs to reach the far side of the area and step into the mist. Then another extended scene follows. You appear back at camp, in the brothel, with Dandelion watching over you. The quest is complete at that point and you're able to resume work on the Conspiracy Theory story mission.

Allied with lorveth

If you are playing through chapter 2 as lorveth's ally, then you'll access this quest after you complete the story quest known as The War Council.





(LEFT) 'Find Philippa Eilhart in her house and talk to her about the curse on the battlefield.' (RIGHT) 'You can only proceed with this quest after you help Philippa heal Saskia, who was poisoned.'

Start by meeting Philippa Eilhart in her house high along one side of Vergen. She will inform you that four artifacts are required to lift the curse from the battlefield. She agrees to find two of them, though, which leaves you to complete two other story quests: Death Symbolized and Hatred Symbolized. The second of those quests completes automatically when you complete another quest, A Matter of Life and Death. Once that quest is complete, it means that everything is in order and you can start working on this quest.

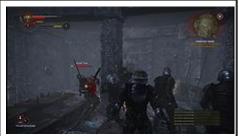
Start by talking to Philippa in her house. She'll give you a rundown on what needs to happen. Then you can enter the battlefield to begin the process. From there, it plays out as described above in the walkthrough for the quest while allied with Vernon Roche. See that description for details if you need any help finding and killing the draug. Once you kill the beast and make a dash to the edge of the mist in possessed priest form, a scene follows and the quest is complete. The Vergen Besieged quest also becomes available.

Courage Symbolized

This is one of several quests that become available after you complete the Prelude to War: Kaedwen story quest and talk to Dethmold. Following that conversation, you'll have numerous tasks presented to you.

To obtain the symbol of courage and complete this particular quest, you'll need to acquire Seltkirk's Amor. It currently is in possession of a man named Vinson Traut, who is plotting against the king. To find him, you must find the root of the rebellion. You can do so by completing either the The Butcher of Cidaris story quest or the In Cervisia Veritas quest (or both). Completing either quest will get you valuable information so that you can continue your investigation, as well as a square coin.





(LEFT) 'Pay with a square coin to see Whistling Wendy at the brothel, then choose your answer carefully.' (RIGHT) 'Deal with Vinson Traut once your comrades have taken care of his weaker associates.'

Whether you complete one quest or both, you'll receive word of a prostitute named Whistling Wendy that you should visit outside of the camp, at the local brothel. Now talk to Dethmold. It's important that you do so before you visit the brothel, as he will provide you four men for backup. You can call upon them for assistance when you need them, which will be soon.

Head to the brothel next and when you arrive, you can talk to the madame and offer to pay with a square coin. You'll be offered your choice of girls. Choose Whistling Wendy, and when she asks what you want, answer that you want her smile to part the gates of paradise. She'll lead you into a side room and open a trap door. Drop down through the opening and you'll find a door. Open it and enter to meet with the man you came here to see: Vinson Traut. A scene follows and then you'll need to battle him.

Unfortunately, Traut is wearing powerful armor and he's also not alone; to defeat him, you'll also have to deal with quite a few other armed guards. They're good at rushing you from the sides if you pay them no head at first, plus you're heavily outnumbered. Roll free of Traut first and make a trip around the room's back wall to open a door (though no button prompt appears on-screen) and let in your support troops. Once your whole crew is on hand, let the stay between you and Traut. They'll do most of the damage to the weaker soldiers on your behalf as your energy regenerates. Then you can finish the job and also take out Traut himself. Once you do so, check his body for the armor and the center table for a note. You'll complete the quest.

The Butcher of Cidaris

Once you activate the Courage Symbolized story quest, you'll have two options when it comes time to progress. Either of the two options is a separate story quest, and you need only complete one. It's worth noting that if you decide to go up against the Butcher of Cidaris, you'll gain access to the side quest known as Ave Henselt!, so that should be a consideration.





(LEFT) 'The tournament sounds really enticing, like just the sort of place where a witcher might do some good.' (RIGHT) 'Back your foe into a corner if you can and slash him until he breathes no more.'

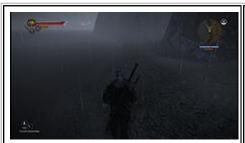
Go to the canteen that Zyvek showed you on the tour of the camp. It's near the bottom of the hill and easily recognized because of the board with mission postings that is positioned in front of it. When you get near, you'll witness a scene involving a man and his son. Enter the canteen when the scene concludes and look for Manfred, seated at a table. Sit down and talk to him as "friendly company." He will tell you about his son, who you just saw a moment ago. Get the details, then offer to help. Manfred will agree to do anything to help you that he can if you save his son.

Head back outside of the canteen and you'll easily enough find Sven, who still is slashing his sword at the air. Explain that you'll be helping him, no matter how much he resists, and propose a plan: you'll go find Letande Avet and propose a fight. Find the man in his tent near the top of a nearby hill and call him a coward. He'll agree to the duel quickly enough. Then you can go find Sven. Tell him you're ready. The game will automatically save your progress and then you'll appear in the arena.

Battling the Butcher of Cidaris shouldn't prove difficult. You can probably back him into a corner early on and from there keep wailing on him. Just be ready to block any strong blows he may send your way. He doesn't move fast enough to prove a dangerous opponent, so you should be able to quickly fell him and his second. With Sven thus saved, head outside the arena and talk to the boy's father. You can quiz him about coins and he'll give you some information to help with the Courage Symbolized quest. Then your current mission is complete. As you head around the camp, you'll automatically meet up with a character named Proximo and activate the Ave Henselt! side quest as a sort of reward.

In Cervisia Veritas

Once you activate the Courage Symbolized story quest, you'll have two options when it comes time to progress. Either of the two options is a separate story quest, and you need only complete one. It's worth noting that if you decide to go up against the Butcher of Cidaris, you'll gain access to the side quest known as Ave Henselt!. Otherwise (or in addition), you can complete this quest.





(LEFT) 'Head along the river outside of the camp to find Odrin passed out among some reeds.' (RIGHT) 'Talk to Odrin and his friends once you all return to the canteen and you might learn something interesting.'

You'll find the quest about halfway between the tent where you meet with Dethmold and the canteen. There are a number of soldiers drunkenly calling out for their lost fellow, a man named Odrin. Talk to one of them to learn that he's a drinking buddy who has gone missing. These men may be able to provide information about the conspiracy against the king.

Look for Odrin and you'll find him outside the city gates, not far from the gates that grant admittance to the lower camp. Head down the trail to the river, then walk right along the water and you'll find Odrin lying in a heap among some reeds. Talk to him to confirm his identity, then help him up and carry him toward the camp entrance. When you arrive, the guards won't want to let him in but you can bribe them to make things easy.

Back inside the camp, start forward along the main path. You need to find Odrin's three friends who were searching for him. One should be not far from the entrance, a second one not far beyond that and the third fellow is off to the right. Once you have found everyone in your group, you'll need to guide Odrin (who you should keep slung over your shoulders even if you have to bend down to retrieve him occasionally) and his friends to the canteen.

Arrive at the canteen and it's time for conversation. Answer the questions carefully. You need to suggest that you're there for information and that the ants could rise up to kick the bear's ass (that will make sense once you see your dialog options). If you handle it properly, you'll receive a coin and be told about Whistling Wendy, a prostitute in the brothel outside of camp. Then the quest is complete.

Faith Symbolized

Talk to Zyvik at length after you rescue the two soldiers in the Lost Lambs side quest and the grateful man will let you know about a priest who carried a miraculous medallion into battle. It protected him from fire and is now in possession of Henselt. Getting that information activates the quest.





(LEFT) 'Dethmold will use necromancy to help you determine who was plotting against King Henselt.' (RIGHT) 'Sile helps you to protect King Henselt from the assassins.'

After you complete the story quest known as The Path to Vision, talk to Dethmold. The dialog options available at that point will allow you to cross the mist, which you must do if you want to convince Henselt to give up his medallion. You can find more information about that process in our walkthrough of the story quest known as The Blood Curse.

Once you return to the other side of the mist with a number of magical items, some events follow and then you'll be invited to Henselt's tent. You must go after dark, so it makes sense to use meditation to speed things along to midnight. When you enter the tent, a scene follows in which you save Henselt from would-be assassins, with a little bit of help from Sile. Once it concludes, you'll find that before Henselt will hand over his medallion, you must track down who tried to take his life during the preceding moments. To do that, you'll have to help Dethmold with his necromancy as part of your ongoing efforts with the side quest known as The Assassins of Kings.

Once you have discovered the truth behind the assassination attempt, you'll be instructed to talk to Dethmold. When you do, he hands over the medallion and the guest is complete.

Death Symbolized

You will visit variations of this story quest regardless of the path you wind up taking through chapter 2. We'll outline the variations below.



Allied with Vernon Roche

Talk to Zyvik at length after you rescue the two soldiers in the Lost Lambs side quest. He will tell you of the standard of Dun Banner if you ask about it. The standard is an artifact that you'll need to find in order to lift the curse from the battlefield. Just talking to Zyvik about it is enough to activate the related story quest, but you'll have to wait to progress the quest until the time is right.

After you complete the story quest known as The Path to Vision, talk to Dethmold in his tent. You will gain the ability to finally pass to the other side of the mist. When you arrive, some scenes follow and you will be told about some catacombs in the nearby forest. The Dun Banner's standard waits somewhere in that tomb.

The problem is finding the tomb. You'll have to rely on your map and on-screen indicator, but that can be rather difficult to follow. From where you first appear in the fortres ahead of Vergen, you'll note that there are stairs ascending to the right and left. Head up the left of those stairs, work your way up through the camp and then find the trail leading toward the forest. Venture along that rail until you arrive at a stream, then head right along the stream bank until you find a shallow place to cross. Do so, then continue along more trails and descend finally to the entrance to a tomb.

Enter the tomb and you'll see a pedestal directly ahead of you. Head left from there, down some stairs and across a bridge to the far wall. Now follow that path left and look to your left. A new bridge crosses the gap in that direction. Head over it and down some stairs to a new chamber, where you'll likely wind up battling some wraiths as you look around. Defeat them in the usual manner, then head right and into the next room to battle still more wraiths. Now you can head left into another room. Before you do, save your progress.

When you arrive in the next room, you'll meet the ghost of Ekhart Henessy. You can either try to trick him into believing that you're an old friend, or you can battle him. If you mess up while trying to trick him, you'll battle him anyway. Even if you do manage to deceive him now and claim the item you want, though, you'll have that on your conscience. It's better to kill him and let him rest permanently. When you do defeat him, you can grab the Standard from the nearby stone coffin and the quest is

complete. If you want to, you can also leave the beaver skin cap behind as a favor to Zyvik.





(LEFT) 'You can find your way to the tomb while completing the With Flickering Heart side quest.' (RIGHT) 'You can lie to the standard bearer or just fight him, but either way you need the banner.'

Allied with lorveth

Once you access the story quest known as The Eternal Battle early in the chapter, you will need to learn more about how to lift the curse from the battlefield. Start by talking to Philippa Eilhart in her house along the upper reaches of Vergen, your base of operations throughout the chapter. There, you can ask her about a blood curse and similar things to get information about artifacts that you must find to lift the curse. She figures that you ought to be able to do the job by finding two artifacts. This quest pertains to one of them.

The easiest way to complete this quest is as you are taking care of the With Flickering Heart side quest. It calls for you to visit the precise area where you'll complete this main quest. If you plan to complete all side quests, make sure that you make appropriate preparations and plan to work on this quest before you complete the Where is Triss Merigold? story quest.

That area is found by first heading to the outskirts of town, where there are a lot of ramshackle cabins. Iorveth hangs out there. Nearby, a tunnel leads outside of Vergen and into the forest beyond it. Continue through the forest and along a river, battling any mercenaries that you may encounter along the way. Cross over the river at its shallow point, then continue through the forest. You may have to fight some nekker beasts as well, but then you should find the catacombs that you need to explore.

Descend into the catacombs. There's not much to them. The main thing you need to note is that there are apparent dead-end walls that look like stacks of bricks. You can use the Aard sign to bust through those. Then keep working through the dungeon, toward the bottom. When you reach the bottom area and bust through a final wall, you'll find the standard bearer's guardian. You can either talk to him and try to deceive him into thinking that you also were in his unit, or you can battle him. You'll also wind up fighting him if you try to talk him into believing you and fail. One way or another, though, you'll get the banner and the quest is concluded.

Hatred Symbolized

You will visit variations of this story quest regardless of the path you wind up taking through chapter 2. We'll outline the variations below.



Allied with Vernon Roche

When you talk to Zyvik after freeing the men who wandered away from camp and got lost in the Lost Lambs side quest, you can learn about a powerful blade that was called "Hatred." As Zyvik tells you, it is believed to be in possession of the Dragonslayer. You want to talk Zyvik to get that information, which activates the story quest. You can worry about finding the sword when the time is right to progress the plot in that manner.

After you complete the story quest known as The Path to Vision, talk to Dethmold in his tent to learn how you can cross the mist. When he has granted you the items that you need, then you'll cross the mist with Zoltan by your side to work your way toward Vergen. On the far side of that mist, some scenes follow and then conclude as Zoltan informs you that he will meet you in an underground tunnel that leads to Vergen.

To find the entrance to the tunnel, leave the fortress and head back in the direction where the elves made camp outside the city. Continue a short distance past there, downhill, then circle back sharply to the left and through a ravine. You'll arrive at the entrance. When you enter, you'll find that someone hasn't bothered to light the area very well. Most of the corridors are poorly lit and what's worse, they're populated by groups of nekker monsters that attack as you explore.

The passages twist this way and that, often coming to dead ends. The map indicator will give you a general idea of where to go, so follow it and pass through several doorways with wooden walls. Keep sharp and take out any monsters you find, including a greater rotfiend and finally a bullvore. The latter opponent is a hulking beast who you should kill with a good combination of magic and sword strokes, particularly to its back when possible. Kill it and then take the key that you find on a nearby corpse. Open the door the bullvore was guarding and you'll meet with Zoltan.

Your dwarf friend is not alone. Saskia stands by his side, with the sword you sought. She hands it over and you can talk to her to learn that the other item you need, a spear tip, is now in possession of an elf named Skalen Burdon. Then the quest is complete and The Spear of Destiny becomes available as a new story quest.

Allied with lorveth

Once you access the story quest known as The Eternal Battle early in the chapter, you will need to learn more about how to lift the curse from the battlefield. Start by talking to Philippa Eilhart in her house along the upper reaches of Vergen, your base of operations throughout the chapter. There, you can ask her about a blood curse and similar things to get information about artifacts that you must find to lift the curse. She figures that you ought to be able to do the job by finding two artifacts. This quest pertains to one of them.

To learn more about the symbol you need to find, speak with Cecil Burdon in his chambers. He'll tell you all sorts of things about the battle that was fought three years ago, at your insistence. You'll learn that the symbol you need is the sword once held by Vandergrift. It now is in possession of Saskia. You won't be able to continue the quest beyond that point until you complete the quest known as A Matter of Life and Death, which is a project that consumes most of the chapter. Once you succeed in that endeavor, this quest automatically is marked complete.

The Path to Vision

As you work to complete the Lost Lambs side quest, you'll find two soldiers near the beach not far from the special forces camp. Talk to them and they'll mention the Visionary, a man you should meet. Guide them back toward camp, then talk to Zyvik and learn more about the same mysterious character.





(LEFT) 'There are harpies guarding the cabin where you will find the man who calls himself the Visionary.' (RIGHT) 'Save yourself some trouble and bribe the man to learn the information you need.'

To find the Visionary, head outside of camp. You can walk along the wall fashioned from spiked poles, left toward the canyons in the opposite direction of the special forces tents. As you enter and head along those canyons, you'll find rotfiends near some corpses. There will be a few living soldiers left, as well. Kill the rotfiends and save the soldiers, who will give you some money and ask you to deliver it to the Visionary. He lives further up the canyon.

Continue along the canyon and you'll find the man standing outside of his cabin, near a circle of candles. Between you and that circle, there are some harpies. You can make your way quickly around them and rush for the protection that the candles afford you. Talk to the Visionary then and bribe him for information. When you discuss things properly with him, you'll learn more information that will help you undo the terrible curse that plagues the area. Then the quest is complete.

The Spear of Destiny

Talking to Saskia at the end of the Hatred Symbolized story quest will make this new quest become available.



When you receive the new quest, the first thing that you'll need to do is backtrack out of the mines. Use the same general strategy that you followed to find your way to the bottom, only in reverse. When you get outside, head back to the dwarf fortress and you'll find Skalen near the entrance. Challenge him to dice.

Defeating Skalen at dice is no different than normal, just with higher stakes. Save your progress before you talk to him, if you like. Then you can always just load a save file if you lose too much in the attempt. When you win the match, you'll receive the promised spearhead and the quest concludes.

The Siege of Vergen

You will access this story quest at the very end of the second chapter, where Vernon Roche is your ally. Things come to a head as you complete the Conspiracy Theory story quest. You must next head to the dwarven city of Vergen, which is under siege. Because too many soldiers are in the way to approach directly, you'll have to take a roundabout route to your destination.



From the largely abandoned camp, head through the canyons beyond where you found the kingslayer's hideout. There are numerous soldiers along the way, and harpies and even trolls. Kill any of the harpies that you find, and the soldiers too. As for the trolls, you can fight them if you want or you can talk to them. As long as you're friendly to the trolls (first a female troll who is grumpy about her sleep being disturbed, then a male troll who some soldiers have surrounded and are trying to kill), you won't have to fight them and can pass safely. You'll soon reach the entrance to the underground tunnels.

Unfortunately, you aren't the only one who knows about the tunnels. In order to advance through them, you'll have to fight more soldiers in the dark, confined passages. You have Vernon Roche by your side, so the fights will prove something close to fair even if you're slightly outnumbered.

You'll eventually meet up with Adam Pangratt, who you should remember from your arm wrestling competition if you completed that side quest. He leads mercenaries in the area and he orders them to kill you before leaving. Take care of his men, then continue through the tunnel. You'll have to battle more enemies along the way, mostly soldiers but also including the occasional rotfiend.



When you are almost free of the passageways, you'll meet up with Pangratt again. This time, he is

accompanied by Dethmold. There's a brief scene, and then you must battle a large group of soldiers. Because there are so many of them, they have a tendency to overwhelm your team of two. However, you can let Roche keep most of them busy and that leaves you free to move around the perimeter, hitting with magic where it will do the most good and slashing your foes from their flanks.

Your main foe is Pangratt himself, so make sure that you take him down while not allowing yourself to be so anxious that you leave yourself exposed. When you take care of all of the soldiers, there's likely only Dethmold left to defeat. You don't actually have to kill him, just inflict enough damage that he fears for his life and teleports out of the caverns. Then you can approach Pangratt for a scene. You can spare him, or not; it's up to you.

Now head out of the caves and you'll arrive in Vergen. There, Zoltan greets you and fills you in on the details. From that meeting place, head left through a red door and start up some stairs. Keep climbing and you'll trigger a scene with Roche. He starts across a bridge and it breaks beneath him, so that you're unable to join him on the far ledge. Now you will appear near a red door that also is by the base of some stairs. You can follow either path, but you'll do the most good if you start by heading up the stairs and emerge to a higher ledge. Work your way along that ledge, battling soldiers until you reach some elves. Continue up in that direction, mostly ascending stairs as you find small groups of battling elves and soldiers. When you reach the top of that area, you'll find lorveth and come to his aid as he battles soldiers. Then you can talk to him briefly before you head off to find your other destination.





(LEFT) 'A meeting with lorveth is an interesting and worthwhile diversion, if you have the time to spare.' (RIGHT) 'You must decide whether or not Henselt lives to see chapter 3.'

Head back down the way you came, descending staircases until you reach the area on the ledge where you first saw the elves. The map indicator will point you in the remaining direction. You shouldn't meet much resistance along the way, at least not from soldiers. Kill any who trouble you and keep going. You'll soon find yourself going up against a golem. As always, the beast has a tremendous amount of defensive power, but you can back it into a corner and wail away at it pretty good. There's also magic that can be used to paralyze it, if you want to attack to more advantage.

Kill the golem and head up from there to find the house that was your destination. When you arrive, Sile will exit through a portal. You're left alone in the room, but only briefly. Then King Henselt arrives with several knights. An exchange follows and then you must fight the king's men. The space is cramped, so you'll need to block a lot and use magic if you get a chance. Finishing moves are especially useful here, as well.

When the king's men are defeated, another lengthy scene follows and you're left with a choice. You can either allow Roche to kill the king or you can spare the monarch. It won't have much actual impact

on your game, either chapter is complete.	way, aside from some dialo	og. Do as you will. Then the	quest ends and the

Where is Triss Merigold

The story question known as The Rose of Remembrance leads back to the side quest known as The Assassins of Kings, and that quest ultimately leads into this one.





(LEFT) 'Dandelion saw where Triss was headed last.' (RIGHT) 'There is blood on the floor, but does it belong to Triss?'

Letho said some things that give Geralt reason to fear for Triss, so it's time to return to Flotsam. Follow your guide back to the town and when you arrive, the scene that greets you varies depending on whether or not you handed lorveth a sword when he asked for one ahead of your duel with Letho.

Though the scene that unfolds will vary, your general search for Triss follows the same procedure either way. First head toward the inn, where you may or may not have to free Dandelion from some angry citizens. If you do have to free him, use magic to accomplish the task. If the magic fails, fists will work instead. When you talk to Dandelion, he'll reveal that Triss visited the sorceress, who lives in her chambers over the inn. Head up to the room and look around the area. Investigate and check the wall on the side of the room to find a peephole. There's also a huge blood pool on the floor (too much blood, Geralt notes). Something big obviously happened in the room, but it's tough to be sure what.

Check the next room over to meet with Derae, who is reluctant to talk. You can learn a lot from her if you work at it, though, including word that Cedric followed someone into the forest. When you finish, you'll access the Margot's Disappearance side quest that can be completed almost immediately.

When you're ready to follow Cedric after hearing from a prostitute where he went, you can drink the Cat potion (which you should already have in your inventory) and follow the bloody trail leading away from the inn and into the forest. The trail takes you to the area outside of town with the waterfall. You should know it well by now. Go there and you'll meet up with Cedric, who explains what happened moments ago in an extended scene. When it concludes, so does the quest (for chapter 1, at least) and two new quests become available: At a Crossroads: Vernon Roche and At a Crossroads: lorveth.

On a single trip through the game, you can only complete one of the two quests. The one that you choose will dramatically affect the rest of the game for you. This is a good time to save your progress so that you can return to the point after clearing the game along one route and try the other one.





(LEFT) 'You can bribe the thirsty dwarf to hear about a redhead who fell from the sky.' (RIGHT) 'Help the trolls to acquire the ribbon, or kill them and aid the mercenaries if you prefer.'

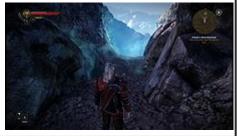
The quest will later require your active involvement, if you are working through chapter 2 with lorveth as an ally. You'll need to find information about Triss as you satisfy the Royal Blood quest in that chapter.

Start by visiting Philippa Eilhart at her house in Vergen. She'll tell you about a drunkard who may have recently seen her. Visit the drunk at the inn and you'll have to bribe him with oren to hear his story. He describes Triss and Letho falling out of the sky in a nearby gully. Letho left Triss to whatever fate awaited her, which apparently was a meeting with a troll. The man knows nothing more, but you can head to the ravines that he mentioned now to see what you can find for yourself.

Head outside of the city as indicated on your on-screen radar. You'll have to pass through the burnt village, where elves are guarding, then head downhill and start sharply left along some ravines that eventually wind back toward the right. There, you'll meet a troll. If you talk to him nicely, he'll repeat a story similar to what you heard at the inn from the drunk dwarf. Then you can promise to find his wife for him, and not to harm her. Continue onward from there, as indicated by the on-screen arrow. You'll face some harpies in a ravine. There are a lot of them, so fight carefully and use magic to keep them at bay so that you don't have to fight too many at once.

When you have killed the harpies, continue along the ravine and you should soon come to another troll. This is the female one, surrounded by mercenaries. You can kill either her or the mercenaries, depending on who you would like to aid you later in the game. There's more in it for you if you spare the troll, but do whatever you like. You'll get the desired ribbon either way.





(LEFT) 'You should only visit Philippa if you have completed the appropriate quests.' (RIGHT) 'Head through the mist with an amulet that Philippa gave you to serve as your guide.'

Take the ribbon back to Philippa's house in Vergen. If you are hoping to solve the With Flickering Heart side quest, you should also make sure to do so before talking to Philippa, or it will fail. If you haven't tended to some other tasks first (specifically, the Subterranean Life quest), you won't find her in her home. Otherwise, she'll be waiting there and a scene follows before your efforts to find Triss are temporarily abandoned in favor of more pressing matters (you'll return to it soon enough) and the Royal Blood story quest is updated.

After you advance that quest as far as you can at present, it will be time to check in with Philippa again. When you get near her house, a brief scene unfolds. Philippa will explain that you need to pass through the spectral mist if you want to find Triss. You'll have help as you do so. Philippa promises to guide you on your expedition.

Head out of Vergen now and pass through the burned village. Beyond that, take a right at the intersection that the elves are guarding and start through the mist. As promised, the amulet that you have in your possession will make crossing relatively easy. The familiar owl will accompany you, plus you don't actually have that far to travel. Make your way slowly, keeping near the owl and slashing apart any enemies that get too close for comfort. As was the case the last time you went through the mist with the owl, wraiths like to appear and circle around the owl. When they're present, move around the wring of spectral forms and chop them apart with your silver sword so that you can press onward. The draugnir enemies also should be actively destroyed, but otherwise you'll mostly pass through the mist without incident.

When you reach the far side, Philippa will say that she cannot go further because Dethmold may sense her presence. You're on your own again.





(LEFT) 'What you find on the battlefield figures in heavily during the events that follow.' (RIGHT) 'See the madame at her place of business, but you aren't there to pay for the usual services.'

Start in the direction indicated by the arrow on your on-screen map. You'll head along a ravine and come across a corpse. When you search the corpse, you find a mysterious figurine. Your discovery is almost immediately followed by the arrival of Vernon Roche with a few of his men by his side. Talk to him and explain that you're looking for Triss. The conversation is a tense one, but in the end he'll offer you two suggestions for how you can find what you need. You can either try a stealthy approach by heading along some canyons to your right to sneak into the camp, or you can battle some monsters in a tunnel.

Unless you live for stealth, the tunnel is definitely a good route to follow. Start off by following in the direction that Roche and his men travel. You'll arrive at some tents that are being used by Madame Carole and her lovely ladies. She's likely seated outside, on a bench. Talk to her and then ask to talk to her. She'll agree, for a fee. Tell her that you'd like to know how you could get inside the camp. She charges quite the hefty fee, but if you pay up she will tell you that the entrance is inside the tent.

Head inside the tent and check the back room. A trap door is open. Drop through the opening, then make your way through the short series of tunnels beyond. You'll have to head through a doorway, then explore some cells to find an opening in the floor that you can drop through to reach a lower tunnel. Once you're in that tunnel, follow the most direct route. There's nothing of interest along any side passageways. Along the main route, you'll have to battle a bullvore and some rotfiends, but they're easy to kill with the gear you should have at your disposal by now.

You'll reach an exclamation point on your map, where you can head left to venture outside or right to continue along the passageway and battle more rotfiends. The latter option is really your best option, so continue along that passageway and watch for a path to the right. You can head along it to find a

gap that you can leap across. There, you'll find and do battle with a golem. It is guarding some chests that contain actual items of potential interest, including the powerful Armor of Ban Ard and the equally powerful Gwyhyr blade. They're definitely worth the trip. Collect those goodies, then return to the main trail and continue through the tunnel to finally reach an exit point.





(LEFT) 'When you emerge from the caves, you will find a guard and for no apparent reason allow him to disarm you.' (RIGHT) 'Vanhemar uses fire magic but he doesn't utilize it often enough to pose a real threat.'

When you exit the tunnel and start around the side of the cliffs, you'll trigger a scene. You can talk to the guards however you like, but ultimately they'll strip you of your weapons. The scene that follows reveals a great deal of information and updates the Returning Memories side quest and also The Assassins of Kings. When those scenes conclude, you'll find yourself about to be executed. However, Vernon Roche and Ves intervene on your behalf. A battle follows.

In this fight, you'll be going up against a few guards and a sorcerer. You'll be helped by your two friends. They can keep the guards mostly occupied while you focus on the sorcerer, who will take a few hits from your sword before throwing up a shield and teleporting to a new location. When he reappears, he'll wait for a moment and then send a fiery blast your direction. You can step or roll to the side if you see it coming, then move in close and hit him with a few more slashes of the sword before the process repeats. Finally, you should take out the sorcerer and the other guards. You'll have the opportunity to explore the Nilfgaardian camp if you like (make sure that you do so if you want to pick up the Armor of Loc Muinne that a soldier has likely left lying on the ground), then it's time to head elsewhere.

If you didn't spare Prince Stennis back in Vergen, you can talk Roche into helping you out of the camp. Just play along and pretend to be his prisoner and you'll get through just fine. Otherwise, now is your opportunity to get some blood from King Henselt before you depart. Again, we'll rely on Vernon Roche for assistance.





(LEFT) 'Use the barrels to create a diversion.' (RIGHT) 'Making your way across the battlefield with your owl escort is as easy as ever.'

To sneak into the camp and meet with King Henselt, start forward along the path behind Roche and when you can, move right and duck behind some barrels as Roche talks to the nearest guards. When he leads them down the path you followed to reach your hiding place, you can then head to the right along the tents. There are soldiers on the opposite side of those tents, so be careful. When you get near the king's tent, you'll notice two men guarding it. Continue along the side of the tents where you're already positioned and you'll come to a pile of barrels. Get near and a button prompt appears on-screen. You can use magic on the barrels, then run back left. Wait for the guards to go investigate the source of the noise, then sneak into the tent they were guarding for a scene with the king. He'll give up his blood and have his men lead you outside the camp without the need for additional sneaking around on your part. The Royal Blood quest will now be marked complete.

When you reach the edge of camp, whether with King Henselt's blood or without, it's time to pass through the mist again and return to Vergen. Walk straight forward, then descend along a road leading into a ravine and pass through the mist. As usual, Philippa will appear at that point in owl form to assist as you work your way back across the mist-covered battlefield. Also as usual, you'll have to hack apart wraiths that try to block the owl's progress.

Once you make your triumphant return to Vergen, go to see Philippa in her house again. When you do, a scene follows and this quest is finally complete. However, you'll have the chance to revisit it in the final chapter.





(LEFT) 'The problem with your hostage is that no one seems to care whether he lives or dies.' (RIGHT) 'Climb up to the rooftops and make your way along them to reach Matsen.'

When you arrive in chapter three, whether you are allied with lorveth or Vernon Roche, you'll eventually face a choice about how you want to proceed through the chapter. You'll have two choices in either event, and there's one quest that is in common: this one. Putting your own needs ahead of those of the free world, you decide to look for Triss Merigold. You find Shilard Fitz-Oesterlen as he is talking to his guards. When you do, you take him hostage and lead him toward the Nilfgaardian camp.

As you arrive at the camp, you'll be greeted by a group of soldiers. Their leader kills your hostage, then tells his men to kill you before leaving. You'll have to battle several soldiers here, including a few with shields. Pick off the weak ones first and keep them from surrounding you by rolling out of the way or by using magic. When the weaker fellows are down, you're good to tend to the tougher ones with shields. You want to approach them carefully and hit them from the flanks if possible.

After clearing away the soldiers, you'll find a locked gate. Head left through the tents to reach a ladder, then climb to the roof and run along it. You can drop down from there and head through a new opening to find more soldiers. Make your way along that route, taking care of any resistance before it has a chance to mount a proper attack. Your progress will be saved and then you'll enter a large

square, where you must kill a slew more soldiers and then their leader. You know how to fight by now, so use the same strategies that have carried you to this point in the game. Then you'll have a chat with Aep Matsen before you face another round of soldiers. This time, Matsen joins them.





(LEFT) 'Kill his henchmen first and save Matsen for last so that you can fight him without distractions.' (RIGHT) 'Your long search for Triss has finally come to an end.'

This fight is more difficult than the previous one. Matsen will hang back at first, but you must deal with a bunch of soldiers and a sorcerer who hurls powerful fire magic at you throughout the fight. You can move in quickly and get in a hit or two, but then the sorcerer will throw up shields and temporarily make himself invulnerable. When that happens, fight some soldiers but keep an eye out for the sorcerer. You want to hit him again when he is vulnerable, as the sooner you get rid of him the better the fight will tend to go.

Kill the sorcerer, any straggler guards and finally Matsen himself. Then check his corpse for the key that you need to free Triss. Now head down some stairs at the side of the area and open the cell. Inside, you'll finally meet with Triss and at long last. Talk to her about the stuff you learned in your discussion with Matsen. When that conversation concludes, you'll need to lead Triss back toward the market square. You have an extra key now, so you can take a shortcut through the huge locked doors. As you are about to arrive at your destination, Triss will suggest splitting up and this lengthy quest is definitively complete at last. A new story quest is also initiated in the process: A Summit of Mages.

If you decide not to rescue Triss directly, she'll still survive and the quest will conclude just before the end of the Epilogue story quest.

Chapter 2 - Iorveth

There are multiple versions of chapters 2 and 3, depending on your actions right at the end of the first chapter. You can align yourself with either the elf lorveth or the Temerian military leader, Vernon Roche. Your continued part of the story and even the available side quests in either case will differ dramatically. However, a number of quests here are shared with the quests from the Vernon Roche version of the chapter. You won't find those linked in the far left navigation menu, but they're included below and will be referenced throughout the text as appropriate.

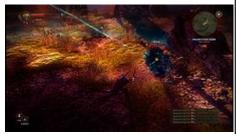
Quests in Chapter 2

- Prelude to War: Aedirn
- The War Council
- Subterranean Life
- Hunting Magic
- Royal Blood
- Where is Triss Merigold?
- The Eternal Battle
- A Matter of Life and Death
- Death Symbolized
- Hatred Symbolized
- The Walls Have Ears
- Vergen Besieged

Prelude to War: Aedirn

You begin this mission in control of Stennis, sone of the slain king Demavend. You are heading along a canyon with your brave general Saskia at your side. Your goal is to attend a meeting that you know Henselt is holding with some of your traitorous noblemen.





(LEFT) 'Henselt is not welcome in Aidern, yet here he is anyway.' (RIGHT) 'Kill the wraiths that periodically appear in circles around the owl, or you will have trouble going anywhere.'

You will arrive at the place where the meeting is taking place without incident, but that soon changes. As you talk to Henselt, it becomes clear that your plan to rile him up won't prove difficult. You want to provoke him so that you can have an excuse to be rid of him, and any answer you give during the dialog will wind up leading to a battle.

When the king and his guards attack, you shouldn't have any problem defending yourself against them, though you do have slower attacks as Stennis than you would as Geralt. Fortunately, you have Saskia fighting on your side. The two of you together can quickly take out your opponents, and when you have weakened Henselt there will be another scene.

You will soon assume control of Geralt, and as him you will need to continue fighting apparitions that have appeared out of a foul mist that Henselt has inadvertently summoned to the area. The wraiths aren't especially powerful, but there are enough of them that they could pose a threat. Stennis and Saskia need your protection, and the sorceress Philippa appears in owl form to provide it. Slowly, your wounded procession will make its way along the canyon. The owl generates a barrier that keeps out most of your foes, though they will occasionally break through to attack. Slice them apart, which is made easy by the fact that they periodically are struck by lightning magic. You have lorveth fighting on your side, so let him do most of the work if you find your advance faltering. When wraiths surround the owl, make sure that you eliminate them quickly or the owl won't continue its advance.

Eventually, you'll reach the far side of the canyon and you can step through some mist to trigger a new scene. When that scene concludes, so does the quest and a new one becomes available: The War Council.

The War Council

You begin this quest with a bit of a tour of Vergen. Your guide is Skalen, nephew of Borden. He will lead you slowly down some steps, then help you to ascend through another building to find your quarters.



(LEFT) 'Skalen gives you a tour of Vergen, the dwarven city.' (RIGHT) 'Saskia raises a toast to a decision well made.'

After you take the tour, you will need to attend the war council. Head outside of the room you were just shown, then head back downstairs. Exit the building and make your way up through the city. You'll have to pass over the long rope bridge, and ascend through a tower beyond that to finally arrive at the council room.

The council plays out as an extended scene as the various characters contemplate their next step. The main concern initially is the spreading mist. However, there are soon some complications. Saskia is poisoned.

When the scenes finish playing out, you will activate a number of quests that can help to cure Saskia. Those quests are The Eternal Battle, Royal Blood, Where is Triss Merigold?, Hunting Magic, A Matter of Life and Death and Subterranean Life. The ongoing side quest known as The Assassins of Kings also is updated. As those quests become available, your current quest is considered complete.

Subterranean Life

If you want to heal Saskia, and you do, you'll have to go great lengths to do so. Those lengths include finding a plant known as immortelle. It should be located within the mines, but you need better information than that.



Start by finding Zoltan, who is staying at the inn. When you meet with him, his friends are also present. Let them buy you a drink, then talk to them about the immortelle and they'll tell you that it can be found in the mines, which are closed. Your conversation leads to their offer to help you with the mines.

Head outside after the meeting, and next look for Cecil Burdon. You'll find him near the top of the city, not far from the entrance to the mines. When you talk to him, you'll access the side quest, Hey, Works on in the Mines! and you will gain access to the shaft. Note before you enter that the going can be dark. You'll want a few potions to provide night vision, or you'll need to be ready to stumble about with poor visibility. You should also bring along at least five bombs, so that you can complete the terms of the side quest as you explore. This is your best chance.

Descend through the mines. The dwarves will be at your side, fighting to make things easier on you. That's good, because you'll be going up against rotfiends. They have pretty strong melee attacks, plus they'll explode in a harmful manner once you drain their life meters. Back away when you see them holding their heads, as an explosion is imminent. Try to use magic to keep them at bay when there are several to worry about, then move in and quickly slash them when you're down to only one or two. Let the dwarves do the heavy work, if possible.

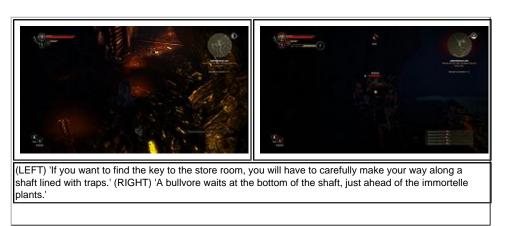


The first group of monsters will attack you almost immediately. Defeat them and you have several choices about how to proceed. You want to explore every passage as you work through this mine. It's easy to miss, but take the passage sharply to your right first. At the end, you can kill some rotfiends and find a key on a corpse. If you have bombs, you can also move toward the hole against the back wall and press the button indicated on-screen to produce an explosion that closes the hole. That helps with your efforts on the Hey, Works on in the Mines! side quest.

Now go back to the first main room and explore the additional routes, starting with any that have wooden planking to walk along. You can find a diagram for the Red Meteorite Silver Sword in a chest along one fork in the path, and the other side leads to what is currently a dead end (there's a locked door you can't yet open). Return to the main room and take the last branch that you haven't followed, the one that would have been toward the left as you first entered that room. Follow that path and you'll find more rotfiends ahead of another doorway.

Pass through that door and you'll find the largest group of rotfiends yet. Even with a bunch of dwarves by your side, this group is lethal. It's astonishing how capable they are of surrounding you and throwing you into a pattern where you can do nothing but take damage from all sides without so much as the opportunity to swing your sword. You want to avoid that situation at all costs, and you should be especially careful to set up a good magical attack or some strong defensive measures as you deal with the group, and try not to move too far forward so that (hopefully) not all of the rotfiends will join the battle at once.

Head back the way you came but instead of going straight ahead and through the door you entered along this route, look just to its right. There's another door leading in that direction. Head along that route, using the key that you found earlier in the mine, and you'll come across more of the rotfiends. Defeat them in the usual manner and continue along the winding path they guard. As you go, lighting the torches will make it easier to later tell where you've been, plus it will give you more light as you battle the rotfiends.



Through another door you'll find another fork in the path but the right fork is blocked. Continue forward and toward the left, into a wider area where you'll reach another fork. This time, the obstruction to your right is a locked door. Head left for now and near the end of that route, you'll find more rotfiend resistance and another corpse. Search the corpse for another key, and make sure that you head to the end of the tunnel to find another hole that you can collapse with one of your bombs.

Now backtrack to the locked door and open it with the key that you found. As you head along this path, you'll find an area that widens to allow numerous rotfiends to attack. Among them are a few of

the greater variety, which can hit you several times in a row as you watch helplessly, so be careful not to enter any swarm of enemies unless you absolutely must. Pick them off from the sides.

You can then head either to the left or right. For now, head along the left path leading onward from that room. You'll find the lower shaft key on the body. Backtrack and this time head right. There's another split in the path with one route leading left blocked by a locked door. Though you can open that door with the locked shaft key, you should first head along the other of those two paths and watch out for traps lain across the floor as you go. Remember that you can use your medallion to easily detect them. Eventually, you'll find a dead-end area with a corpse. Investigate the corpse to find a storehouse key.

Backtrack to the locked door now and pass through it only when you're ready for a fight. As you head around that passage, you'll find blood on the path. Further, you'll witness a scene as some rotfiends and a bullvore attack. The latter is the real threat, but the rotfiends make it impossible to safely attack him because they'll pick at you from the sides like annoying flies as the mostly useless dwarves get in the way and prevent you from easily retreating. Back up along the path and kill the rotfiends while steering clear of the slower but more lethal bullvore. He won't follow you far up the path you just descended, but the rotfiends will. When only the bullvore is left, mount an aggressive attack on him and chop slowly through his impressively thick hide. When you finally defeat him, you can pick the immoretelle from the plants. Make sure that you also check the dead-end passage and plant explosives. That should be the last explosive charge you need to place for the Hey, Work's on in the Mines! side quest (though you'll still need to go see the appropriate dwarf to complete that quest).

As far as your current quest, now that you have the ingredient you came here for, it is considered complete. You can check behind the final locked door to raid the storeroom and find the Robust Sword of Dol Blathanna (an extremely powerful steel sword) and a bunch of ore, but otherwise it's time to leave the shaft.

Hunting Magic

This is one of several quests that becomes available following the conclusion of the story quest known as The War Council.



Your first job is to see what assistance the townsfolk can provide. There are a few you might try talking to. Start with the barkeeper at the inn. He'll suggest that you also talk with Cecil Burdon. You can head to Cecil's place next and when you speak with him, make sure that you tell him Saskia needs some medicine. He'll respond with a suggestion about a place of power.

Now you can head outside Vergen and start through the forest. That means leaving town from along one edge. To get there, stand near the entrance to town looking through the arch that is built over the trail leading out to the burned village. Just ahead of that archway, to your right, there are steps you can climb. Climb those and follow along that path, ascending sharply and heading through lorveth's camp to a wooden wall. Enter that door and pass through a short tunnel to emerge at the edge of a forest. This is the forest you sought.

Start through the forest. First you'll head right along a river, then cross it at a shallow point. As you start forward from there, look to the right. A trail ascends in that direction. As you climb it, you'll face a variety of beasts, including nekkers and harpies. Defeat them carefully, though they shouldn't pose much of a threat now that you likely have proper skill and good equipment. Just don't let them swarm you and you'll do fine. Keep ascending along the trail and battling harpies. You'll have to climb up along some rock ledges and leap across gaps (just get close to either point and an on-screen prompt will appear). When you defeat a last group of harpies near the base of a tower, you can climb up to the tower and find a nest. Search the nest to obtain a crystal, which you should next take back to Philippa in Vergen.





(LEFT) 'Burdon is reluctant to open the gate to the old quarry.' (RIGHT) 'Harpies are abundant in this area, so have a powerful silver sword at the ready.'

When you show her the crystal, she's disappointed with its lack of power. However, the trip was not a total bust. You've obtained a crystalized dream belonging to Cecil Burdon. Go see him next and he'll agree to open a gate for you, which is what you want because the gate grants access to an area full of harpies. When he opens the gate, assuming that you grabbed the notice from the board in front of the inn, the side quest known as The Queen Harpy Contract is activated.

To find the quarry, head out of town through the main gate. Pass through the burned village and start to descend until you meet the patrol. Head left from there, up a canyon, and you'll eventually arrive at the top of the quarry. Now you must battle harpies as you descend toward the lowest level along a winding circular trail.

At the base, head forward and enter the chamber itself. The harpies come at you fast now. You can barely take a few steps without meeting them at first, but the area shouldn't be that complex. You'll have to climb up a ledge partway through, but otherwise just advance from one room to the next, battling harpies as you go. There are crystals on walls here and there, so be sure to grab those as you proceed. When you reach a high ledge overlooking a nest, you're almost there. Drop down, battle some more harpies and then follow the path to the lowest point along the cliffs. There, you'll witness an interesting scene that updates the ongoing quest known as The Assassins of Kings. It's not a bad idea to save your progress now, as a tough fight is coming almost immediately.





(LEFT) 'Collect the crystalized dream crystals from the walls of the various passages near the projector.' (RIGHT) 'Make sure that you view all of the crystals so that you are able to complete the main quest and activate a side quest too.'

Start forward after that scene and you'll be able to grab that dream from a pedestal. If you start to the right from there, you'll almost immediately come under attack by a whole slew of harpies. They like to corner you against the edge of a cliff, then prevent you from ever being able to even resist. Don't let them engineer such a situation. Instead, start forward until they attack, then back away and give yourself space to take them on a few at a time.

When you clear the monsters away, you should investigate the surrounding area. There are several crystals that you can find, in addition to the one that contains Letho's dream. You should also find a silver one (Baltimore's dream), a green one (Peasant's dream), a red one (Dragon's dream) and a blue one (Iorveth's dream). Watch them all and then step away from the projector. You'll initiate the Baltimore's Nightmare side quest and your current quest will be marked complete.

Royal Blood

This quest becomes available early in the chapter, once you complete the second story quest (The War Council). However, it's best to ignore it while you first work on other tasks. Once you have progressed far enough in the Where is Triss Merigold? quest, you'll visit Philippa's house and your conversation will conclude with word that the peasants now suspect Prince Stennis of poisoning Saskia.





(LEFT) 'lorveth is around to act menacing and keep the peasants from acting too soon, but he knows they will still riot eventually. You must act quickly.' (RIGHT) 'Stennis is a lot of annoying things, clearly, but is he a murderer?'

Philippa heads back into her house, unconcerned over the fate that very likely awaits Stennis (except that she reminds you to fetch some of his blood if the worst occurs). You can head over to the castle area along the edge of the upper city. There, you'll find people gathered, including Dandelion and Zoltan. They'll explain what's happening, in case you missed it.

Your real choice as you proceed from there is whether you want Stennis to die here or not. If he dies now, that will make it easy to get some of his blood for your collection of artifacts, but there are other considerations. If you decide to push for a fair trial by insisting on order and such, you'll still be able to get royal blood but the process will be more involved. Still, that's the preferable route to take.

Start forward and there's another scene, this one featuring lorveth. He buys you some time so that you can question people and get more information on which to base a decision. Note that at this point in the game, it's easy to mess up and disable some optional quests worth good experience points, so make sure that you start by talking to one of the peasants (no one else!) and you will activate a new story quest called The Walls Have Ears. See the walkthrough for that quest for detailed information about how to proceed.

When you progress as far as you can on that other quest, which you should do immediately, you'll be returned to this quest to explain whether you think Stennis is guilty or not. If you want to argue for Stennis, say "A lynching would be a bad idea" when you have that option near the end. Otherwise, you can argue for the prince's guilt.

Assuming that you argue in favor of Stennis, a scene will follow as he is led away by guards. You won't receive any of his blood, and so your quest for royal blood continues. Also updated is the Where is Triss Merigold? quest and (if you did everything correctly) you can now work on the quest known as The Walls Have Ears, as well as the special Suspect: Thorak side quest. Note that if you let Stennis live, you can still find royal blood to complete this quest as you work through the Where is Triss

Merigold? quest. If you let the mob kill Stennis, on the other hand, you can still work to complete the suspect: Thorak quest but you won't be able to solve The Walls Have Ears.

A Matter of Life and Death

Once you complete the story quest known as Where is Triss Merigold?, you should have all of the ingredients that you need to save Saskia's life. Saving her has required completion of a variety of quests. Specifically, you have completed the aforementioned quest, as well as Subterranean Life, Hunting Magic and Royal Blood. When you talk to Philippa in her house with those quests completed, you'll have the opportunity to tell her that you have all of the ingredients required to revive Saskia. Another scene follows and then the quest is considered complete.

The Walls Have Ears

When you are working through the Royal Blood story quest, you will have the chance to investigate to determine whether or not Prince Stennis is guilty of poisoning Saskia. Start by talking to the peasants and you'll activate this optional story quest.



After talking to the peasants, be careful to talk to no one else who is gathered in the hallway. Head out of the area where the peasants are gathered and start downhill to find the elves gathered around a house. They're guarding Willy, the man who accused Stennis of poisoning Saskia. When you talk to him, you can use your magic to convince him gently that he should tell you everything he knows. That discussion winds up making a now-deceased priest sound guilty in the poisoning, but you still need more information if your plan is to convince anyone.

Your next step in the search for information is to find Cecil Burdon, who can hopefully lead you to the priest's house. When you find Burdon, ask him where Reverend Olcan lived. Burdon will mark your next destination for you on your map. Now head back outside and start back through Vergen. Use the on-screen indicator to find the house, which is located along Vergen's lower level, on the side of the Human Enclave area. Inside, you can search some books scattered on the floor, as well as a dresser in the corner. A search of the latter will yield you some notes from the priest. Now you can head back to where the crowd has gathered outside of the prince's quarters. When you get there, talk to the dwarves that are standing around near the edge of the mob, furthest from the prince's chambers.

You'll speak with a dwarf who claims to have made the chalice from which Saskia drank. You can ask him some questions about the chalice. When you ask both available questions, a third one becomes available: "Any chance that two identical goblets were produced?" When you ask that question, events will follow. Make sure that you help the prince get a fair trial as you temporarily resume the Royal Blood quest. When that concludes, you will find that the Suspect: Thorak side quest is now available in your quest log. To complete this story quest, you'll need to finish that other side quest.

Vergen Besieged

When you finish the story mission known as The Eternal Battle near the end of chapter 2, this story quest becomes available to finish up the chapter.





(LEFT) 'Cut down knights on your way to activate the mechanism that will pour hot oil on the encroaching enemy troops.' (RIGHT) 'As you arrive at the other wall, prepare to defend it from soldiers who will scale it using ladders.'

You wake up in Philppa Eilhart's quarters. She gives you the scoop on what happened while you were asleep. Make sure that you equip your best gear. Then it's time to go see Zoltan Chivay. You'll find him near the front city gate. Talk to him and after that scene, the area comes under attack. Head up the stairs just to your right and start forward along the tower wall with your sword drawn. Soldiers will rush you and they're capable of dealing quite a bit of damage. Stun them with magic, then attack from the sides so that you don't have to try and hack through their shields.

When you have defeated those soldiers, or at least enough of them to make a difference, head along the right wall and you can activate and use a lever to dump oil on your enemies below the walls. Then you should return to where Zoltan is waiting. A scene follows, during which Dethmold destroys the city's front gates, and then you're instructed to retreat. Let Zoltan lead the way. He'll guide you to a point deeper in the city and the gates to the outer areas will close behind you.

Now you'll climb along the other wall and await the arrival of more soldiers. There will be quite a few of them now, so hopefully you're comfortable with melee combat. You'll need to use your skills a lot to deal with these soldiers, which isn't difficult if you have your fighting skills properly in place. Otherwise, use lots of magic. When you have cut down enough of the soldiers, you'll get some experience points and a break from the fighting. Then another round begins. Deal with the soldiers in that round as you did with the soldiers in the first round.





(LEFT) 'Saskia wisely wants to make a run into the tunnels under the city.' (RIGHT) 'Saskia knows how to turn lemons into lemonade.'

When you defeat that round, you'll get more experience points. You'll witness a scene where Saskia gives you some bad news about dwarven tunnels that the city's assailants may be preparing to use to their advantage. Then you can save your progress before heading with Saskia to explore the passageways.

As you start along the passages, you'll find that she was correct to show concern. There are several small rooms and, with Saskia as your support, you'll fight groups of mercenaries in each of them. Then you'll come up against Dethmold and his men. He's a sorcerer, so you can expect him to dart around the battlefield hurling magical bolts in your direction. He has a number of men by his side, too. You don't need to win, only deal enough damage that the group feels the pressure. Then a scene follows. When it concludes, you'll need to head back the way you came to help again with the defense of the city. Zoltan will meet you on the way back and let you know that you're needed as soon as possible. If you helped the trolls earlier in the chapter, you'll receive word that they've joined the battle on your side.

You'll appear next at the gate as Saskia gives a speech to raise troop spirits. Then there's another round of combat with soldiers as Dethmold dances around distant towers summoning magic. Battle a few more soldiers as they try to climb over the walls and then there's a scene as lorveth and his elves arrive and pepper the invading forces with arrows. The enemy is on the run, so now you need to finish the job. Unfortunately, the gate to the city is damaged. Zoltan says that he'll go and close it.



Follow Zoltan along the wall and you'll watch him descend a ladder. Continue after him, first down the ladder and then down the trail until you meet with lorveth. There's a brief conversation there and then you need to continue down the trail yet again. Now your progress is blocked by soldiers. You can tarry for a moment and then a scene will follow.

The scene is a lengthy one. When it concludes, you and lorveth can head after Philippa and Saskia. The pair will disappear through a portal. Continue past the point where they vanished and enter Philippa's house. There, you can search the area and in a back room you'll find a book of recipes. Talk to lorveth about it and you'll reach the conclusion that Saskia is under mind control. Follow lorveth back outside of the house now and down toward Zoltan and Dandelion, who are waiting. You can talk to them. Tell them what you've learned about Philippa and Saskia.

Your adventures in the second chapter have reached their conclusion. Loc Muinne awaits you in the third chapter.

Where is Triss Merigold

The story question known as The Rose of Remembrance leads back to the side quest known as The Assassins of Kings, and that quest ultimately leads into this one.





(LEFT) 'Dandelion saw where Triss was headed last.' (RIGHT) 'There is blood on the floor, but does it belong to Triss?'

Letho said some things that give Geralt reason to fear for Triss, so it's time to return to Flotsam. Follow your guide back to the town and when you arrive, the scene that greets you varies depending on whether or not you handed lorveth a sword when he asked for one ahead of your duel with Letho.

Though the scene that unfolds will vary, your general search for Triss follows the same procedure either way. First head toward the inn, where you may or may not have to free Dandelion from some angry citizens. If you do have to free him, use magic to accomplish the task. If the magic fails, fists will work instead. When you talk to Dandelion, he'll reveal that Triss visited the sorceress, who lives in her chambers over the inn. Head up to the room and look around the area. Investigate and check the wall on the side of the room to find a peephole. There's also a huge blood pool on the floor (too much blood, Geralt notes). Something big obviously happened in the room, but it's tough to be sure what.

Check the next room over to meet with Derae, who is reluctant to talk. You can learn a lot from her if you work at it, though, including word that Cedric followed someone into the forest. When you finish, you'll access the Margot's Disappearance side quest that can be completed almost immediately.

When you're ready to follow Cedric after hearing from a prostitute where he went, you can drink the Cat potion (which you should already have in your inventory) and follow the bloody trail leading away from the inn and into the forest. The trail takes you to the area outside of town with the waterfall. You should know it well by now. Go there and you'll meet up with Cedric, who explains what happened moments ago in an extended scene. When it concludes, so does the quest (for chapter 1, at least) and two new quests become available: At a Crossroads: Vernon Roche and At a Crossroads: lorveth.

On a single trip through the game, you can only complete one of the two quests. The one that you choose will dramatically affect the rest of the game for you. This is a good time to save your progress so that you can return to the point after clearing the game along one route and try the other one.





(LEFT) 'You can bribe the thirsty dwarf to hear about a redhead who fell from the sky.' (RIGHT) 'Help the trolls to acquire the ribbon, or kill them and aid the mercenaries if you prefer.'

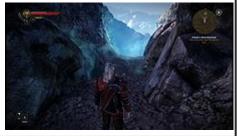
The quest will later require your active involvement, if you are working through chapter 2 with lorveth as an ally. You'll need to find information about Triss as you satisfy the Royal Blood quest in that chapter.

Start by visiting Philippa Eilhart at her house in Vergen. She'll tell you about a drunkard who may have recently seen her. Visit the drunk at the inn and you'll have to bribe him with oren to hear his story. He describes Triss and Letho falling out of the sky in a nearby gully. Letho left Triss to whatever fate awaited her, which apparently was a meeting with a troll. The man knows nothing more, but you can head to the ravines that he mentioned now to see what you can find for yourself.

Head outside of the city as indicated on your on-screen radar. You'll have to pass through the burnt village, where elves are guarding, then head downhill and start sharply left along some ravines that eventually wind back toward the right. There, you'll meet a troll. If you talk to him nicely, he'll repeat a story similar to what you heard at the inn from the drunk dwarf. Then you can promise to find his wife for him, and not to harm her. Continue onward from there, as indicated by the on-screen arrow. You'll face some harpies in a ravine. There are a lot of them, so fight carefully and use magic to keep them at bay so that you don't have to fight too many at once.

When you have killed the harpies, continue along the ravine and you should soon come to another troll. This is the female one, surrounded by mercenaries. You can kill either her or the mercenaries, depending on who you would like to aid you later in the game. There's more in it for you if you spare the troll, but do whatever you like. You'll get the desired ribbon either way.





(LEFT) 'You should only visit Philippa if you have completed the appropriate quests.' (RIGHT) 'Head through the mist with an amulet that Philippa gave you to serve as your guide.'

Take the ribbon back to Philippa's house in Vergen. If you are hoping to solve the With Flickering Heart side quest, you should also make sure to do so before talking to Philippa, or it will fail. If you haven't tended to some other tasks first (specifically, the Subterranean Life quest), you won't find her in her home. Otherwise, she'll be waiting there and a scene follows before your efforts to find Triss are temporarily abandoned in favor of more pressing matters (you'll return to it soon enough) and the Royal Blood story quest is updated.

After you advance that quest as far as you can at present, it will be time to check in with Philippa again. When you get near her house, a brief scene unfolds. Philippa will explain that you need to pass through the spectral mist if you want to find Triss. You'll have help as you do so. Philippa promises to guide you on your expedition.

Head out of Vergen now and pass through the burned village. Beyond that, take a right at the intersection that the elves are guarding and start through the mist. As promised, the amulet that you have in your possession will make crossing relatively easy. The familiar owl will accompany you, plus you don't actually have that far to travel. Make your way slowly, keeping near the owl and slashing apart any enemies that get too close for comfort. As was the case the last time you went through the mist with the owl, wraiths like to appear and circle around the owl. When they're present, move around the wring of spectral forms and chop them apart with your silver sword so that you can press onward. The draugnir enemies also should be actively destroyed, but otherwise you'll mostly pass through the mist without incident.

When you reach the far side, Philippa will say that she cannot go further because Dethmold may sense her presence. You're on your own again.





(LEFT) 'What you find on the battlefield figures in heavily during the events that follow.' (RIGHT) 'See the madame at her place of business, but you aren't there to pay for the usual services.'

Start in the direction indicated by the arrow on your on-screen map. You'll head along a ravine and come across a corpse. When you search the corpse, you find a mysterious figurine. Your discovery is almost immediately followed by the arrival of Vernon Roche with a few of his men by his side. Talk to him and explain that you're looking for Triss. The conversation is a tense one, but in the end he'll offer you two suggestions for how you can find what you need. You can either try a stealthy approach by heading along some canyons to your right to sneak into the camp, or you can battle some monsters in a tunnel.

Unless you live for stealth, the tunnel is definitely a good route to follow. Start off by following in the direction that Roche and his men travel. You'll arrive at some tents that are being used by Madame Carole and her lovely ladies. She's likely seated outside, on a bench. Talk to her and then ask to talk to her. She'll agree, for a fee. Tell her that you'd like to know how you could get inside the camp. She charges quite the hefty fee, but if you pay up she will tell you that the entrance is inside the tent.

Head inside the tent and check the back room. A trap door is open. Drop through the opening, then make your way through the short series of tunnels beyond. You'll have to head through a doorway, then explore some cells to find an opening in the floor that you can drop through to reach a lower tunnel. Once you're in that tunnel, follow the most direct route. There's nothing of interest along any side passageways. Along the main route, you'll have to battle a bullvore and some rotfiends, but they're easy to kill with the gear you should have at your disposal by now.

You'll reach an exclamation point on your map, where you can head left to venture outside or right to continue along the passageway and battle more rotfiends. The latter option is really your best option, so continue along that passageway and watch for a path to the right. You can head along it to find a

gap that you can leap across. There, you'll find and do battle with a golem. It is guarding some chests that contain actual items of potential interest, including the powerful Armor of Ban Ard and the equally powerful Gwyhyr blade. They're definitely worth the trip. Collect those goodies, then return to the main trail and continue through the tunnel to finally reach an exit point.





(LEFT) 'When you emerge from the caves, you will find a guard and for no apparent reason allow him to disarm you.' (RIGHT) 'Vanhemar uses fire magic but he doesn't utilize it often enough to pose a real threat.'

When you exit the tunnel and start around the side of the cliffs, you'll trigger a scene. You can talk to the guards however you like, but ultimately they'll strip you of your weapons. The scene that follows reveals a great deal of information and updates the Returning Memories side quest and also The Assassins of Kings. When those scenes conclude, you'll find yourself about to be executed. However, Vernon Roche and Ves intervene on your behalf. A battle follows.

In this fight, you'll be going up against a few guards and a sorcerer. You'll be helped by your two friends. They can keep the guards mostly occupied while you focus on the sorcerer, who will take a few hits from your sword before throwing up a shield and teleporting to a new location. When he reappears, he'll wait for a moment and then send a fiery blast your direction. You can step or roll to the side if you see it coming, then move in close and hit him with a few more slashes of the sword before the process repeats. Finally, you should take out the sorcerer and the other guards. You'll have the opportunity to explore the Nilfgaardian camp if you like (make sure that you do so if you want to pick up the Armor of Loc Muinne that a soldier has likely left lying on the ground), then it's time to head elsewhere.

If you didn't spare Prince Stennis back in Vergen, you can talk Roche into helping you out of the camp. Just play along and pretend to be his prisoner and you'll get through just fine. Otherwise, now is your opportunity to get some blood from King Henselt before you depart. Again, we'll rely on Vernon Roche for assistance.





(LEFT) 'Use the barrels to create a diversion.' (RIGHT) 'Making your way across the battlefield with your owl escort is as easy as ever.'

To sneak into the camp and meet with King Henselt, start forward along the path behind Roche and when you can, move right and duck behind some barrels as Roche talks to the nearest guards. When he leads them down the path you followed to reach your hiding place, you can then head to the right along the tents. There are soldiers on the opposite side of those tents, so be careful. When you get near the king's tent, you'll notice two men guarding it. Continue along the side of the tents where you're already positioned and you'll come to a pile of barrels. Get near and a button prompt appears on-screen. You can use magic on the barrels, then run back left. Wait for the guards to go investigate the source of the noise, then sneak into the tent they were guarding for a scene with the king. He'll give up his blood and have his men lead you outside the camp without the need for additional sneaking around on your part. The Royal Blood quest will now be marked complete.

When you reach the edge of camp, whether with King Henselt's blood or without, it's time to pass through the mist again and return to Vergen. Walk straight forward, then descend along a road leading into a ravine and pass through the mist. As usual, Philippa will appear at that point in owl form to assist as you work your way back across the mist-covered battlefield. Also as usual, you'll have to hack apart wraiths that try to block the owl's progress.

Once you make your triumphant return to Vergen, go to see Philippa in her house again. When you do, a scene follows and this quest is finally complete. However, you'll have the chance to revisit it in the final chapter.





(LEFT) 'The problem with your hostage is that no one seems to care whether he lives or dies.' (RIGHT) 'Climb up to the rooftops and make your way along them to reach Matsen.'

When you arrive in chapter three, whether you are allied with lorveth or Vernon Roche, you'll eventually face a choice about how you want to proceed through the chapter. You'll have two choices in either event, and there's one quest that is in common: this one. Putting your own needs ahead of those of the free world, you decide to look for Triss Merigold. You find Shilard Fitz-Oesterlen as he is talking to his guards. When you do, you take him hostage and lead him toward the Nilfgaardian camp.

As you arrive at the camp, you'll be greeted by a group of soldiers. Their leader kills your hostage, then tells his men to kill you before leaving. You'll have to battle several soldiers here, including a few with shields. Pick off the weak ones first and keep them from surrounding you by rolling out of the way or by using magic. When the weaker fellows are down, you're good to tend to the tougher ones with shields. You want to approach them carefully and hit them from the flanks if possible.

After clearing away the soldiers, you'll find a locked gate. Head left through the tents to reach a ladder, then climb to the roof and run along it. You can drop down from there and head through a new opening to find more soldiers. Make your way along that route, taking care of any resistance before it has a chance to mount a proper attack. Your progress will be saved and then you'll enter a large

square, where you must kill a slew more soldiers and then their leader. You know how to fight by now, so use the same strategies that have carried you to this point in the game. Then you'll have a chat with Aep Matsen before you face another round of soldiers. This time, Matsen joins them.





(LEFT) 'Kill his henchmen first and save Matsen for last so that you can fight him without distractions.' (RIGHT) 'Your long search for Triss has finally come to an end.'

This fight is more difficult than the previous one. Matsen will hang back at first, but you must deal with a bunch of soldiers and a sorcerer who hurls powerful fire magic at you throughout the fight. You can move in quickly and get in a hit or two, but then the sorcerer will throw up shields and temporarily make himself invulnerable. When that happens, fight some soldiers but keep an eye out for the sorcerer. You want to hit him again when he is vulnerable, as the sooner you get rid of him the better the fight will tend to go.

Kill the sorcerer, any straggler guards and finally Matsen himself. Then check his corpse for the key that you need to free Triss. Now head down some stairs at the side of the area and open the cell. Inside, you'll finally meet with Triss and at long last. Talk to her about the stuff you learned in your discussion with Matsen. When that conversation concludes, you'll need to lead Triss back toward the market square. You have an extra key now, so you can take a shortcut through the huge locked doors. As you are about to arrive at your destination, Triss will suggest splitting up and this lengthy quest is definitively complete at last. A new story quest is also initiated in the process: A Summit of Mages.

If you decide not to rescue Triss directly, she'll still survive and the quest will conclude just before the end of the Epilogue story quest.

Chapter 3 - Roche

By the time you arrive at the final chapter, you've shared many adventures with Vernon Roche and you've come to understand better his strengths and weaknesses. Now the two of you will lead the effort to finally put a stop to the assassins of kings.

Quests in Chapter 3

- For Temeria!
- Of His Blood and Bone
- A Summit of Mages
- Enter the Dragon
- Epilogue

For Temeria!

You'll start out this quest high on a mountain trail. It leads down to the ruins of Loc Muinne. Start down the path with Vernon Roche and as the two of you descend, you'll frequently face attacks from harpies. You can hit them hard and fast with your silver sword. Since no more than a few attack at once and you have Roche fighting by your side, things should go smoothly.





(LEFT) 'Alongside Vernon Roche, you will battle harpies while descending the trail that leads to Loc Muinne.' (RIGHT) 'There is a boxing match waiting for you when you arrive at the edge of the market square, if you completed the right side quest in the previous chapter.'

Continue down the lengthy slope, pause to look at the city walls, then continue your descend until you reach the base of the trail. Here, it's possible to go either left or right. Guards wait to the left. Roche will go ahead of you and pave the way for you to pass through the point the men guard. Otherwise, they would probably have killed you because you likely resisted their cause earlier (in the first Witcher game, as it so happens, though their hatred is just as hot if you didn't play that game at all).

Past the guards, you'll arrive at the camp where Roche told you to meet him when he left to prepare the guards for your arrival. Advance straight through the camp, rather than ascending along the tent-lined slope to your right. You'll cross a drawbridge and arrive within the Temerian camp. Now head toward its right side and proceed through the corridor. You'll meet some bounty hunters there, with a sorcerer among them. They are powerful foes because the sorcerer will stand at a distance and send fireballs at you, but you can focus on quickly eliminating the guards and then deal with the sorcerer once you have more space in which to move. Past those bounty hunters, there are some rooms and you can talk to the people seated at the table to begin the Poker Face: Loc Muinne side quest. Do so if you like, then return to the main Temerian camp.

Note the door along what would have been the back wall as you first entered the camp. Pass through it now, climb some stairs and head to the left. You'll find an area that opens into a new town square. As you proceed from there, assuming that you worked on the A Score to Settle side quest in the previous chapter, you'll run into a man named Burton who will immediately start a fistfight with you. Defeat him to finish that side quest.





(LEFT) 'Before you meet with Roche in the market square, you may want to see to all of the side quests in the chapter, which now are available and can perhaps be completed.' (RIGHT) 'You can discuss with Roche who you would rather save: the princess or your sorceress.'

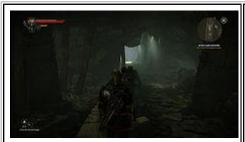
Continue forward across the new square and you'll find Vernon Roche waiting for you near a large stone column. Talk to him and he will ask if you want to proceed. If you don't, you can tell him so and continue looking around the square. You might want to keep looking around, actually. Not far past Roche is the inn's sign board, where you can take notices off the board to activate side quests known as Bring It On: Loc Muinne and The Gargoyle Contract. Now is actually the perfect time to take care of all of the chapter's side quests, if you're interested, so tend to that and then you can get back to your main adventure by speaking with Roche and indicating that you're ready to proceed to see Radovid.

When you try to go see the king, soldiers will bar your progress. You can talk to them and convince them to let you through, with Roche's help. Then the two of you can head along some corridors before finally reaching more guards who stand ahead of the king's chambers. Talk to them and they'll let you through, where a lengthy conversation with the king follows. Basically, he explains that you need to find Anais to ensure the dominance of the north. Roche agrees and sees a future for Temeria, but you also have the option of freeing the imprisoned Triss. The two of you will head out to the market square then, where you can decide whether to go meet with Roche and free Anais, or to go look after Triss. You can only choose one of the two options.

If you decide to find Triss, you'll resume the Where is Triss Merigold? story quest. If you want to find and rescue Anais, the Of His Blood and Bone story quest will begin. Meanwhile, your first quest in the chapter is now complete.

Of His Blood and Bone

If upon reaching the end of the For Temeria! story quest you decide that it makes sense to join Vernon Roche in search of Dethmold and Anais rather than seeking out Triss, then you can head to the edge of the market square and descend through the hole in the floor to arrive at the sewers. You'll head to a guarded gate, where you can use a sign to distract the guards long enough that they are overwhelmed. As you start through the gate they were guarding, the guest is activated.





(LEFT) 'Head through the tunnels with Vernon Roche as you make your way toward the Kaedweni camp.' (RIGHT) 'You will do battle with many soldiers on your way to confront Dethmold.'

Proceed up the tunnel and a scene follows. Roche makes his way to a high wall after killing two guards with your assistance. He states that he will take the high road, which means you are left alone to follow the low road to your left. There, some soldiers will rush you. Tend to them in the usual manner while dodging magical bursts fired by a sorcerer who stands on a nearby ledge.

When you defeat the soldiers, the sorcerer will teleport out of sight. You will need to kill still more soldiers that arrive. They're tougher than the last lot, but still shouldn't pose a true threat. Defeat them, then head left again toward the wall where Roche is now pacing. He has opened a gate for you, so pass through it and you'll find a courtyard flooded with soldiers. For the most part, you will have to deal with these men alone. The sorcerer has also returned, so you'll have to worry about his fiery blasts as you defeat his men.

As you take out a number of the men, Roche will work his way toward you and eventually join the fray. Now the two of you can dispose of the last of the soldiers and then it's time to deal with the sorcerer. He teleports around the area, making a nuisance of himself and preventing you from taking care of him in a single flurry of slashes, but you can move around the area. Follow him to where he reappears, hit him a few times and then repeat as necessary. Once you fell the sorcerer, the camera pans to show a path descending into a lower area.





(LEFT) 'Get the key from Dethmold's corpse and search the safe to find a truly powerful steel blade.' (RIGHT) 'You can impact what Roche decides to do with Anais, now that she has been rescued.'

Start in that direction and at the base, you'll see Anais behind a barrier. There's a door to the left, as well. Start in that direction and a scene will follow. Dethmold meets a messy end. You can search his corpse and find a key to the safe, which you should open to obtain the powerful Forgotten Vran Sword, a steel weapon capable of tremendous damage.

Now backtrack and find Anais. You can give Roche reason to doubt King Radovid, or you can agree that it's best to hand the girl over to him.

If you talk Roche into handing Anais over to the Timerians, you'll head back up the stairs with Roche and the girl. You'll soon come into a group of Knights of the Order. After a short conversation, you'll have to fight them. When you win, you can escort Anais back toward the market square. Despite the indicator on the map, which points sharply to your right, you should head along the route that you followed as you initially worked through this quest. It's the only one that will take you to your destination. As you arrive, the quest concludes.

If you instead agree with Roche that he should hand Anais over to Radovid, you'll head up into the courtyard and meet with the Knights of the Order, just as you would in the other scenario. However, you won't have to fight them. Instead, they'll help you escort Anais back toward camp. As you near your destination, the quest concludes.

In either case, your next quest is automatically unlocked: A Summit of Mages.

A Summit of Mages

This quest becomes available following completion of one of three potential previous quests, depending on how you have progressed through the game up to this point.





(LEFT) 'Head to the amphitheater only when you have completed any side quests, as the events that follow lead directly to the end of the game.' (RIGHT) 'Sile has run into a wee bit of trouble.'

Whether you reach the new quest by completing Where is Triss Merigold? or Of His Blood and Bone or The Spellbreaker, the events that follow will be largely the same and won't actually require your input. Note that if you have any uncompleted side quests lying around, now is the time to tend to them.

Once all of your preparations are complete, head toward the amphitheater to meet the appropriate character. Just who you'll meet depends on which quest you played previously. If you went with Where is Triss Merigold?, then she is the one you meet. Otherwise, you'll meet lorveth or Roche, depending on who your ally is for this last leg of the adventure.

If you are with Triss, you'll possibly have to beat some guards in order to proceed. Otherwise, simply head into the summit without resistance. Inside, a lengthy scene will follow that doesn't require your active participation. Just watch everything unfold and enjoy the plot twists. Then when the mission concludes, the Enter the Dragon story quest is activated.

Enter the Dragon

Following the events that play out in the A Summit of Mages story quest, you'll find yourself at the summit and mostly surrounded by fire. Your friends are blocked off from joining you, so you'll have to take care of Saskia in dragon form.





(LEFT) 'Your foe now will be Saskia in the form of a powerful dragon that began the fight by setting the amphitheater on fire.' (RIGHT) 'The dragon will attack from the sides as you ascend the tower.'

Start up the stairs directly ahead of you. You'll find a ledge which serves as an apparent dead end, but you can climb onto another ledge to your right and start up a winding staircase. Sile will alternate between threatening you as you climb and demanding that the dragon kill you. The beast will certainly try; chunks of the wall will fall away against the dragon's onslaught as you ascend, so you should periodically stop to let it breathe fire across your path. Then when the flames subside, continue climbing.

Once you reach the top of the tower, you'll find Sile waiting for you. She claims that she has stabilized a portal. She'll give you some information that warrants proper consideration, but her plan isn't for you to leave this place with that information in your hands. She tells you that the dragon will kill you here, then tries to teleport out of sight. However, something has gone awry with her device. Though moments ago she threatened you with death, she calls now for you to remove the crystal and save her. Do as she asks and she'll give you some more information before teleporting out of sight. Otherwise, you can leave her where she is and after a moment of inactivity on your part, she will die.

Now the dragon attacks by breaking through the wall. You must fight its head and claws. It will swipe at you furiously and will occasionally stop to breathe fire if you back away to try to get out of range from its claws. You can't really hide anywhere, since it's not possible to start back down the stairs, so try to get the dragon to start breathing fire and then you can roll in and attack from the opposite side to get in a few swipes before retreating. Your goal here isn't to kill the dragon, just to wound it enough that it thrashes about a bit and partially destroys the tower.





(LEFT) 'Hack at the dragon's neck and head with your silver sword.' (RIGHT) 'You can save Saskia with the dagger only if you obtained it by helping Philippa.'

Now the fight resumes, though your progress up to this point is conveniently saved so that if you happen to fall in battle, you don't have to start fresh from the beginning of the duel with the dragon. Climb up some ledges to your right and you'll arrive at what is now the top of the tower.

The dragon attacks again, and now you should repeat the process that worked previously. Your foe is freer to move around now and that complicates things a bit, but the same general strategy remains unchanged. The big difference is that periodically, the dragon will retreat out of sight. Then you know that it is about to either pounce from an edge if you get too close, or it will send its tail up and the tail will lash out to the side to strike you. The tail does a lot of damage and it moves surprisingly quickly, so hopefully you've not taken so much damage up to that point that it finishes off your life meter. Keep fighting in spite of the increased odds against your success and when you finally deal enough damage, a quick-time event follows.

If you input the commands in time, a scene will follow as the dragon is impaled on a tree. If you didn't rescue Philippa, you now you have a choice. You can kill it or leave it where it lies. If you followed a path through the chapter that involved helping Philppa instead of Triss Merigold (while aligned with lorveth), you have a special dagger and a third option automatically plays out as you cure the dragon of its curse. Then you can talk to Saskia to learn more about the future of Vergen. Once Saskia's fate is determined, another scene follows and it leads right into the final story quest: Epilogue.

Epilogue

When you finish the Enter the Dragon story quest, one final quest remains.





(LEFT) 'One of your friends informs you that Letho is waiting to meet with you.' (RIGHT) 'Letho has much to tell you and many questions to answer, if you give him the chance.'

As you head back toward the ruined city, you'll meet up with one of your allies. Which character greets you depends on preceding scenes. That ally will talk to you briefly and then you'll learn that Letho waits for you in the Temerian camp. You can save your progress, then follow the on-screen indicator to arrive back at the camp if all of the recent activity has left you disoriented. Along the way to see Letho, you will witness a scene if your companion is Triss, and you'll have to kill some soldiers. They're no match for you, though, especially since you'll have both Triss and Vernon Roche fighting by your side. If lorveth is your ally, you'll fight the same soldiers but under different circumstances.

When you arrive in the square, Letho will greet you. If you didn't rescue Triss directly, you will meet her now and the Where is Triss Merigold? story quest will be marked as complete. Now you can either talk to Letho and learn his side of the story, or you can get all menacing and fight him. The information he has is bound to be interesting by this point, if you've been following the plot. Hear him out as desired, and then you can answer •"Let's finish this•", when you're ready to make a decision as to whether he lives or dies.

If you take the violent approach, of course you'll have to duel Letho. Otherwise, you can leave him alive. Know if you fight him that Letho can generate a shield to protect himself, so just steer clear of him if you see the shimmering aura around him and dodge any projectiles he tosses at you, then move in and slash him apart when you see an opening. Whether you fight him and kill him or choose to spare him, the game's final quest ends on that note. Enjoy the closing credits!

Where is Triss Merigold

The story question known as The Rose of Remembrance leads back to the side quest known as The Assassins of Kings, and that quest ultimately leads into this one.





(LEFT) 'Dandelion saw where Triss was headed last.' (RIGHT) 'There is blood on the floor, but does it belong to Triss?'

Letho said some things that give Geralt reason to fear for Triss, so it's time to return to Flotsam. Follow your guide back to the town and when you arrive, the scene that greets you varies depending on whether or not you handed lorveth a sword when he asked for one ahead of your duel with Letho.

Though the scene that unfolds will vary, your general search for Triss follows the same procedure either way. First head toward the inn, where you may or may not have to free Dandelion from some angry citizens. If you do have to free him, use magic to accomplish the task. If the magic fails, fists will work instead. When you talk to Dandelion, he'll reveal that Triss visited the sorceress, who lives in her chambers over the inn. Head up to the room and look around the area. Investigate and check the wall on the side of the room to find a peephole. There's also a huge blood pool on the floor (too much blood, Geralt notes). Something big obviously happened in the room, but it's tough to be sure what.

Check the next room over to meet with Derae, who is reluctant to talk. You can learn a lot from her if you work at it, though, including word that Cedric followed someone into the forest. When you finish, you'll access the Margot's Disappearance side quest that can be completed almost immediately.

When you're ready to follow Cedric after hearing from a prostitute where he went, you can drink the Cat potion (which you should already have in your inventory) and follow the bloody trail leading away from the inn and into the forest. The trail takes you to the area outside of town with the waterfall. You should know it well by now. Go there and you'll meet up with Cedric, who explains what happened moments ago in an extended scene. When it concludes, so does the quest (for chapter 1, at least) and two new quests become available: At a Crossroads: Vernon Roche and At a Crossroads: lorveth.

On a single trip through the game, you can only complete one of the two quests. The one that you choose will dramatically affect the rest of the game for you. This is a good time to save your progress so that you can return to the point after clearing the game along one route and try the other one.





(LEFT) 'You can bribe the thirsty dwarf to hear about a redhead who fell from the sky.' (RIGHT) 'Help the trolls to acquire the ribbon, or kill them and aid the mercenaries if you prefer.'

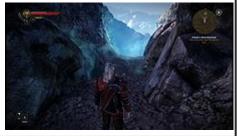
The quest will later require your active involvement, if you are working through chapter 2 with lorveth as an ally. You'll need to find information about Triss as you satisfy the Royal Blood quest in that chapter.

Start by visiting Philippa Eilhart at her house in Vergen. She'll tell you about a drunkard who may have recently seen her. Visit the drunk at the inn and you'll have to bribe him with oren to hear his story. He describes Triss and Letho falling out of the sky in a nearby gully. Letho left Triss to whatever fate awaited her, which apparently was a meeting with a troll. The man knows nothing more, but you can head to the ravines that he mentioned now to see what you can find for yourself.

Head outside of the city as indicated on your on-screen radar. You'll have to pass through the burnt village, where elves are guarding, then head downhill and start sharply left along some ravines that eventually wind back toward the right. There, you'll meet a troll. If you talk to him nicely, he'll repeat a story similar to what you heard at the inn from the drunk dwarf. Then you can promise to find his wife for him, and not to harm her. Continue onward from there, as indicated by the on-screen arrow. You'll face some harpies in a ravine. There are a lot of them, so fight carefully and use magic to keep them at bay so that you don't have to fight too many at once.

When you have killed the harpies, continue along the ravine and you should soon come to another troll. This is the female one, surrounded by mercenaries. You can kill either her or the mercenaries, depending on who you would like to aid you later in the game. There's more in it for you if you spare the troll, but do whatever you like. You'll get the desired ribbon either way.





(LEFT) 'You should only visit Philippa if you have completed the appropriate quests.' (RIGHT) 'Head through the mist with an amulet that Philippa gave you to serve as your guide.'

Take the ribbon back to Philippa's house in Vergen. If you are hoping to solve the With Flickering Heart side quest, you should also make sure to do so before talking to Philippa, or it will fail. If you haven't tended to some other tasks first (specifically, the Subterranean Life quest), you won't find her in her home. Otherwise, she'll be waiting there and a scene follows before your efforts to find Triss are temporarily abandoned in favor of more pressing matters (you'll return to it soon enough) and the Royal Blood story quest is updated.

After you advance that quest as far as you can at present, it will be time to check in with Philippa again. When you get near her house, a brief scene unfolds. Philippa will explain that you need to pass through the spectral mist if you want to find Triss. You'll have help as you do so. Philippa promises to guide you on your expedition.

Head out of Vergen now and pass through the burned village. Beyond that, take a right at the intersection that the elves are guarding and start through the mist. As promised, the amulet that you have in your possession will make crossing relatively easy. The familiar owl will accompany you, plus you don't actually have that far to travel. Make your way slowly, keeping near the owl and slashing apart any enemies that get too close for comfort. As was the case the last time you went through the mist with the owl, wraiths like to appear and circle around the owl. When they're present, move around the wring of spectral forms and chop them apart with your silver sword so that you can press onward. The draugnir enemies also should be actively destroyed, but otherwise you'll mostly pass through the mist without incident.

When you reach the far side, Philippa will say that she cannot go further because Dethmold may sense her presence. You're on your own again.





(LEFT) 'What you find on the battlefield figures in heavily during the events that follow.' (RIGHT) 'See the madame at her place of business, but you aren't there to pay for the usual services.'

Start in the direction indicated by the arrow on your on-screen map. You'll head along a ravine and come across a corpse. When you search the corpse, you find a mysterious figurine. Your discovery is almost immediately followed by the arrival of Vernon Roche with a few of his men by his side. Talk to him and explain that you're looking for Triss. The conversation is a tense one, but in the end he'll offer you two suggestions for how you can find what you need. You can either try a stealthy approach by heading along some canyons to your right to sneak into the camp, or you can battle some monsters in a tunnel.

Unless you live for stealth, the tunnel is definitely a good route to follow. Start off by following in the direction that Roche and his men travel. You'll arrive at some tents that are being used by Madame Carole and her lovely ladies. She's likely seated outside, on a bench. Talk to her and then ask to talk to her. She'll agree, for a fee. Tell her that you'd like to know how you could get inside the camp. She charges quite the hefty fee, but if you pay up she will tell you that the entrance is inside the tent.

Head inside the tent and check the back room. A trap door is open. Drop through the opening, then make your way through the short series of tunnels beyond. You'll have to head through a doorway, then explore some cells to find an opening in the floor that you can drop through to reach a lower tunnel. Once you're in that tunnel, follow the most direct route. There's nothing of interest along any side passageways. Along the main route, you'll have to battle a bullvore and some rotfiends, but they're easy to kill with the gear you should have at your disposal by now.

You'll reach an exclamation point on your map, where you can head left to venture outside or right to continue along the passageway and battle more rotfiends. The latter option is really your best option, so continue along that passageway and watch for a path to the right. You can head along it to find a

gap that you can leap across. There, you'll find and do battle with a golem. It is guarding some chests that contain actual items of potential interest, including the powerful Armor of Ban Ard and the equally powerful Gwyhyr blade. They're definitely worth the trip. Collect those goodies, then return to the main trail and continue through the tunnel to finally reach an exit point.





(LEFT) 'When you emerge from the caves, you will find a guard and for no apparent reason allow him to disarm you.' (RIGHT) 'Vanhemar uses fire magic but he doesn't utilize it often enough to pose a real threat.'

When you exit the tunnel and start around the side of the cliffs, you'll trigger a scene. You can talk to the guards however you like, but ultimately they'll strip you of your weapons. The scene that follows reveals a great deal of information and updates the Returning Memories side quest and also The Assassins of Kings. When those scenes conclude, you'll find yourself about to be executed. However, Vernon Roche and Ves intervene on your behalf. A battle follows.

In this fight, you'll be going up against a few guards and a sorcerer. You'll be helped by your two friends. They can keep the guards mostly occupied while you focus on the sorcerer, who will take a few hits from your sword before throwing up a shield and teleporting to a new location. When he reappears, he'll wait for a moment and then send a fiery blast your direction. You can step or roll to the side if you see it coming, then move in close and hit him with a few more slashes of the sword before the process repeats. Finally, you should take out the sorcerer and the other guards. You'll have the opportunity to explore the Nilfgaardian camp if you like (make sure that you do so if you want to pick up the Armor of Loc Muinne that a soldier has likely left lying on the ground), then it's time to head elsewhere.

If you didn't spare Prince Stennis back in Vergen, you can talk Roche into helping you out of the camp. Just play along and pretend to be his prisoner and you'll get through just fine. Otherwise, now is your opportunity to get some blood from King Henselt before you depart. Again, we'll rely on Vernon Roche for assistance.





(LEFT) 'Use the barrels to create a diversion.' (RIGHT) 'Making your way across the battlefield with your owl escort is as easy as ever.'

To sneak into the camp and meet with King Henselt, start forward along the path behind Roche and when you can, move right and duck behind some barrels as Roche talks to the nearest guards. When he leads them down the path you followed to reach your hiding place, you can then head to the right along the tents. There are soldiers on the opposite side of those tents, so be careful. When you get near the king's tent, you'll notice two men guarding it. Continue along the side of the tents where you're already positioned and you'll come to a pile of barrels. Get near and a button prompt appears on-screen. You can use magic on the barrels, then run back left. Wait for the guards to go investigate the source of the noise, then sneak into the tent they were guarding for a scene with the king. He'll give up his blood and have his men lead you outside the camp without the need for additional sneaking around on your part. The Royal Blood quest will now be marked complete.

When you reach the edge of camp, whether with King Henselt's blood or without, it's time to pass through the mist again and return to Vergen. Walk straight forward, then descend along a road leading into a ravine and pass through the mist. As usual, Philippa will appear at that point in owl form to assist as you work your way back across the mist-covered battlefield. Also as usual, you'll have to hack apart wraiths that try to block the owl's progress.

Once you make your triumphant return to Vergen, go to see Philippa in her house again. When you do, a scene follows and this quest is finally complete. However, you'll have the chance to revisit it in the final chapter.





(LEFT) 'The problem with your hostage is that no one seems to care whether he lives or dies.' (RIGHT) 'Climb up to the rooftops and make your way along them to reach Matsen.'

When you arrive in chapter three, whether you are allied with lorveth or Vernon Roche, you'll eventually face a choice about how you want to proceed through the chapter. You'll have two choices in either event, and there's one quest that is in common: this one. Putting your own needs ahead of those of the free world, you decide to look for Triss Merigold. You find Shilard Fitz-Oesterlen as he is talking to his guards. When you do, you take him hostage and lead him toward the Nilfgaardian camp.

As you arrive at the camp, you'll be greeted by a group of soldiers. Their leader kills your hostage, then tells his men to kill you before leaving. You'll have to battle several soldiers here, including a few with shields. Pick off the weak ones first and keep them from surrounding you by rolling out of the way or by using magic. When the weaker fellows are down, you're good to tend to the tougher ones with shields. You want to approach them carefully and hit them from the flanks if possible.

After clearing away the soldiers, you'll find a locked gate. Head left through the tents to reach a ladder, then climb to the roof and run along it. You can drop down from there and head through a new opening to find more soldiers. Make your way along that route, taking care of any resistance before it has a chance to mount a proper attack. Your progress will be saved and then you'll enter a large

square, where you must kill a slew more soldiers and then their leader. You know how to fight by now, so use the same strategies that have carried you to this point in the game. Then you'll have a chat with Aep Matsen before you face another round of soldiers. This time, Matsen joins them.





(LEFT) 'Kill his henchmen first and save Matsen for last so that you can fight him without distractions.' (RIGHT) 'Your long search for Triss has finally come to an end.'

This fight is more difficult than the previous one. Matsen will hang back at first, but you must deal with a bunch of soldiers and a sorcerer who hurls powerful fire magic at you throughout the fight. You can move in quickly and get in a hit or two, but then the sorcerer will throw up shields and temporarily make himself invulnerable. When that happens, fight some soldiers but keep an eye out for the sorcerer. You want to hit him again when he is vulnerable, as the sooner you get rid of him the better the fight will tend to go.

Kill the sorcerer, any straggler guards and finally Matsen himself. Then check his corpse for the key that you need to free Triss. Now head down some stairs at the side of the area and open the cell. Inside, you'll finally meet with Triss and at long last. Talk to her about the stuff you learned in your discussion with Matsen. When that conversation concludes, you'll need to lead Triss back toward the market square. You have an extra key now, so you can take a shortcut through the huge locked doors. As you are about to arrive at your destination, Triss will suggest splitting up and this lengthy quest is definitively complete at last. A new story quest is also initiated in the process: A Summit of Mages.

If you decide not to rescue Triss directly, she'll still survive and the quest will conclude just before the end of the Epilogue story quest.

Chapter 3 - Iorveth

lorveth was an elven rebel when first you met him, but now he is a strong ally who has proven true to his word. The two of you will begin chapter three together, searching for Triss Merigold and hoping for a better future for the world.

Quests in Chapter 3

- For a Higher Cause!
- The Spellbreaker
- A Summit of Mages
- Enter the Dragon
- Epilogue

For a Higher Cause!

You'll begin the chapter on a snowy mountain pass, with the ruins of Loc Muinne lying far below you. That's your destination, so it's worth the hike.



As you start down the hill, you'll chat with lorveth when you're not dealing with harpies. The creatures attack you regularly along the path, but you should have a strong silver sword by now and the elf is a good ally. You should have no trouble making your way safely to the base of the trail.

Unfortunately, the path leading into Loc Muinne itself is guarded by the Knights of the Order. They have no particular interest in seeing an elf like lorveth get through, and the price on your own head means you're likely toast if you try to pass through. Even if you do decide to risk it and manage to force your way through their group, you'll find that the front gates to Loc Muinne are locked and cannot be entered. Unless you have loaded a save file from The Witcher in which you were allied with the Order (which means that Siegfried is alive to let you through the gate in the new game), it's really best to go with lorveth right from the start.

lorveth will lead you toward the city by a dangerous underground route. Along the way, you'll find a few weak enemies and also an arachas. It's the giant spider monster that you fought in the first chapter. lorveth will draw your attention to it, then leap across a gap along a ledge.



Follow lorveth across the gap and as the two of you round the corner in the cave, you'll have no choice but to engage the monster. It likes to start by rushing you, so make sure that you roll out of its way and then counter with strikes from your silver sword. Given the number of monsters you fought in the previous chapter that were weak to silver, you probably have a strong blade equipped by now and

can do a lot of damage with it, making the fight a non-issue. Past that, you'll find some weaker endregas and then you'll emerge into the open.

Continue along the ledge from there, battling harpies as you go, and you'll reach a new opening. Climb up a ledge after lorveth and the two of you will arrive in the castle area. There, you can drop down and start through a new chamber. As you do, you'll cause gargoyles to arrive on the scene.

The gargoyles are powerful beasts, with bodies made of stone, but they will take a lot of damage if you hit them with your silver sword. Still, they last long enough to be an issue and several of them may try to swarm you if you get especially unfortunate. Make sure that you keep moving and don't focus on one of them too long, since lorveth isn't necessarily going to help much in this fight even though he's nearby. Remember also that the gargoyles can breathe fire, and when you have drained their life meters they will pause for a moment and then explode. Kill them carefully, then continue after lorveth. There are stairs that descend to a mysterious room where you can try to solve a puzzle that will allow you to access the An Encrypted Manuscript side quest, but you can come back to that later if you prefer while completing the side quest known as The Gargoyle Contract.





(LEFT) 'The sewers you want to find for this mission are entered through a building on the edge of the market square, not by way of a hole in the ground (those are different sewers).' (RIGHT) 'Philippa is in trouble, but she won't see her punishment coming.'

Following lorveth through the next area will eventually allow you to reach a hallway. There are soldiers waiting to the left, and you overhear them talking about Philppa being in the dungeon. Remember, you need her to cure Saskia, so it's not a good idea to simply leave her there. Talk to lorveth about the situation and he agrees that you need to reach that dungeon. There are two ways you might do so: by tunnel or by allowing yourself to be arrested. The latter option isn't much of an option at all, since you'll have to surrender your weapons and will never get them back, so you should instead head through another tunnel.

Start in the direction where you saw the guards, but quickly advance through a room to the right. As you head in that direction, you'll face some bounty hunters. Defeat them, then head up a sloped ramp to the upper level of the area. Run along it and you'll find some harpies. Kill them, then descend to the left and at the base of that slope, take a sharp right toward a wall. You'll find and must defeat two guards without being weakened too much (or else you risk being arrested). Once you defeat them, continue forward to what is essentially a four-way intersection. To the right you'll see people seated at tables, while straight ahead there's a corridor and along that corridor's left side a door. Open that door and you'll find yourself in the sewers.

Reaching the sewers was the hard part. Now you just need to work your way through them, battling rotfiends and bullvores. Note that if you have completed the Mystic River side quest up to this point, you can open a treasure chest for some exciting goodies. The chest is along the right side of the wall

at the end of the first long corridor where you fight monsters (before the tunnel heads to the left). Look along the ivy to find it. You can see the walkthrough for that side quest for more details.

The monsters you fight along the way shouldn't be much trouble, particularly if you use magic to prevent the bullvores from effectively charging you. You'll have to climb along some ledges as you explore the area, but eventually you'll arrive at the base of an ascending corridor. As you start forward, a scene is triggered and Philippa is tortured. When that concludes, you regain control and can start forward again. Do so.

You'll have to battle some soldiers now, so hopefully you're ready for that. None of them are dangerous alone, but together in tight quarters they could give you some slight trouble. When you defeat them, you can open the gate and a scene with the ambassador will follow. Then you can question Philippa. You'll learn a few things, and then it's time to decide whether you want to find Triss (which initiates the final part of the Where is Triss Merigold? story quest) or help Philippa. The latter option will initiate the story quest known as The Spellbreaker. Either way, the current quest is concluded.

The Spellbreaker

At the conclusion of the For a Higher Cause! story quest, you can choose to proceed with either this quest or the ongoing Where is Triss Merigold? quest, but you can't actively pursue both.





(LEFT) 'Lead Philippa back through the sewers and search for the secret entrance to her private quarters.' (RIGHT) 'You must light the candles in a certain order suggested by the notes Philippa left on her desk, or else you won't be able to open the treasure chest.'

If this is the route you take, you'll need to guide Philippa through the sewers and toward her quarters. The walk will be a slow one, and along the way you'll meet lorveth. He takes out some guards, and you can start forward through the sewers again with him leading Philippa.

As you progress, you will encounter weak resistance from monsters. There are none of them that should prove particularly fierce. You've fought their sort before. Just remember that the rotfiends will explode shortly after defeated, so you don't want to be caught in a blast of bloody guts. When you clear away a few groups, lorveth will suggest that you check the room ahead before he enters it. Climb the stairs and you'll reach that room, where you will be attacked by a gargoyle or two. Kill it, then head into the room to the right. Some of Philippa's notes are on a table there. Grab them, then head left two rooms and defeat more gargoyles.

lorveth and Philippa will join you again, and now the lot of you can head upstairs. There, you'll find candles spread out in a pattern along the floor. Philippa explains that the candles must be lit in a certain order, as described by her cryptic notes. There are three different patterns outlined. One of them will open the chest, but you'll have to try each one until you find the correct combination. The three possibilities are: 1) lower left, upper left, upper right, lower right, center; 2) lower left, upper right, lower left, center.

One of the three combinations works and you are attacked as Philippa flees in owl form. Then you're left to fight a monster known as the elemental. It is a slow-moving creature and capable to killing blows, if you have those skills. Just hack away at it and watch the ground at your feet. If you see yellowish light forming a circle around them, roll to the side and then resume your onslaught against the beast. When you defeat it, you can open the chest for the dagger you were promised. Talk to lorveth and when you suggest that you should next head to the summit, A Summit of Mages becomes available as your next story quest and the current one is marked complete.

Where is Triss Merigold

The story question known as The Rose of Remembrance leads back to the side quest known as The Assassins of Kings, and that quest ultimately leads into this one.





(LEFT) 'Dandelion saw where Triss was headed last.' (RIGHT) 'There is blood on the floor, but does it belong to Triss?'

Letho said some things that give Geralt reason to fear for Triss, so it's time to return to Flotsam. Follow your guide back to the town and when you arrive, the scene that greets you varies depending on whether or not you handed lorveth a sword when he asked for one ahead of your duel with Letho.

Though the scene that unfolds will vary, your general search for Triss follows the same procedure either way. First head toward the inn, where you may or may not have to free Dandelion from some angry citizens. If you do have to free him, use magic to accomplish the task. If the magic fails, fists will work instead. When you talk to Dandelion, he'll reveal that Triss visited the sorceress, who lives in her chambers over the inn. Head up to the room and look around the area. Investigate and check the wall on the side of the room to find a peephole. There's also a huge blood pool on the floor (too much blood, Geralt notes). Something big obviously happened in the room, but it's tough to be sure what.

Check the next room over to meet with Derae, who is reluctant to talk. You can learn a lot from her if you work at it, though, including word that Cedric followed someone into the forest. When you finish, you'll access the Margot's Disappearance side quest that can be completed almost immediately.

When you're ready to follow Cedric after hearing from a prostitute where he went, you can drink the Cat potion (which you should already have in your inventory) and follow the bloody trail leading away from the inn and into the forest. The trail takes you to the area outside of town with the waterfall. You should know it well by now. Go there and you'll meet up with Cedric, who explains what happened moments ago in an extended scene. When it concludes, so does the quest (for chapter 1, at least) and two new quests become available: At a Crossroads: Vernon Roche and At a Crossroads: lorveth.

On a single trip through the game, you can only complete one of the two quests. The one that you choose will dramatically affect the rest of the game for you. This is a good time to save your progress so that you can return to the point after clearing the game along one route and try the other one.





(LEFT) 'You can bribe the thirsty dwarf to hear about a redhead who fell from the sky.' (RIGHT) 'Help the trolls to acquire the ribbon, or kill them and aid the mercenaries if you prefer.'

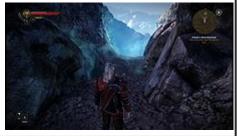
The quest will later require your active involvement, if you are working through chapter 2 with lorveth as an ally. You'll need to find information about Triss as you satisfy the Royal Blood quest in that chapter.

Start by visiting Philippa Eilhart at her house in Vergen. She'll tell you about a drunkard who may have recently seen her. Visit the drunk at the inn and you'll have to bribe him with oren to hear his story. He describes Triss and Letho falling out of the sky in a nearby gully. Letho left Triss to whatever fate awaited her, which apparently was a meeting with a troll. The man knows nothing more, but you can head to the ravines that he mentioned now to see what you can find for yourself.

Head outside of the city as indicated on your on-screen radar. You'll have to pass through the burnt village, where elves are guarding, then head downhill and start sharply left along some ravines that eventually wind back toward the right. There, you'll meet a troll. If you talk to him nicely, he'll repeat a story similar to what you heard at the inn from the drunk dwarf. Then you can promise to find his wife for him, and not to harm her. Continue onward from there, as indicated by the on-screen arrow. You'll face some harpies in a ravine. There are a lot of them, so fight carefully and use magic to keep them at bay so that you don't have to fight too many at once.

When you have killed the harpies, continue along the ravine and you should soon come to another troll. This is the female one, surrounded by mercenaries. You can kill either her or the mercenaries, depending on who you would like to aid you later in the game. There's more in it for you if you spare the troll, but do whatever you like. You'll get the desired ribbon either way.





(LEFT) 'You should only visit Philippa if you have completed the appropriate quests.' (RIGHT) 'Head through the mist with an amulet that Philippa gave you to serve as your guide.'

Take the ribbon back to Philippa's house in Vergen. If you are hoping to solve the With Flickering Heart side quest, you should also make sure to do so before talking to Philippa, or it will fail. If you haven't tended to some other tasks first (specifically, the Subterranean Life quest), you won't find her in her home. Otherwise, she'll be waiting there and a scene follows before your efforts to find Triss are temporarily abandoned in favor of more pressing matters (you'll return to it soon enough) and the Royal Blood story quest is updated.

After you advance that quest as far as you can at present, it will be time to check in with Philippa again. When you get near her house, a brief scene unfolds. Philippa will explain that you need to pass through the spectral mist if you want to find Triss. You'll have help as you do so. Philippa promises to guide you on your expedition.

Head out of Vergen now and pass through the burned village. Beyond that, take a right at the intersection that the elves are guarding and start through the mist. As promised, the amulet that you have in your possession will make crossing relatively easy. The familiar owl will accompany you, plus you don't actually have that far to travel. Make your way slowly, keeping near the owl and slashing apart any enemies that get too close for comfort. As was the case the last time you went through the mist with the owl, wraiths like to appear and circle around the owl. When they're present, move around the wring of spectral forms and chop them apart with your silver sword so that you can press onward. The draugnir enemies also should be actively destroyed, but otherwise you'll mostly pass through the mist without incident.

When you reach the far side, Philippa will say that she cannot go further because Dethmold may sense her presence. You're on your own again.





(LEFT) 'What you find on the battlefield figures in heavily during the events that follow.' (RIGHT) 'See the madame at her place of business, but you aren't there to pay for the usual services.'

Start in the direction indicated by the arrow on your on-screen map. You'll head along a ravine and come across a corpse. When you search the corpse, you find a mysterious figurine. Your discovery is almost immediately followed by the arrival of Vernon Roche with a few of his men by his side. Talk to him and explain that you're looking for Triss. The conversation is a tense one, but in the end he'll offer you two suggestions for how you can find what you need. You can either try a stealthy approach by heading along some canyons to your right to sneak into the camp, or you can battle some monsters in a tunnel.

Unless you live for stealth, the tunnel is definitely a good route to follow. Start off by following in the direction that Roche and his men travel. You'll arrive at some tents that are being used by Madame Carole and her lovely ladies. She's likely seated outside, on a bench. Talk to her and then ask to talk to her. She'll agree, for a fee. Tell her that you'd like to know how you could get inside the camp. She charges quite the hefty fee, but if you pay up she will tell you that the entrance is inside the tent.

Head inside the tent and check the back room. A trap door is open. Drop through the opening, then make your way through the short series of tunnels beyond. You'll have to head through a doorway, then explore some cells to find an opening in the floor that you can drop through to reach a lower tunnel. Once you're in that tunnel, follow the most direct route. There's nothing of interest along any side passageways. Along the main route, you'll have to battle a bullvore and some rotfiends, but they're easy to kill with the gear you should have at your disposal by now.

You'll reach an exclamation point on your map, where you can head left to venture outside or right to continue along the passageway and battle more rotfiends. The latter option is really your best option, so continue along that passageway and watch for a path to the right. You can head along it to find a

gap that you can leap across. There, you'll find and do battle with a golem. It is guarding some chests that contain actual items of potential interest, including the powerful Armor of Ban Ard and the equally powerful Gwyhyr blade. They're definitely worth the trip. Collect those goodies, then return to the main trail and continue through the tunnel to finally reach an exit point.





(LEFT) 'When you emerge from the caves, you will find a guard and for no apparent reason allow him to disarm you.' (RIGHT) 'Vanhemar uses fire magic but he doesn't utilize it often enough to pose a real threat.'

When you exit the tunnel and start around the side of the cliffs, you'll trigger a scene. You can talk to the guards however you like, but ultimately they'll strip you of your weapons. The scene that follows reveals a great deal of information and updates the Returning Memories side quest and also The Assassins of Kings. When those scenes conclude, you'll find yourself about to be executed. However, Vernon Roche and Ves intervene on your behalf. A battle follows.

In this fight, you'll be going up against a few guards and a sorcerer. You'll be helped by your two friends. They can keep the guards mostly occupied while you focus on the sorcerer, who will take a few hits from your sword before throwing up a shield and teleporting to a new location. When he reappears, he'll wait for a moment and then send a fiery blast your direction. You can step or roll to the side if you see it coming, then move in close and hit him with a few more slashes of the sword before the process repeats. Finally, you should take out the sorcerer and the other guards. You'll have the opportunity to explore the Nilfgaardian camp if you like (make sure that you do so if you want to pick up the Armor of Loc Muinne that a soldier has likely left lying on the ground), then it's time to head elsewhere.

If you didn't spare Prince Stennis back in Vergen, you can talk Roche into helping you out of the camp. Just play along and pretend to be his prisoner and you'll get through just fine. Otherwise, now is your opportunity to get some blood from King Henselt before you depart. Again, we'll rely on Vernon Roche for assistance.





(LEFT) 'Use the barrels to create a diversion.' (RIGHT) 'Making your way across the battlefield with your owl escort is as easy as ever.'

To sneak into the camp and meet with King Henselt, start forward along the path behind Roche and when you can, move right and duck behind some barrels as Roche talks to the nearest guards. When he leads them down the path you followed to reach your hiding place, you can then head to the right along the tents. There are soldiers on the opposite side of those tents, so be careful. When you get near the king's tent, you'll notice two men guarding it. Continue along the side of the tents where you're already positioned and you'll come to a pile of barrels. Get near and a button prompt appears on-screen. You can use magic on the barrels, then run back left. Wait for the guards to go investigate the source of the noise, then sneak into the tent they were guarding for a scene with the king. He'll give up his blood and have his men lead you outside the camp without the need for additional sneaking around on your part. The Royal Blood quest will now be marked complete.

When you reach the edge of camp, whether with King Henselt's blood or without, it's time to pass through the mist again and return to Vergen. Walk straight forward, then descend along a road leading into a ravine and pass through the mist. As usual, Philippa will appear at that point in owl form to assist as you work your way back across the mist-covered battlefield. Also as usual, you'll have to hack apart wraiths that try to block the owl's progress.

Once you make your triumphant return to Vergen, go to see Philippa in her house again. When you do, a scene follows and this quest is finally complete. However, you'll have the chance to revisit it in the final chapter.





(LEFT) 'The problem with your hostage is that no one seems to care whether he lives or dies.' (RIGHT) 'Climb up to the rooftops and make your way along them to reach Matsen.'

When you arrive in chapter three, whether you are allied with lorveth or Vernon Roche, you'll eventually face a choice about how you want to proceed through the chapter. You'll have two choices in either event, and there's one quest that is in common: this one. Putting your own needs ahead of those of the free world, you decide to look for Triss Merigold. You find Shilard Fitz-Oesterlen as he is talking to his guards. When you do, you take him hostage and lead him toward the Nilfgaardian camp.

As you arrive at the camp, you'll be greeted by a group of soldiers. Their leader kills your hostage, then tells his men to kill you before leaving. You'll have to battle several soldiers here, including a few with shields. Pick off the weak ones first and keep them from surrounding you by rolling out of the way or by using magic. When the weaker fellows are down, you're good to tend to the tougher ones with shields. You want to approach them carefully and hit them from the flanks if possible.

After clearing away the soldiers, you'll find a locked gate. Head left through the tents to reach a ladder, then climb to the roof and run along it. You can drop down from there and head through a new opening to find more soldiers. Make your way along that route, taking care of any resistance before it has a chance to mount a proper attack. Your progress will be saved and then you'll enter a large

square, where you must kill a slew more soldiers and then their leader. You know how to fight by now, so use the same strategies that have carried you to this point in the game. Then you'll have a chat with Aep Matsen before you face another round of soldiers. This time, Matsen joins them.





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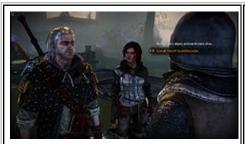
This fight is more difficult than the previous one. Matsen will hang back at first, but you must deal with a bunch of soldiers and a sorcerer who hurls powerful fire magic at you throughout the fight. You can move in quickly and get in a hit or two, but then the sorcerer will throw up shields and temporarily make himself invulnerable. When that happens, fight some soldiers but keep an eye out for the sorcerer. You want to hit him again when he is vulnerable, as the sooner you get rid of him the better the fight will tend to go.

Kill the sorcerer, any straggler guards and finally Matsen himself. Then check his corpse for the key that you need to free Triss. Now head down some stairs at the side of the area and open the cell. Inside, you'll finally meet with Triss and at long last. Talk to her about the stuff you learned in your discussion with Matsen. When that conversation concludes, you'll need to lead Triss back toward the market square. You have an extra key now, so you can take a shortcut through the huge locked doors. As you are about to arrive at your destination, Triss will suggest splitting up and this lengthy quest is definitively complete at last. A new story quest is also initiated in the process: A Summit of Mages.

If you decide not to rescue Triss directly, she'll still survive and the quest will conclude just before the end of the Epilogue story quest.

The Assassins of Kings

This side quest begins at the start of the game. You don't do much to directly impact it as you work through the game. Instead, it will update itself periodically or after you have performed simple tasks. When it's done, there's quite the tale to learn.





(LEFT) 'Convince the guards that you should be allowed onto the barge in Flotsam.' (RIGHT) 'You will need to stand a distance away from the prisoner to activate your Axii Sign magic so that he can recover enough to relay valuable information.'

Work through the game until you've completed the story quest known as The Kayran in Chapter 1. You'll meet Triss near the harbor in the town of Flotsam shortly thereafter and your journal notes will update accordingly. With Triss, visit the guards near a barge that has just arrived. Use intimidation to talk your way onto the boat and to check in on an elven prisoner. There, use the Axii Sign to calm him so that Triss can heal him. To do so, you must stand a few paces away from the body (between the first set of wooden cells) and face the body where it lies on the straw. If you're positioned properly, a prompt will appear on-screen and you can press the indicated button to initiate the spell. You'll have to keep tapping it to actually carry through with the spell.

The prisoner will awaken and will reluctantly give you information. You should persuade him that you're on his side if you want to get details that you can actually use to your advantage. The information that he gives leads to the next story-based quest, The Rose of Remembrance, and also causes you to remember more information that affects the Returning Memories side quest. Then you can leave the barge and proceed with the main plot.

Your main quest will take you to some elven ruins for a few adventures, and then you'll find yourself once more working on this side quest. You next need to visit Zoltan at the inn in Flotsam. Go there and talk to him. The option that you need to choose to ask about lorveth is obvious and highlighted.





(LEFT) 'The Arachas will fall easily if you refuse to give it a chance to mount a worthwhile attack.' (RIGHT) 'You have a limited amount of time to decide whether or not to give lorveth a sword.'

Zoltan will lead you out of Flotsam and into the forest. You may have to fight a monster or two along the way, but that's nothing you can't handle. When you get to the appointed place, a scene unfolds. Some elves tell you to go to a nearby clearing to wait for lorveth. Zoltan advises you that their instructions are a trap, but you have no choice in the matter; you must head to the clearing. Talk to Zoltan and take him with you.

Head down into the clearing and you'll have to do battle with a monster known as an arachas. It fights a lot like the giant spiders you battled if you completed the side quest known as The Endrega Contract. You can win by maintaining a fierce offensive that alternates regular sword blows with the occasional burst of magic. Once you fell the beast, a scene follows and then you find yourself speaking with lorveth.

Keep the conversation civil as you talk to the elf. There's no need to make threats. When you have talked for a while, he is willing to consider that you might be telling the truth but he'll need proof. He proposes a working solution: you'll pretend to have made him your prisoner and lead him to an appointed place in shackles. There, you'll see what Letho has to say.

It's only necessary to lead lorveth along a short path in that manner and then you'll enter your destination area. There, Letho confesses to everything and you can tell him to draw his sword. When you do so, lorveth's followers will appear. Iorveth asks for his sword and you have a choice that will impact coming moments within the game. If you decide to hand over his sword, the non-humans in Flotsam will pay the price and you'll witness a massacre. Otherwise, you'll be greeted as a hero upon your return to Flotsam. How you proceed is up to you, but either way you'll have to battle Letho in the underground area you previously may have visited with Triss in the story quest known as The Rose of Remembrance.



In the bath house area, you'll have a straightforward battle with Letho. He has strong sword blows, but he moves more slowly than you do. That gives you time to see his attacks coming and to block them before returning the favor with a few strikes of your own and some magic attacks. You don't need to kill Letho, just drain enough of his life meter that he starts to sweat. Then a cutscene is triggered. As it concludes, you'll be saved by either Vernon Roche or lorveth (depending on whether you helped lorveth or betrayed him) and then the next story quest begins. It's time to answer the question: Where is Triss Merigold?.

What happens next depends on whether you ally with lorveth or Roche at the end of the first chapter.

Allied with Vernon Roche

As you advance through chapter 2 while aligned with Roche, you'll return to the quest while completing the story quest known as The Blood Curse. An assassin tries to kill King Henselt and you intervene. Then the king orders you to assist his sorcerer, Dethmold, with a necromancy ritual. Go find the sorcerer where he has relocated in a large tent along the camp's lower side. He'll tell you that you need to prepare yourself for the ritual. He outlines some attributes that you need to have, which you can obtain by drinking the Gadwell potion. Unless you've been purchasing formulas up to this point, though, you'll need to go on a bit of a hunt for the ingredients and formula. You will find the formula for sale just outside the tent where you find Dethmold, so it's not hard to obtain. The cost is 138 orens.

When you appear within the memories of the assassin, you'll be in a long canyon. There's an indicator on the map to let you know where you should head, but it's quite useless and will in fact lead you in the wrong direction. Instead of worrying about it, head along the canyon in the direction that your cohort likes to move. You'll have to battle some harpies along the way and then you'll follow a branch off to the right side of the main path (a short distanced ahead of a wall of mist that prematurely ends your dive into the dead soldier's mind if you try to pass through it). You'll enter a cave and start through it, stepping around traps and following your guide. Make sure that you don't step on any traps or you'll be yanked unceremoniously out of the vision.





(LEFT) 'Amidst a necromancy spell, you will walk along a canyon battling harpies, then work your way carefully through a cave while avoiding traps.' (RIGHT) 'The golem stands between you and precious knowledge.'

If you do manage to make it through the traps, you'll arrive at a chamber where Letho is waiting for you. After a short discussion, he sends you on your way and takes his leave. You appear next in Henselt's camp, along a back alleyway with tents to your side and soldiers ahead of you. Run up the bank the left, then head forward and duck behind a rock to the left and wait until the nearby soldiers leave. Now head down and forward to where a guard is standing near a fire. You can sneak up on him and kill him to trigger another scene in a cave. Then from there, you should appear in the camp and you can fight some soldiers before taking on Geralt. As you fight against Geralt, you'll be pulled out of the vision once you deal enough damage.

Now as Geralt once more, you can tell Dethmold what you saw and then leave the tent. You need to head to the cave that you saw while in the trance. The map indicator is more helpful now. Follow it out of the main camp area, then along the river past the special forces tents. Cross the stream and head along the twisting canyons to reach the cave where Letho has set up his hideout. You'll likely have to battle harpies and bandits along the way. Then as you work through the cave, you'll face gargoyles and a golem. You should be powerful enough by now that they pose little threat, though the golem has strong defenses and can make a long fight of it if you're not careful to mount a strong offensive.

When you defeat the golem, you can talk to the final bandit. He gives you important information about Sile before dying, which also updates the ongoing Returning Memories side quest. Now you must backtrack to the main camp and speak with Dethmold in his tent along the camp's upper level. When you do, you'll receive the Medallion that you need to lift the curse over the battlefield and your efforts in the side quest are concluded until the next chapter.

Allied with lorveth

If instead of aligning with Roche for chapter 2 you aligned with lorveth, then you will find yourself working on this side quest once you clear the Prelude to War: Aedirn story quest.

You won't have a chance to actively work on the side quest in chapter 2 until after you clear the story quest known as The War Council. Even then, your progress is limited. You'll meet Adam Pangratt battling some trolls in the Where is Triss Merigold? quest, and then in the Hunting Magic quest you'll witness a dream that updates the quest. There's another update later in the Where is Triss Merigold? quest, as well.

Regardless of your ally, the final update to the quest happens during the Epilogue story quest in chapter 3. There, you can choose to talk to Letho and when you do, all is finally revealed.

Returning Memories

As you work through the main story, a Prologue quest called Blood of His Blood will conclude with your character being interrogated in the dungeon by Vernon Roche. During the interrogation, discussion about your past will follow, which automatically adds this side quest to your list of available side quests. Once the side quest has been thus activated, it may be updated at various points as you progress through the game.





(LEFT) 'In the prologue, a discussion with Vernon Roche will trigger the start of the side quest.' (RIGHT) The quest reveals details about Geralt's thrilling and bloody past.'

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As you work through chapter 2 with Roche as your ally, you'll find yourself updating the familiar side quest, The Assassins of Kings. Your adventures will take you into a cave where you will find a man about to die. Talking to him updates this side quest yet again with more precious details. Then, in the story quest known as The Eternal Battle, you'll face a boss monster known as the draug. When you defeat it, you'll witness still more scenes that reveal new information about the Wild Hunt.

If you work through chapter 2 with lorveth as your ally, you'll find similar updates, including at the end of The Eternal Battle, a quest that shows up in the second chapter no matter which route you follow.

Side Quests

There are a number of side quests available throughout the game. Some are completed in one go and others will require that you return to them over the course of the game. We're including information about each of the side quests here, in one handy section, and we've linked to the specific side quests elsewhere in the walkthrough as appropriate.

Complete Side Quest Listings

- The Assassins of Kings
- Melitele's Heart
- Woe to the Vanquished
- Returning Memories
- A Sword for Monsters
- The Nekker Contract
- The Endrega Contract
- Troll Trouble
- Bring It On: Flotsam
- In the Claws of Madness
- Malena
- One on One: Flotsam
- Fight Club
- Poker Face: Flotsam
- The Ballista
- Hung Over
- The Scent of Incense
- Little Shop of Dreams
- Mystic River
- Margot's Disappearance
- Bring It On: Kaedweni Camp
- The Rotfiend Contract
- Ave Hanselt!
- Little Sisters
- Lost Lambs
- Against the Blue Stripes
- A Score to Settle
- From a Bygone Era
- Poker Face: Kaedweni Camp
- With Flickering Heart
- Hey, Work's on in the Mines!
- The Harpy Contract
- The Queen Harpy Contract
- Baltimore's Nightmare
- Bring It On: Vergen

One on One: VergenPoker Face: VergenSuspect: Thorak

Poker Face: Loc Muinne
The Gargoyle Contract
Bring It On: Loc Muinne
An Encrypted Manuscript

Prologue - Sidequests

Side missions in the prologue.

- Melitele's Heart
- A Sword for Monsters
- The Wild Hunt
- Returning Memories

Aryan La Valette's Fate

Although not a "side mission", how Geralt deals with Aryan La Valette during the Prologue's siege is the first of many decisions you make to determine the game's 16 outcomes. Refer to the Endings page for more detail.

Melitele's Heart

This quest requires your involvement at several points throughout the prologue and first chapter.

You'll meet the Crinfrid Reavers just down the hill from where the game begins in the By the King's Will quest. The men claim to know you and they indicate that they have shared in some misadventures with you. Presently, they are in a bit of a fix. Newboy, one of their party, has made a wager. He said that he could survive a wave of attack in La Valette Castle wearing just his underclothes. That seems like an unlikely thing, but he was drunk. Besides, he and his crew have acquired a magical bauble. They ask you to test to see if it will protect him from harm.





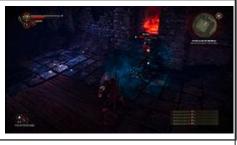
(LEFT) 'You'll find the Crinfrid Reavers in the game's first playable area.' (RIGHT) 'The answer that you give in the discussion will impact how the quest progresses from that point.'

You have a choice about how you answer. You can suggest that the amulet might help, or you can tell the group that you have your doubts. Your answer affects events later in the game. You can eventually obtain the amulet for your own use regardless of the answer that you give now, but you'll get more out of the arrangement if you express reservations when it comes to the amulet's powers in the present. Answer "I doubt it" when prompted if you wish to fare better down the road.

Later in the Prologue, you'll arrive at the To the Temple quest. You begin the quest with the king at your side, but he asks you to find an alternate route into the barricaded temple. If you convinced Newboy that he could brave battle in just his underclothes because of the amulet that he obtained, you'll find him dead in the city streets among the houses.

If you told Newboy to wear some armor, you'll instead meet up with him just ahead of the end of the The Dungeons of the La Valettes quest. He'll offer to lead soldiers out of your way so that you can proceed. Follow immediately after him, though, and the guards will rush in and kill him. Loot his corpse for the medallion, which you'll need in Chapter 1 if you want to actually complete this side quest.





(LEFT) 'Anezka in Lobinden knows what to do with the amulet, but you will have to persuade her to tell you.' (RIGHT) 'You will have to go to great lengths and delve into multiple side quests to acquire the full list of ingredients that Anezka must obtain in order to perform her ritual.'

In Chapter 1, you'll eventually need to complete the The Kayran: A Matter of Price story quest. That quest involves a visit to the village of Lobinden, on the outskirts of the city of Flotsam. Visit that area and head around the houses. If you have locket in your possession, as you should after Newboy's death, you'll want to visit the small cottage along one edge of the village. There, meet Anezka. She's an herbalist and you sense magic when you get near her. She'll want to buy the locket. You can either sell it to her to end the side quest or you can proceed by asking why she is so interested in purchasing it.

Your choice here should depend on how you plan to complete another side quest, Troll Trouble. If you plan to see that quest through to its most rewarding conclusion, you should simply sell the locket to Anezka. That's the course that we recommend. Otherwise, you can persuade her to tell you her secret and then you'll have to go on a scavenger hunt to obtain several ingredients. Those ingredients include a tongue from a troll (which is what makes it difficult to finish that other side quest in a satisfactory manner if you assist Anezka), eyes from an arachas (found shortly after you complete the story quest known as The Rose of Remembrance, well into the chapter), the essence of death (dropped by Wraith monsters that you encounter in the In the Claws of Madness side quest) and the fetus of an endriag. You'll find endriags all over the forest outside of Flotsam. They're the annoying spiders.

Once you have everything, Anezka will meet you in the forest to perform a ritual. You'll go there separately from her, and she can only perform the ritual late at night. You can meditate if you need to advance time then wait around the altar if she still hasn't shown. When you do finally meet her, you'll be tasked with defending her from attacking Wraith monsters as she performs a ritual that makes her activity obvious to all within a ten-mile radius. Make sure that the violence around her doesn't get too close as you kill around a dozen of the ghosts or Anezka's ritual will be interrupted. When the ritual is successfully completed, you'll receive the proper amulet (now free of its curse) as a reward for your trouble and the guest is finally complete.

Woe to the Vanquished

Almost immediately after you begin the **To the Temple** quest, you'll be asked by the king to find an alternate route into the temple. Leave the king's side and start downhill. You'll descend along some steps that zigzag back and forth before arriving at a lower level in the town streets. Ahead, you can see some villagers standing near a doorway. An alleyway branches off toward the left.





(LEFT) 'You can intimidate the guards in the first house to make them leave the peasants alone.' (RIGHT) 'You'll have to thrash the Commander who leads the second group, but not kill him. Make sure that you talk to the villagers in the nearby building once you have done so to properly complete the side quest.'

Start down the alleyway that leads to the left. As you proceed, a scene occurs. A woman runs out of a building shouting for help, but she is shot with a crossbow and falls dead in the street. Enter the building from which she emerged and find some soldiers picking on defenseless townsfolk. You can talk to the soldiers and you have some options about how you answer. You can either try to persuade the soldiers to leave or you can threaten them to leave. Or, if you prefer, you can decide not to interfere at all.

The last option isn't really worth your time, since you took this detour precisely so you could have an impact on the situation. Either intimidate (tell them to leave without the explicit threat of death) or kill the soldiers (threaten death) and the villagers will thank you for your actions. Leave the house and continue along the same alleyway to find another group of soldiers preparing to burn down some buildings.

Approach the leader of the group (he's the one in the distinctive armor) and talk to him. You can order him to stop the action and he'll refuse. Order him again and you'll attack to force your way. You don't have to kill the Temerian commander, just hit him a few times with your sword so that he is persuaded to see things your way. Then you can check inside the house and the peasants will thank you for your heroic behavior. Make sure that you talk to them after saving them and before you resume your proper story-based quest, or you won't be able to continue the side quest. You will find them in a building a few doors past where the soldiers were gathered. You can ask them for a reward if you like, or just tell them that they should be careful. Either answer completes the side quest.

Returning Memories

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Ch 1 - Sidequests

Side quests in the first chapter. You will want to complete all of them before meeting lorveth at the Elven Bath Ruins (assuming you did not follow him immediately after the Arachas battle).

- Melitele's Heart
- A Sword for Monsters
- Returning Memories
- In the Claws of Madness
- Hung Over
- The Nekker Contract
- The Endrega Contract
- Poker Face: Flotsam
- Bring it On: Flotsam
- One on One: Flotsam
- The Ballista
- Fight Club
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- The Scent of Incense
- Little Shop of Dreams
- Malena
- The Mystic River

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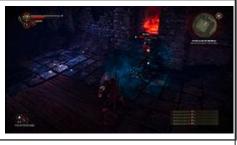
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A Sword for Monsters

This quest first becomes available as you begin the game's second chapter. You won't be able to conveniently tend to it for a while, however. Wait until the Indecent Proposal quest becomes available and then head to the non-human district in Flotsam. It's accessible along an alleyway leading from the town square.





(LEFT) 'During daylight, you can find the dwarf apprentice minding the shop on the edge of the non-human district.' (RIGHT) 'If you have or purchase the proper component, you can have the dwarf fashion the Silver Sword, your trademark weapon.'

There are a lot of buildings clustered close together in the non-human district. You'll find one that stands out, however, because it has a forge. During daylight, you can go there to find an apprentice with a large beard. Talk to him and he'll engage you in conversation for a moment. Then you can ask him to craft an item for you.

You have the diagram for the Silver Sword, and that should be selected by default. You may not have the Silver Ore that you need, however. If you don't, you can purchase it from the dwarf who does the crafting. You need two pieces of it and should have plenty of resources to pay for it. If you don't, just gamble or fight a bit for the money. Then have the dwarf craft the weapon. It'll take just a moment and then the side quest is complete.

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In the Claws of Madness

When you meet with Cedric in Lobinden, which you will do during the process of completing the The Kayran: A Matter of Price story quest, you have the opportunity to ask him about witcher work. Do so during your initial encounter on the high platform before you worry about he story progression, or after that you can check the houses near the base of that series of platforms to find Cedric seated at a table.





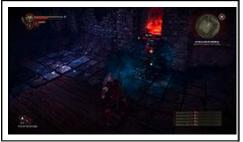
(LEFT) 'Find Cedric in Lobinden, either on the high platform or in his house near the platform's base.' (RIGHT) 'Find Rupert in the forest and you will learn about his friend who remains lost in the ruins.'

If you ask him about work, Cedric will tell you about some brave adventurers who went to investigate the local mansion, which was a mental institution but now lies in ruins. They haven't been seen since, so you have an opportunity to rescue them and perhaps receive a handsome reward.

Head back through Flotsam and exit to the forest. Start through the forest and you'll run into a man named Rupert who has a tale of woe to tell you. His friend Gridley is lost somewhere in the nearby ruins with his dog. When Rupert finishes relaying the story, you'll hear nekker monsters howling. Grab your sword and start forward to face a group of them. They're easily defeated if you don't let them surround you and slash you in the back.

Venture deeper into the forest, being mindful of traps. They're easy to see if you're watching the ground, where they'll be open with teeth exposed to the sky, but they're also easy to stumble across (taking damage in the process) if you don't pay attention to where you're going. Follow the sound of the dog barking (and your on-screen radar) to reach the hospital area safely. You'll need to battle more nekkers along the way and then you'll find a dead dog near the top of some stairs. Descend those stairs to arrive within the ruins.





(LEFT) 'A ghost in a suit of armor will lead you deeper into the ruins.' (RIGHT) 'The wraiths are formidable foes.'

On the lower level, start through some archways leading left. You'll cause a ghostly form to appear. It mumbles something, sets the whole area ablaze, then disappears further down the corridor. Head quickly in that direction, ignoring the side passages with flames dancing in them. You'll reach a low wall, which you can leap over to arrive in a square room below. There are planks along the floor but otherwise it appears to be a dead end. However, you can search a treasure chest along a nearby wall. When you do, two wraiths will appear to attack. They're a great deal more powerful than the nekker monsters you encountered outside of the ruins, so handle them carefully.

Once you defeat the wraiths, the path forward will be revealed. You can head along it and toward the image of a man beating his head against a wall. It's an illusion. When you get near, it disappears. Backtrack a short distance and head along another open corridor. As you approach, the ghost will appear and wander off again into the flames. Follow him yet again. He'll lead you through some flames and along a passage to an area where you can drop down yet again.

When you do so, you'll be attacked by more of the wraiths. Defeat them, then look around the edge of the area to find chests that you can open for more goodies. Make sure that you grab the Robust Cutlass, since it's an especially powerful sword. Then continue along the passageway again. You'll continue following your spectral host as false images fade away, until finally you find Gridley huddled in a passageway. He's in no mood to talk, though; everything around him has jumbled his nerves too much. You will need to find a sedative if you hope to get anything out of him.



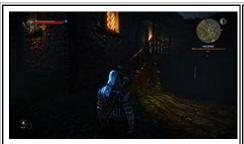
Proceed past him along the hallway, then through an opening to the right. Here, you'll be attacked by two more wraiths. Defeat them carefully, as the cramped quarters permit, then check the table to find the medicine. Take it back to Gridley and give it to him for a new conversation. He tells you a tale of treachery. When it concludes, he'll run off and you can continue down the passageway to meet with the ghost who led you through the ruins.

When you talk to the ghost, he will indicate that he wants the eyes and hearts of those who remain alive. He's referring to Rupert and Gridley. You can head back out the way you came to find Gridley.

Talk to Gridley and you'll appear automatically outside, where you can either warn the men of what the wraith has in mind (they'll suggest that you come back with items obtained from a Flotsam merchant, which is a working solution) or you can trick them into heading back into the ruins with you to face certain death. It's up to you to decide which end is most fitting as a way to complete the quest.

Hung Over

Near the Flotsam city entrance, right near the inn, there's a short of set steps with a man lounging against them. If you climb the steps and enter the building, you'll find yourself in the headquarters occupied by Vernon Roche's men. There you'll find Ves and a few other soldiers. Play darts with them. A scene will follow as some villagers arrive and accuse Roche's men of desecrating a sacred statue. They take their accusations a bit far, though.





(LEFT) 'Head to Blue Coats base to start a night of drunken revelry.' (RIGHT) 'You will need to speak with some unsavory sorts to figure out what the night actually wound up entailing.'

Step in and defend the men from Roche's wrath. He'll storm out of the building in anger and leave you alone with Ves and the men. Events follow from there as everyone drinks, and before you know it you'll be challenged to some arm wrestling events. There's a prize on the line if you can win: the Sword of Creyden. After the arm wrestling, everyone keeps drinking and then the night of revelry ends.

You'll wake up on the bank of the river, shirtless and without your weapons. A villager approaches as you come to your senses and claims to have seen everything. He suggests that it's better you don't remember what happened the previous evening. If you're curious just the same, you can pay him and he will then tell you to see the Madame, who lives in the whorehouse.

Head up to the town square and enter the whorehouse. Look for Madame Margot in her side room. She'll demand a fee to tell you what happened. Pay her fee and she'll relate the tale. She concludes by telling you to talk to Ves. Go and find Ves in the same place that you spoke to her previously. She'll fill you in on the final details. Then you can retrieve your gear from the chest in the next room, including the new sword (if you won the arm wrestling competition), and the quest is complete.

The Nekker Contract

As you complete the By the Gods - Stringing Up Sods story quest, you'll gain access to a board where available quests are posted. Check the board and remove the notice to activate the side quest. The best time to concern yourself with completing it is after you have completed the Indecent Proposal story quest.



(LEFT) 'The nekker monsters are numerous and move quickly, but they typically lack armor except in their warrior forms.' (RIGHT) 'Find the nests by looking for areas where multiple nekker monsters attack, then press the button indicated by the on-screen prompt to blow up the nest with a bomb.'

Begin the quest by seeking out nekker monsters, as instructed. You need to kill a number of them (around 10 or 15) to start with, which will cause you to realize that they're just going to keep coming unless you get more creative. In this case, *gcreative*h means using explosives to block off tunnels that allow the nekker monsters to emerge from the caves where they dwell. To acquire explosives, purchase the formula for the Grapeshot bomb from Cedric in Lobinden, the village adjacent to Flotsam. The formula is an affordable purchase, or you can also purchase the bombs directly. We suggest the former option, because once you have the potion in your possession, you can craft several of the bombs and take them with you when you hunt down the nests or pursue other activities where bombs are useful.

There are four nekker tunnels that you'll need to find and destroy in total. They look like brown mounds of dirt with skulls lying on them. Three of the nests are positioned close together near the large trees just outside the Flotsam city walls and one final nest is located near the waterfalls along the side of the elven ruins.

As you are near nests, you'll come under attack by nekker monsters. Their purpose is to guard the nests, but they're actually helpful in that their presence lets you know when you're getting close to a target. Kill the nekkers, then destroy their nests. You don't have to guess about where to aim your bomb when dealing with the nests. Get near enough to a nest and adjust the camera so that you're looking down at it. You'll cause the needed prompt to come up on-screen and then you can simply press the indicated button to produce the explosion using a bomb from your inventory. Repeat the process for each nest.

Once you destroy the final nest, go see Louis Merse in his house in Flotsam about your reward. When you have the oren, the quest is complete.

The Endrega Contract

As you complete the By the Gods - Stringing Up Sods story quest, you'll gain access to a board where available quests are posted. Check the board and remove the notice to activate the side quest. The best time to concern yourself with completing it is after you have completed the Indecent Proposal story quest.



Head to the forest outside of Flotsam and when you explore, you'll frequently come under attack by endrega monsters. They look like giant tarantula spiders. They're capable of taking a lot of damage, but you can hack them apart if you're quick. Even the armored ones can't stand long against a flurry of sword strokes, though you won't get the chance to deal such a flurry if you rush into conflict and let the monsters surround you. For that matter, you won't get to attack much at all.

Carefully roam the area, avoiding traps and killing the endrega beasts until you come to the realization that they have cocoons. You need to destroy cocoons to lure out the queen endrega monsters. You can usually tell when you're near a cocoon because you'll be attacked by stronger endrega enemies (identified on-screen as guards and warriors). Kill them, then look for clam-like shells hanging from the nearby trees. Crack them open and slash merrily away at their contents to destroy each of several cocoons. Then the queen will drop down to attack. She's capable of taking an amazing amount of abuse, but hit her with strong sword strokes and fire spells and she should go down if you don't give her a chance to rally and stampede over you. Unfortunately, she's hard to stop once she starts rushing you, so don't let that appen.

When you are done killing two queens, go to see Louis Morse in Flotsam. His dwelling is located not far from the town square gallows. He'll pay you the promised reward, minus tax, and the side quest is complete.

Poker Face: Flotsam

In the basement of the inn in Flotsam, look for some characters who are playing dice at a table. They're seated at a rectangular table near the wall. Talk to them and they'll express interest in seeing you play to attract the attention of more professional players.





(LEFT) 'The dice players are seated around a table in the tavern, near the wall.' (RIGHT) 'There are better prizes in store for you than just coin, if you insist upon them.'

Playing dice is a good way to eat up any oren that you may have earned or scavenged, but not necessarily to come away with anything of value. In general, it works about like the board game Yahtzee. You can roll your dice (gently, so that they fall within the play area and are counted) and then you can roll them again after placing an additional bet. Whoever has the most interesting set of dice wins. Note that you'll only re-roll any dice you specifically mark. Others will remain as they were.

When you win against the first two available opponents, you'll be able to play against a third in this room. Defeat him and he'll spread the word that you're a great dice player. You can now play against more skilled opponents who wait in areas other than the tavern. Your next opponent is Einar Gausel from the craftsmen's district. Head there, as indicated on the map, to find your opponent.

Defeat Einar Gausel at dice and you'll finally be able to face Sendler. He resides in a cottage in Lobinden, the village adjacent to Flotsam. Find him there and beat him at dice for a prize. You can reject his offer to pay you the coins and instead choose from one of three trap configurations that he will offer to build for you. After that, he'll offer only coins unless you come to him in the process of completing the side quest known as Troll Trouble.

One on One: Flotsam

When you visit Flotsam in Chapter 1, you can head to the inn for refreshment. Descend the stairs to find revelers gathered around tables and in one corner. There are two men boxing there. You can get close and then ask onlookers what's happening to get a piece of the action.



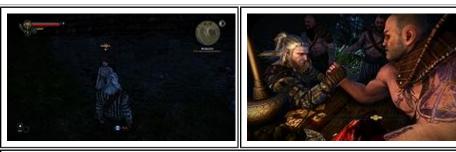
You'll have to battle a few characters. Your first opponent is Stycho. He's easily defeated by tapping the buttons indicated on-screen. Remember as always to hit each button only once, and be ready to follow up by pressing a different button (as indicated) shortly after you press the first button in some cases.

When you defeat Stycho, you'll face a new opponent: Fliparse. He is tougher but still beatable in the same manner. If you win the fight, odds are good that your little tournament will be interrupted by a fellow named Ziggy. He tells you that the fights you're facing now aren't really worth your time. You access the Fight Club side quest, though you shouldn't worry about it just yet.

Instead, face one final opponent: Tidy Tib. He is able to withstand a lot more damage, but he's otherwise not a tough opponent. Drop him to win the impromptu tournament.

The Ballista

As you work through the Indecent Proposal story quest, you'll soon enter the grounds of Loredo's Mansion, along the edge of Flotsam. Vernon Roche is in your company and spots a ballista that he indicates should be destroyed. This quest centers around that objective.



(LEFT) 'Find Margarita near the wall and talk her into helping you out with the man guarding the ballista.' (RIGHT) 'She may ask you to wrestle some brutish guards to earn her services.'

When you first arrived on the premises, you may have noticed prostitutes in the distance. There are several of them, including one named Margarita who stands by a wall, off to the side. If you try to approach the ballista on the platform, the soldier guarding it will have none of that. He'll let Maragrita keep him busy, though, so your job is to convince her to help your cause. Talk to her and offer to pay her for her specialty. She wants more money than usual, but you can suggest that she keep her rate lower in exchange for a favor.

Margarita wants you to tend to a couple of bullies, Myron and Alphonse. They're positioned around the nearby table. To satisfy Margarita, all you need to do is challenge each of them to some arm wrestling. Win against them and you'll make back Margarita's fee, plus a little. Then you can talk to Margarita and she'll do the promised deed. Her "specialty" frees you up to approach and disable the temporarily unguarded ballista before you return to the main quest at hand. When you leave the platform after successful sabotage, the quest is complete.

Fight Club

In the basement of the inn in Flotsam, you can access the One on One: Flotsam side quest by interrupting some boxers having a brawl. Then you can beat a few of them and you will be approached by Ziggy. He offers you a chance to keep fighting, but for better rewards.



Head outside the inn at night and you'll find King Ziggy (as he identifies himself) standing to the side of the door. Talk to him and agree to fight for him. He'll slowly walk you across town to the mansion grounds that belong to Laredo.

When you arrive, Laredo will be there to greet you. He is intrigued by your willingness to enter the tournament. Then the tournament begins. You can fight numerous rounds against each opponent. There are a total of four opponents. To fight them, you simply must beat quick-time events like those you've already cleared earlier in the game. You should be quite good at them by now, so hopefully the fights won't give you any real difficulty.

Once there's only one opponent left, Laredo will draw you to the side and ask you to throw the fight. He'll promise you a portion of the winnings, but that's not a sincere promise. You can either be the sucker and throw the fight, or you can refuse. Assuming that you go with the latter choice, winning the fight will lead to you being escorted out of the mansion with your winnings. When you appear between the two soldiers, look to the chest against the wall to find your gear. Equip it all again, then start back through town toward the inn. Along the way, assuming that you disappointed Laredo by refusing to throw the fight, Laredo's hired goons will try to kill you for betraying their leader. Defeat them and resume your adventure. The side quest is complete.

Troll Trouble

As you complete the By the Gods - Stringing Up Sods story quest, you'll gain access to a board where available quests are posted. Check the board and remove the notices and activate side quests, including one notice that asks you to hunt down a troublesome troll.



(LEFT) 'Chorab would like to see you spare the troll.' (RIGHT) 'Dmitri has a well-guarded safe house along the distant edge of the swamp.'

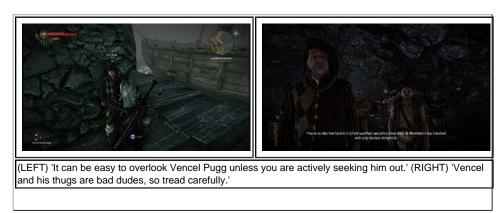
Visit Lobinden and outside of one of the huts is a man named Chorab. Talk to him about finding work and he'll implore you to not kill the troll creature that your quest has commissioned you to slay. Next you can head out past the village to find an area with a broken bridge. It's a large structure, hard to miss. Nearby, several nekker enemies are bothering a villager. Kill the beasts to save the villager to learn why some people want the troll to remain alive. In the area near the bridge, you'll also find the troll itself. Fight it but don't kill it. Once you have harmed the creature a bit, the troll will stop its own offense and you have options about how to proceed. Though you can complete the quest immediately if you kill the troll, you should instead let him live (at least for now; you can kill it later if you want).

Head back to Flotsam and talk to the sorceress Sile in her room above the inn. You should also talk to Zoltan at the inn itself. You'll get information that refers you to Sendler's house in Lobinden. When you visit the trapper, you'll find that he has a troll head on his wall. To claim the item you have to beat Sendler at the dice gambling mini-game, but he won't agree to play against you unless you have beaten the weaker opponents ahead of him (for more information on that process, see our walkthrough of the Poker Face: Flotsam side quest). Beat Sendler at dice and claim the troll head. Take the head back to the troll for a reward in the form of some armor.

There's still the matter of Dmitri, who murdered the female troll. Talk to the thieves who hang around outside the inn in Flotsam in the evenings. They'll give up the location of their leader, though it should be noted that he moves. You can find him near in a house at the edge of the swamp beyond the broken bridge, or in the graveyard near Lobinden. There, talk to him and he will attack. Beat him and his men with your swordplay and magic, then go see the troll afterward. Finally, talk to Chorab again in Lobinden for a reward. The quest is complete once you do so.

The Scent of Incense

Head down to the harbor in Flotsam and you'll find Vencel Pugg. He's a character leaning against a brick wall as you head along the boardwalk. Talk to him and he'll offer you a job. He wants you to obtain a potion that one of the nearby merchants sells so that he can test it to see if it is a poison.



Accept the quest and head back up the street toward the town square, where the gallows are located. Not far from the gallows, you'll find a cluster of villagers gathered near a shop. Talk to them and you'll learn that they suspect the nearby merchant of selling poison. Check with the merchant nearby and you'll have a number of dialog options. Ask him if he's selling drugs and you will have some more options. You can suggest that Loredo would be interested in the incense if you want to try intimidation. Then follow up by saying that you'll be back with Loredo and you will persuade the merchant to close his stall, if your skills are fully enough developed.

If you convince the merchant to close the stall, you'll gain the formula for his incense and the onlookers will reward you with oren. That completes another short side quest known as Little Shop of Dreams. If you fail in the attempt to intimidate the incense vendor and he decides to keep selling his wares, you'll still receive a formula but it will be a phony formula that can prevent you from receiving a reward for completing the side quest. Make sure that you earn the proper formula!

When you go back to see Vencel, he wants to check the formula in his laboratory before he pays you. This doesn't sit well with you, so he agrees to meet you near the marketplace and take you to his lab. Head up to the town square and from there venture just outside the city gates to meet with Vencel. When you do, he'll ask to blindfold you. Note that while you don't have to agree to that request, you might as well do so anyway. When you arrive at the laboratory, you'll receive a prize if the formula that you brought was correct, or you'll have to fight some enemies if it was not. Note that once you have the formula, you should definitely return it immediately to Vencel unless you want to meet with some ruffians the next time you wander too far out of town. Follow the process outlined above and you'll maximize your rewards and ease of side quest completion. Make sure that you finish up by agreeing that you'd like to do business with Vencel in the future, though, or you'll likely regret it. Don't forget to re-equip your weapons when the quest concludes.

Little Shop of Dreams

When you meet with Vincel Pugg on the boardwalk along the harbor in Flotsam, he will issue the side quest known as The Scent of Incense. Your first step in that quest is to obtain the recipe for some incense from a merchant.



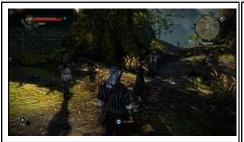


(LEFT) 'Find Matilda Szabo near the shop owned by the offending incense merchant.' (RIGHT) 'Scare the incense dealer into closing down his shop, or persuade him, and then talk to Matilda about your reward.'

Head uphill from meeting with Vincel and you'll find some women gathered in a group near a merchant's counter. Talk to them to initiate the side quest. They want you to get the merchant to stop selling his incense. You can head over to the merchant and intimidate him or persuade him to close his shop. You'll gain his recipe. Then you can talk to Matilda Szabo, the leader of the group of women. She'll reward you for your good deed and the quest is complete (though you still need to complete the one that you started with Vincel Pugg).

Malena

Not far from the harbor in Flotsam, you'll come across a group of soldiers who have surrounded an elven woman named Malena. Interrupt them to get a full report on the situation. Then offer to take care of the problem for them. Your quest will be updated and you'll have the opportunity to explore the cave under the city to determine whether or not Malena is guilty of the crime they claim she committed.





(LEFT) 'You will find a weeping Malena being accosted by the town patrol.' (RIGHT) 'There are enough nekker monsters near the tunnel entrance that if you try to fight them all at once, they will likely overwhelm you before you can get in more than a slash or two.'

Enter the cave and you'll find that it is filled with nekker monsters. A bunch of them will swarm you right after you drop down from a few ledges. Try to draw them toward you a few at a time if you can or else you'll be slaughtered. The presence of nekkers is certainly enough to suggest that Malena wasn't lying about the reasons behind the soldiers' failure to return, but you need to find the bodies to prove that definitively. Venture deep into the cave and you'll finally find the bodies. There are arrows in their backs, which makes it pretty clear that Malena was lying to you.

Head back to the cave entrance and when you arrive, guards will demand to know what you found. You can then either tell them the truth or you can lie, depending on how long you want to actually spend completing the quest.

If you tell the truth, Malena will insist on proving that you're a liar and (unless you condemn her to a swift death) will lead you all into the forest, where you must defend the guards from an ambush. The degree of success that you have in doing so will determine your reward.





(LEFT) 'You can decide what to do with the information you found when you return to the cave entrance.' (RIGHT) 'If you lie for Malena, you will have to track her all the way to the mansion in order to finish the side quest.'

If you decide instead to lie on behalf of Malena, she'll be grateful and will tell you to meet her in the

forest for a reward. Travel to the place indicated, near the edge of the elven ruins where there are waterfalls, and when you finally arrive after braving the forest's dangers, you'll find that you've walked into an ambush.

Defeat the elves that attack and Malena will flee again. You can follow her to the mansion where the In the Claws of Madness side quest largely takes place. Don't bother heading down the stairs to explore its lower reaches; she'll stay on the grounds just outside the mansion itself. When you find her there, you have options about how to deal with her. You can let her go, turn her over to Loredo or kill her. Whatever you decide, your decision completes the quest.

The Mystic River

While completing the The Kayran: A Matter of Price story quest, you'll meet up with Triss on a high cliff outside of Flotsam after killing some bandits along a trail. Follow her along the trail as it descends to a wide swamp area, where you'll defeat some drowners before you are free to explore. Look to the edge of the area and you'll see the shell of a ruined ship. Along the left side, you can search a corpse to find a key. Then head to the right and climb partway up through the debris to find a locked treasure chest. Open it with the key to initiate this side quest.



Read the captain's log item, accessible now in your inventory. Also check out the captain's report to find that It has delivery instructions. Delivering it will of course require help from the postal service, so your next task is to find a mailbox and send the message off as instructed.

On your next stop in Flotsam, look for a mailbox. You can find one in the house of Louis Merse, who lives in the house just adjacent to the town square gallows platform (it's the building with the two green tents in front of it). Go upstairs and there's a box sitting on the table. You can insert a letter if you get close enough. Then there's the matter of the other letters that the box contains. If you want to find them, as your quest objective states you should, you'll want to get permission from Louis first. He should be nearby. Find him and use your witcher skills to persuade him that it's a good idea to let you look through the box's contents.

Investigate the box's contents to find an interesting letter written by Louis Merse himself. Then you're done until later in the chapter, when you will face Loredo on rather unpleasant terms. When it comes time to kill Loredo while completing the Death to the Traitor! story quest, you'll find a key to the upper floors of Loredo's mansion by taking it from the dictator's mother. As you start up through the mansion, there's a box that you can check to find a letter. Obtaining it updates your quest log. You may need to kill one of the soldiers to obtain the key.



(LEFT) 'In chapter 2, you can find the wreckage of a ship in the forested area beyond Vergen.' (RIGHT) 'The sewers of Loc Muinne hide a treasure chest that you can open to obtain the diagram for some powerful armor.'

Chapter 2 - Vernon Roche

After Geralt defeats the boss in The Eternal Battle, he will need to regroup with Roche in The Conspiracy. Meet Roche as directed by the main quest, and follow the events until Roche and Geralt leave the Kaedweni Camp to Vergen.

On the road to Vergen (your quest will be The Siege of Vergen), you will encounter a she-troll near a shipwreck (the wreck is marked on your map). Choose to either defeat the she-troll or talk her into letting Geralt and Roche pass; afterward, check the very obvious shipwreck for the second portion of Mystic River on Roche's side.

Chapter 2 - Iorveth

The quest continues through the next two chapters, as well. While completing the Baltimore's Nightmare side quest in chapter 2 (while allied with lorveth), you'll find the wreckage of a ship and can open the chest that it contains to find the journal from the Eyla Tarn. Then in chapter three, you'll bring the quest through to its conclusion.

Chapter 3 - Iorveth and Roche

In that chapter, you can enter the sewers from the edge of the market square where the arm wrestler for Bring It On: Loc Muinne is loitering.

Descend into the sewers and start to the right, there's a chest in plain sight that contains a diagram to make the Armor of Ys, but to the right (against the wall, partially hidden by ivy) there is another chest. Use Geralt's wolf medallion to identify the item containers.

If you have the key obtained early on in the side quest, you can open that chest to find the actual Armor of Ysgrim (not just the diagram), as well as a diagram to craft the Vran Armor.

Now go to see Bras of Ban Ard, who you can ask to turn the Armor of Ys into the Vran Armor for you. If you're having trouble finding Bras, look for him seated on a stool near the edge of the market square, in the corner diagonally opposite the sewer entrance. Talk to him and tell him that you need him to craft something for you. When he makes the armor for you, which costs 2000 oren and should be equipped immediately once it has been crafted, the quest is marked complete.

Margot's Disappearance

As you work to complete the Where is Triss Merigold? story quest, you'll reach a point in the process where it becomes clear that Margot has gone into hiding after witnessing something she shouldn't have.



Head down the stairs from the room where you come to that realization, after the side quest becomes available. Enter the inn and travel downstairs to the whorehouse, then look off in the side room as a concerned Dandelion remains at your side. When you enter the side room, you'll find where Margot went and it's not good news: she has hanged herself.

Dandelion will leave the room, but you shouldn't do so until you investigate the floor at Margot's dangling feet. You'll find a letter there. You can read it to learn the details, though the quest is considered complete the minute you add the note to your inventory.

Ch 2 - Roche - Sidequests

Side quests for those who side with Vernon Roche in Chapter 2. Most take place around the Kaedweni camp and its environs, but one takes place outside Vergen (before the invasion) and is only accessible during that window when Geralt goes through the wraith-choked fog during a story mission.

- The Wild Hunt
- Returning Memories
- The Mystic River
- Little Sisters
- Lost Lambs
- Ave Henselt
- The Rotfiend Contract
- Poker Face: The Kaedweni Camp
- Bring It On: The Kaedweni Camp
- Against the Blue Stripes
- A Sackful of Fluff

Returning Memories

As you work through the main story, a Prologue quest called Blood of His Blood will conclude with your character being interrogated in the dungeon by Vernon Roche. During the interrogation, discussion about your past will follow, which automatically adds this side quest to your list of available side quests. Once the side quest has been thus activated, it may be updated at various points as you progress through the game.





(LEFT) 'In the prologue, a discussion with Vernon Roche will trigger the start of the side quest.' (RIGHT) The quest reveals details about Geralt's thrilling and bloody past.'

The first point of interest takes place when you're working to complete another ongoing side quest, The Assassins of Kings, in Chapter 1. You must use Axii magic on a wounded elf and that will allow him to give you important information. As that happens, memories will come flooding back to you and will allow you to access The Rose of Remembrance, the next story quest in the chapter.

As you work through chapter 2 with Roche as your ally, you'll find yourself updating the familiar side quest, The Assassins of Kings. Your adventures will take you into a cave where you will find a man about to die. Talking to him updates this side quest yet again with more precious details. Then, in the story quest known as The Eternal Battle, you'll face a boss monster known as the draug. When you defeat it, you'll witness still more scenes that reveal new information about the Wild Hunt.

If you work through chapter 2 with lorveth as your ally, you'll find similar updates, including at the end of The Eternal Battle, a quest that shows up in the second chapter no matter which route you follow.

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In that chapter, you can enter the sewers from the edge of the market square where the arm wrestler for Bring It On: Loc Muinne is loitering.

Descend into the sewers and start to the right, there's a chest in plain sight that contains a diagram to make the Armor of Ys, but to the right (against the wall, partially hidden by ivy) there is another chest. Use Geralt's wolf medallion to identify the item containers.

If you have the key obtained early on in the side quest, you can open that chest to find the actual Armor of Ysgrim (not just the diagram), as well as a diagram to craft the Vran Armor.

Now go to see Bras of Ban Ard, who you can ask to turn the Armor of Ys into the Vran Armor for you. If you're having trouble finding Bras, look for him seated on a stool near the edge of the market square, in the corner diagonally opposite the sewer entrance. Talk to him and tell him that you need him to craft something for you. When he makes the armor for you, which costs 2000 oren and should be equipped immediately once it has been crafted, the quest is marked complete.

Little Sisters

In the lower portion of the Kaedweni camp in chapter 2, you'll find a man named Mavrick near the city gate. As you get close, a scene is triggered. It depicts some soldiers pushing the mustached man about and then leaving him in a heap on the ground. Talk to him and he'll reveal his story as the side quest is activated.





(LEFT) 'Mavrick had a crappy experience by the banks of the river.' (RIGHT) 'Find Liva between the brothel tents and a circular tower along the edge of the cliff.'

After you listen to Mavrick's story, you can agree to help him take care of his problem. Start by heading outside of the main walls, to the outlying areas where the brothel is located. In front of the main tent, you'll find women tending to various things. One of them is standing around near the base of a cylindrical stone tower. Her name is Liva. Talk to her and she will tell the story of Malget, a folk healer. While he was tending to people wounded in battle, someone murdered his children. He threw himself from a cliff. That sounds like the sort of story that could have some relation to Mavrick's unfortunate moment at the river.

You should head to the cliff that Liva mentioned. It's actually a bit of a hike, but the map indicator will guide you on your way. You'll pass through the special forces camp, down a grass-lined trail and along the canyon before climbing to high ground and finding the shack on a ledge overlooking a beach area. There doesn't appear to be much of interest, but you can head around the side of the cabin to find some barrels gathered there. Smash them, as directed by the on-screen prompt, and you'll reveal a trap door. Descend the ladder to arive in a cellar.

In the cellar, there are three candles on stands. You can light them with your magic, but be careful that you do so in a certain order or you'll be attacked. Start with the one on the far wall, then the one that was straight ahead of you (along the left wall) as you entered. Finally, light the candle that is on a stand that was positioned just to your right as you entered. When you light the candles in that order, a secret chamber will open. Head into that room and find notes on a table, which activates the From a Bygone Era side quest.





(LEFT) 'You can find the specters on the shoreline only by the dark of night.' (RIGHT) 'Battle to defend Mavrick if you want to find the truth behind what the specters say.'

You can tend to that side quest momentarily, but first there are matters of more concern here in the vicinity of the cabin. Head down to the beach, where indicators should be appearing on your map. If you look around, you won't find anything in the daylight. Therefore, you should meditate so that midnight rolls around. When it does, you'll meet with spirits on the beach. They have a story to tell, or you can battle them to end the side quest prematurely. Go with the latter option instead if you want to see this little side tale through to its conclusion. You'll have two opportunities throughout your interaction with the ghosts to kill them, so be sure that you take a cautious approach both times.

The ghosts indicate that Mavrick is responsible for their deaths. It's a fantastic story, to be sure, but is it true? Head back to Kaedwani and meet with Maverick again. You have the opportunity to convince him to revisit the beach, though how you do it is up to you and will directly impact the quest's progression. If you want to do things properly, don't tell him that ghosts blame him for their deaths. Instead, tell him that you went to the hut and saw something in the cellar. Then explain that you need his help to drive off the specters. He'll agree to meet you at the beach an hour ahead of midnight.

Use your meditation ability to advance to dusk, then head toward the hut overlooking the beach. Dally in the canyon and let the sun set as midnight approaches. Then resume your journey toward the beach. You'll meet up with Mavrick, as promised, and the two of you should proceed to the beach. There, you will be confronted again by the specters.

Now you have some options. If you want to finish the quest in the most satisfactory manner, side with Mavrick over the specters. Don't even suggest for a second that he might truly be guilty. Encourage him to not listen to the specters, instead. Battle the wraiths as a result of your decision and kill them to learn the truth of the matter. Otherwise, you can turn Mavrick over to the specters and then you'll have to battle them but will not be properly rewarded for your efforts. Whatever the outcome on the beach, the quest concludes there.

Lost Lambs

Once you activate the Blood Curse story quest, head down to the lower side of camp and start toward the outer wall, in the direction of the brothel. There, you'll meet up with Zyvik. He is concerned about two men who have gone missing.





(LEFT) 'Zyvik is concerned about a couple of missing soldiers.' (RIGHT) 'You will find the two men along the beach beyond the special forces tents, where Sabrina was executed three years ago.'

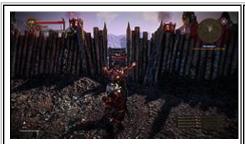
You can head past the tent where the special forces are stationed, then start across the stream. There, a canyon stretches ahead of you or there's a path to the right. Head to the right and battle any drowner enemies that might happen to attack. You'll reach two men huddled near an idol. Talk to them to learn that they fear for their lives if they leave the area and the candles that they have gathered for spiritual protection. Agree to help them return to the camp, then look around the area for clues.

You can investigate the idol itself and look around to find human tracks. You can also examine items around the circle to find various trinkets that people have left. Take the letter and the square coin. Look at the wheel, too, and take the nail that you find. Then you're done with your immediate investigation. Talk to the soldiers and refuse to hand over the nail. Keep talking to them to learn about someone called the Visionary.

Escort the soldiers along the route that you followed in order to find them. Drowners will attack in a large group, but you have two soldiers fighting by your side so you should be able to easily overpower them. When you get closer to the camp, there will be a scene. Then you should visit Zyvik for the promised reward (as well as to learn a bunch of information relevant to other story quests) and the quest is complete.

Ave Henselt

When you are working to complete the Conspiracy Theory story quest in chapter 2, you'll have two choices about how to obtain information about the conspiracy. If you choose to help Manfred and his son by way of the story quest known as The Butcher of Cidaris, you'll have to face Letande Avet and his chum in arena combat. When you win and exit the arena to start exploring the camp again, you'll meet with a man named Proximo who presents you with the new side quest.





(LEFT) 'You will battle a number of soldiers in the arena for the amusement of the king.' (RIGHT) 'The mission can end with a most unexpected moment, if you play your cards right.'

Proximo wants you to battle in the arena. If you agree, you can fight two opponents one at a time, with a chance to go off and do other things between rounds if you like. When you face and defeat a third opponent, a scene follows and then you'll face a new opponent: Ves.

All of the duels play out in a similar fashion. You have fought enough battles by now that you should have a good sense of how to win. Don't give your opponent a chance to hit you with a series of strikes. Instead, block any dangerous strikes and then counter with a flurry of blows of you your own. You can use magic to shift the scales in your favor, but only try casting a spell if you have an opening or you'll instead open yourself up to a hit. When fighting Ves, it's especially worth using magic at any opening, since she's the most powerful of the opponents. None of these are duels to the death, but you definitely want to win.

Click this link to see the video http://www.ign.com/videos/2012/04/21/witcher-2-love-scene-with-ves

After defeating her, follow Ves toward her tent as she suggests. When you meet her there, you can talk some more. If you'd like to get frisky with the special forces lady, tell her that she fought a great fight. Then let her know that you feel like using this opportunity. When she asks, answer that she's both brave and beautiful. Finally, agree to the idea she proposes. You'll witness a perhaps unexpected scene as a reward for taking Ves seriously on all fronts and then the quest is complete (though it can end in other ways too, if you prefer).

The Rotfiend Contract

In chapter 2, during or just after completing the Prelude to War: Kaedwen story quest, you'll head through Henselt's camp and there is one large tent that serves as the camp canteen. The notice board out front contains several notices, including one that you can grab to initiate this side quest.





(LEFT) 'The rotfiends hang around near corpses that are scattered about near the outside edges of the camp.' (RIGHT) 'Kill enough rotfiends and you'll learn that the only way to stop them is to burn 9 corpses in the area.'

The rotfiends are an enemy that you'll find just past the edge of camp, through the thick brush. There are some abandoned wagons and corpses there that the soldiers haven't bothered retrieving. When you approach, you can see the rotfiends circling the corpses, several in a group. Rush them and take them out with a combination of magic and sword strokes. They're powerful monsters in a group, so be quick and efficient. When you take out the last of them, you'll have time to rest.

As you'll soon find, rotfiends materialize from corpses. If you wait around for a while, another one will eventually appear. They appear every minute or two, one at a time, and you can easily hack them down and then wait for another. When you kill enough of them, your quest log will be updated. Your new assignment is to burn a total of nine corpses to prevent a rotfiend infestation. You can find the bodies most easily by looking for rotfiends, which appear as red dots on your map.

Start with the handful of bodies near the camp, then venture up the canyons to find more corpses. When you have found the six that lie in that direction, head in the opposite one. Down the stream past the brothel, you'll find an encampment of soldiers. They are battling rotfiends, so help with the effort and then look on the outskirts of that encampment to find the final three bodies. Burn them all, then see Proximo in the main camp to collect your reward and complete the side quest.

Against the Blue Stripes

In chapter 2, if you are playing while allied with Vernon Roche rather than lorveth, you can find the special forces leader in his camp near the base of the hill on which Henselt has set up his own tents. The camp is not far from the brothel, but on the opposite side of the river.





(LEFT) 'Find the soldiers training near the tents belonging to Vernon Roche and his men.' (RIGHT) 'You can battle a number of opponents, including Roche himself.'

As you pass through the area, you'll find men gathered around a fistfight. Soldiers are fighting to amuse themselves and as you get close, you can talk to one of the men and get involved if you like. You'll need to battle through a series of three opponents, starting with a relatively weak soldier named Fenn, then Silas (a stronger opponent) and finally Vernon Roche himself.

You should know your way around a fistfight by this point in the game, and since nothing has really changed that means that you should be able to fell each of your foes quickly. When the last of them go down, the men will give you a reward and there will be a scene that activates the side quest, A Score to Settle. You can't actually complete that other side quest until chapter 3, so for now you're done here.

Lilies and Vipers

Lilies and Vipers is an Enhanced Edition side mission for players siding with Vernon Roche in chapter 3. The first half of the mission is to accompany Brigid to her extraction point before someone kills her. Have Geralt navigate through the forest path to her destination; at the bandit checkpoint, there is a cave that goes through Nekker territory -- it may be safer to do that (you can attack the bandits from behind if you like).

There's not much to endanger you except perhaps the magician at the boat landing on Dark difficulty. Naturally, you want to work from a saved game before this encounter.

Unless you are an absolute incarnation of Death, you may want to use the Red Haze bombs (faster than the Axii sign) to change the magician's allegiance to your side. With his lightning spells aimed away from you, you have a few precious moments to thin the enemy bandit herd before you focus on the sorcerer.

See Brigid off, and be sure to take her letter to the convoy commander back to the Temerian camp. Speak to the Count and the Baron about their potential involvement in the caravan ambush, and proceed to the scribes' office to do some testing. The correct procedure is:

- (1) Pour burnt lime into the bulb
- **(2)** Add water
- (3) Add the bird droppings (or quano)
- (4) Heat the bulb and add more water (this is one command, near the bottom of the list)

After this, test the real letter (you can run up to about six tests on fake letters before you fail it), speak to the Baron, and continue the events in the side mission Pacta Sun Servanta (timed mission) and The Messenger.

Crown Witness

Crown Witness is related to a mission to escort a Temerian agent named Brigid to her extraction point east of Loc Muinne. It is a small part to the side mission, Lilies and Vipers.

A Sackful of Fluff

Elthon at the Old Quarry (south of Vergen) has a request to send out 12 Harpy feathers. If you have some to spare, bring that amount to him to complete the first part of this task.

Geralt of Rivia's Dagger of Time

Save the game before speaking to Elthon again. If you fail the task of persuading Elthon to up the price of the feathers, you stand to lose out on some well-earned Orens.

After you turn in 12 feathers, the total for the next payout increases to 60. Attempt to persuade or use the Axii sign to persuade Elthon to pay you more since it will take a while to gather the feathers.

The Old Quarry next to Elthon's shack is perfect for fulfilling this mission, A Scakful of Fluff - just be sure to save your game *in his shack* before you meditate to pass one game-day (which respawns the harpies in the mining pit).

Each day's worth of spawn is worth about a dozen harpies (and a few of their champions, the Erynia) will spawn and attack; the best spot to curb their flow would be just around any of the road bends. The Aarden sign (push back) is perfect since it does damage, stuns them, and occasionally disables a harpy or Erynia for Geralt to kill it instantly.

Fulfill the 60 Harpy Feather request (consider banking a few more; The Oathbreaker's Outfit may not be the only thing you need that for), speak with Elthon, and deliver *another 8 harpy feathers* for the final phase of this mission.

Right after you do, head away from Elthon's shack (get to the marker on the crossroad) and head back to the shack to complete the quest.

Ch 2 - Iorveth - Sidequests

Side missions specific to lorveth's Scoia'tel faction. Most of them take place in Vergen.

- The Wild Hunt
- Returning Memories
- The Mystic River
- With Flickering Heart
- Baltimore's Nightmare
- Poker Face: Vergen
- Bring It On: Vergen
- One on One: Vergen
- Harpy Queen Contract
- The Harpy Contract
- Hey, Work's on in the Mines

Returning Memories

As you work through the main story, a Prologue quest called Blood of His Blood will conclude with your character being interrogated in the dungeon by Vernon Roche. During the interrogation, discussion about your past will follow, which automatically adds this side quest to your list of available side quests. Once the side quest has been thus activated, it may be updated at various points as you progress through the game.





(LEFT) 'In the prologue, a discussion with Vernon Roche will trigger the start of the side quest.' (RIGHT) The quest reveals details about Geralt's thrilling and bloody past.'

The first point of interest takes place when you're working to complete another ongoing side quest, The Assassins of Kings, in Chapter 1. You must use Axii magic on a wounded elf and that will allow him to give you important information. As that happens, memories will come flooding back to you and will allow you to access The Rose of Remembrance, the next story quest in the chapter.

As you work through chapter 2 with Roche as your ally, you'll find yourself updating the familiar side quest, The Assassins of Kings. Your adventures will take you into a cave where you will find a man about to die. Talking to him updates this side quest yet again with more precious details. Then, in the story quest known as The Eternal Battle, you'll face a boss monster known as the draug. When you defeat it, you'll witness still more scenes that reveal new information about the Wild Hunt.

If you work through chapter 2 with lorveth as your ally, you'll find similar updates, including at the end of The Eternal Battle, a quest that shows up in the second chapter no matter which route you follow.

The Mystic River

While completing the The Kayran: A Matter of Price story quest, you'll meet up with Triss on a high cliff outside of Flotsam after killing some bandits along a trail. Follow her along the trail as it descends to a wide swamp area, where you'll defeat some drowners before you are free to explore. Look to the edge of the area and you'll see the shell of a ruined ship. Along the left side, you can search a corpse to find a key. Then head to the right and climb partway up through the debris to find a locked treasure chest. Open it with the key to initiate this side quest.



Read the captain's log item, accessible now in your inventory. Also check out the captain's report to find that It has delivery instructions. Delivering it will of course require help from the postal service, so your next task is to find a mailbox and send the message off as instructed.

On your next stop in Flotsam, look for a mailbox. You can find one in the house of Louis Merse, who lives in the house just adjacent to the town square gallows platform (it's the building with the two green tents in front of it). Go upstairs and there's a box sitting on the table. You can insert a letter if you get close enough. Then there's the matter of the other letters that the box contains. If you want to find them, as your quest objective states you should, you'll want to get permission from Louis first. He should be nearby. Find him and use your witcher skills to persuade him that it's a good idea to let you look through the box's contents.

Investigate the box's contents to find an interesting letter written by Louis Merse himself. Then you're done until later in the chapter, when you will face Loredo on rather unpleasant terms. When it comes time to kill Loredo while completing the Death to the Traitor! story quest, you'll find a key to the upper floors of Loredo's mansion by taking it from the dictator's mother. As you start up through the mansion, there's a box that you can check to find a letter. Obtaining it updates your quest log. You may need to kill one of the soldiers to obtain the key.



(LEFT) 'In chapter 2, you can find the wreckage of a ship in the forested area beyond Vergen.' (RIGHT) 'The sewers of Loc Muinne hide a treasure chest that you can open to obtain the diagram for some powerful armor.'

Chapter 2 - Vernon Roche

After Geralt defeats the boss in The Eternal Battle, he will need to regroup with Roche in The Conspiracy. Meet Roche as directed by the main quest, and follow the events until Roche and Geralt leave the Kaedweni Camp to Vergen.

On the road to Vergen (your quest will be The Siege of Vergen), you will encounter a she-troll near a shipwreck (the wreck is marked on your map). Choose to either defeat the she-troll or talk her into letting Geralt and Roche pass; afterward, check the very obvious shipwreck for the second portion of Mystic River on Roche's side.

Chapter 2 - Iorveth

The quest continues through the next two chapters, as well. While completing the Baltimore's Nightmare side quest in chapter 2 (while allied with lorveth), you'll find the wreckage of a ship and can open the chest that it contains to find the journal from the Eyla Tarn. Then in chapter three, you'll bring the quest through to its conclusion.

Chapter 3 - Iorveth and Roche

In that chapter, you can enter the sewers from the edge of the market square where the arm wrestler for Bring It On: Loc Muinne is loitering.

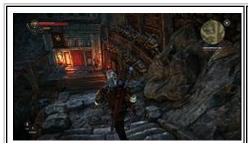
Descend into the sewers and start to the right, there's a chest in plain sight that contains a diagram to make the Armor of Ys, but to the right (against the wall, partially hidden by ivy) there is another chest. Use Geralt's wolf medallion to identify the item containers.

If you have the key obtained early on in the side quest, you can open that chest to find the actual Armor of Ysgrim (not just the diagram), as well as a diagram to craft the Vran Armor.

Now go to see Bras of Ban Ard, who you can ask to turn the Armor of Ys into the Vran Armor for you. If you're having trouble finding Bras, look for him seated on a stool near the edge of the market square, in the corner diagonally opposite the sewer entrance. Talk to him and tell him that you need him to craft something for you. When he makes the armor for you, which costs 2000 oren and should be equipped immediately once it has been crafted, the quest is marked complete.

With Flickering Heart

Shortly into chapter 2 while aligned with lorveth, you'll meet the elf Ele'yas outside of the inn in the city of Vergen. Talk to him and he will tell you that elf and human males are being murdered and buried within catacombs near the city. You can agree to help solve the mystery to initiate the side quest. If you are interested in completing this quest, make sure that you do so before you advance too far in the Where is Triss Merigold? story quest within this chapter. If you talk to the sorceress in that quest after completing the Subterranean Life story quest, you'll fail this quest if it has not been completed by that point.





(LEFT) 'You will find the elf Ele'yas just outside of the inn in Vergen.' (RIGHT) 'When you find the corpse in the tomb, be sure to investigate its arm and also roll it over onto its back to find all of the clues.'

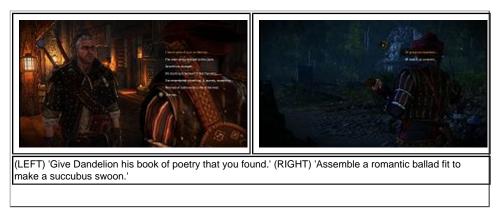
Before you leave Vergen, purchase the surgical tools for 163 oren from Felica Cori, who stands near the many dwarves that have their stalls set up not far from the Mahakam Gate area, along the edge of Rhundurin Square. You'll need the item for the quest.

Head outside of the city to the burned village area and you'll smell a sulfurous odor. Return to the city then and head to its outskirts. There's a door there that leads into a mine tunnel. Pass through the tunnel and you'll emerge on the edge of a stream. Head right along that stream for a scene where you'll need to battle some bounty hunters. Past them, the trail continues along the stream, which grows shallower ahead of some trees. Cross over the stream and proceed to the left, where you'll fight some more soldiers and possibly assorted other foes such as nekker enemies.

Past those, you'll find the entrance to the catacombs. Head inside, then down some stairs and start left from there, along a stone bridge through the crypt. When you reach the end of the ledge, you'll notice a suspicious stone wall to the right, in the direction that the on-screen arrow indicates you need to go. Step near it, then use the Aard sign to demolish the bricks. Your arrival wakens some wraiths. You can back out and hopefully draw only one of them toward you, then kill it with your sword and with some magic before moving into the tighter quarters to eliminate more wraiths. When the last of them are defeated, head through the next opening to find an area with bodies along the walls.

When you examine those bodies, you'll sometimes disturb wraiths but in one case will find something far more promising. A young man's body has been torn apart by some sort of monster. Make sure that you examine it thoroughly. In particular, check his arm and if you have the surgical equipment, you can remove a metal splinter that could prove helpful later. Now roll over the body and you'll find a volume of poetry that strikes you as the likely work of Dandelion. Note that if you like, you can stay in the tombs and do some more exploring to save some time later. For more notes on what you might

find, see our story quest walkthrough for Death Symbolized. When you're ready, return to Vergen to see Dandelion.



You'll find him at the inn. Talk to him and tell him that you found a volume of his poetry. He is grateful. The conversation you have with him goes on for some time, but when it ends you'll tell him to meet you after midnight at the burned village.

Go to the village now and mediate on the hill before you descend. Set the time to midnight, then head into the burned village to meet Dandelion. After a scene, you'll find yourself controlling the minstrel. You need to put together a song, one line at a time. It should go something like this:

If our bodies... My heart would inquire... Or treat it as a morsel...

You have only a limited amount of time to make each choice. When the song finishes, the succubus will invite you down to her lair. You can either go immediately or retreat to Geralt. If you go down, the scene will cut to Geralt, who you are now controlling again. Head down into camp, kill some wraiths that appear, then head down into the tunnel to look after Dandelion. A scene follows. You will now converse with the succubus. You can be threatening if you want to fight her, or you can ask good questions if you think there might be more to this story (which of course there is).

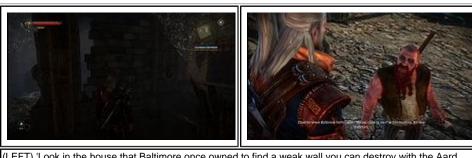


If you don't kill the succubus, you can next return to Vergen. Meet with Ele'yas and accuse him of murder. Stick to the accusations through and through, though he'll deny what you're saying just as aggressively. Then you have a choice: you can either go kill the succubus, or you can meet with lorveth. If you go with the latter option, you can find lorveth in his usual area at the edge of the city. Talk to him and show him the piece of blade that you found on the corpse in the catacombs. You'll learn that Ele'yas has fled the city. To conclude the quest, simply head out toward the burned village. Ele'yas will attack you in a rage as you near your destination.

Defeat Ele'yas in the usual manner, then see the succubus for your reward (some frolicking, and then
the ridiculously strong Thyssen's Armor from a treasure chest) and the quest is complete.

Baltimore's Nightmare

As you complete the Hunting Magic story quest by viewing the crystals at the bottom of the passage beyond the old quarry, you'll activate this quest. You need to have watched Baltimore's dream in the projector screen.



(LEFT) 'Look in the house that Baltimore once owned to find a weak wall you can destroy with the Aard sign.' (RIGHT) 'Thorak wants to be updated if you find anything.'

Once the quest is activated, you should next head to Vergen and look for Baltimore's house. It's near the top side of town. You should be able to find it easily because just up the hill from it, some dwarves are working on smithing projects. Talk to the dwarves and you'll meet Thorak, their leader. He will grant you permission to enter Baltimore's house.

Head into the house and look through the cobwebs. In the back corner, you'll find a weak wall. It just looks like a bunch of bricks stacked on one another. Use the Aard sign to break it down and find a hidden room. Inside the room is a small treasure chest. Open it to obtain a key and some notes that Baltimore left, then exit the building. Thorak will ask you if you found anything. You can lie if you like, but that limits your options later. Instead, you should tell him the truth and he will urge you to let him know if the notes lead you to anything.

Look over the notes yourself. You'll find that they lead you to the burned village, where there's an abandoned well. Start from there and then head downhill to where the elves stand guard. Head left from there, through an archway gate. Continue along the trail and you'll come to a wooden altar where people have left scraps that the birds have gathered around. You'll be coming back to this place shortly. It's the three-way intersection hinted at by the directions Baltimore left. First, however, you should head down the main path that descends into the quarry. Head down along that trail and when you reach the base, look to the left of the gate that leads to the area where you originally saw Baltimore's dream. A slope leads up in that direction, to a treasure chest. Open the treasure chest with the key that you obtained in Baltimore's house.



(LEFT) 'Following the directions will eventually lead you to some ship wreckage.' (RIGHT) 'You can look along the rock walls near the ship to find foliage that hides the entrance to the secret chamber where Baltimore left his notes.'

Inside the chest, you'll find a runic key. Now you should climb back out of the quarry area and return to the altar where you saw the birds. As you approach it now from the direction of the mines, head left along the trail just beyond the alter. Through the stone archway, you'll arrive at the area where trolls live. You should be familiar with them from the Where is Triss Merigold? story quest.

Advance beyond the trolls and follow the trail to the left. It winds along the edge of a cliff where some harpies will likely attack you. Beyond that, you'll reach a canyon and find the ship's wreckage. The first thing you should do is look in the ship's wreckage for a treasure chest. If you are working on the Mystic River quest that began in the previous chapter, you'll update it now by opening the chest. Next, look around the ship and you should notice a wall covered with leafy vines. You can walk through them to find a hidden door. Open it and start inside. You'll be interrupted by Thorak and his apprentices.

It turns out that the dwarves have been following you. Now they have an offer: let them open the chest first and take Baltimore's notes. Then you can have anything that's left. If you ask, they'll give you a reasonably plausible excuse for their interest. You should refuse the offer, though. Battle the dwarves, then take anything you find on their bodies. Open the chest yourself and you'll find the notes. When you read them, the truth becomes clear. Head back to Vergen and tell Cecil Burdon what you have found for your reward. Then the quest is complete.

Poker Face: Vergen

If you want to play dice and complete another side quest in Vergen (while working through chapter 2 with lorveth as your ally), you'll need to face quite a few opponents. Start your search near the top of town.





(LEFT) 'The large statue is your starting point and your ending point as far as this quest is concerned.' (RIGHT) 'The innkeeper is a tough opponent when it comes to dice.'

You'll find a large statue of a deity, right near the top side of town. She looks like a nearly naked dwarf carrying a pitcher of water. Behind her, you'll find a red door that leads into a house where you can find Cornelius Meyer and Bruno Biggs playing dice. They will be your first two opponents, and the quest is activated once you defeat one of them.

Beat that pair of dwarves and you can head down to the inn, along the lower side of Vergen. There, challenge and beat the innkeeper. You'll be referred to Cecil Burdon for a match. When you beat him, your final opponent will be referenced: Haggard, the smith's apprentice.

Leave Burdon's residence and look for the smith, a short distance away near the statue where you headed inside to face Cornelius Meyer and Bruno Biggs at the start of the quest. When you challenge and defeat Haggard, the quest concludes. Note that if you like, you can request meteorite steel instead of cash for your prize.

Bring It On: Vergen

Look to the inn in Vergen while you are playing through chapter 2 with lorveth as your ally. There, you'll find a dwarf named Sheldon Skaggs. Talk to him and you can challenge him to arm wrestling. Defeat him and he will tell you that you ought to challenge Sheldon Skaggs.



Before you can challenge that dwarf, you need to defeat every other major competitor in the region. That's a lot of arm wrestling with dwarves, but you can find most of them in the inn. Just look around the tables and challenge the various dwarves. Specifically, you're looking to best Yarpen Zigrin, Corden and Dalin.

The trick to arm wrestling is to start by following the wide meter gently left. Keep along the right edge of it as you go, so that when the direction switches you're not caught off-guard. Then small adjustments in that new direction could keep you in the center as the meter glides slowly back toward the right. If you get caught off-balance too much, making up for the error can prove extremely difficult, while winning is easy if you start strong and stay that way.

When you defeat the other four dwarves, you can go up against Skalen. He's usually outside, on the path just above the inn. Defeat him and he will suggest that you go up against the Might Numa if you ever get the chance. Then the side quest is complete.

One on One: Vergen

In chapter 2, if you are allied with lorveth, you'll spend much of your time in and around the dwarven city of Vergen. There, you can face a number of opponents in hand-to-hand combat to receive credit for another completed side quest.



Talk to one of the men near the fight and you'll hear the rules. By now, these fights should be familiar to you. All that's left to do is wager and fight. Your first opponent, Young Zis, should go down almost before the fight begins. He is followed by Stel Placeholdern, a more capable opponent. Thrash him and you'll next go up against Percy of Woodham, the reigning champion.

Once you defeat Percy, someone who identifies himself as Sir Silgrat will challenge you. Now you can either decline his offer, or you can agree to fight. If you agree to fight and you win, or if you decline his fight, he will feel that his honor is impuned and the side quest known as A Score to Settle is activated (though you won't be able to complete it until chapter 3).

Harpy Queen Contract

After Phillipa heals Saskia, head to Cecil at his house and speak to him. As you are back for the harpy's lair, by default you will have killed the queen. Speak to Cecil and claim your reward. The side quest will show as completed after you finish speaking to Cecil Burdon.

The Harpy Contract

You can find this quest on the notice board in front of the inn in Vergen, when you are working through chapter 2 with lorveth as your ally.





(LEFT) 'Kill enough harpies and you will have the answer handed to you on a silver platter: use harpy traps!' (RIGHT) 'When you find a nest in the quarry and surrounding environs, just set a trap on the ground once harpies attack and they will carry explosives back to their nest.'

Start by either purchasing a book on harpies from the book vendor in Vergen (and reading it), or just kill some harpies. The latter option is cheaper, since harpies are plentiful throughout the area. When you have killed enough of them, you will learn that to destroy them, you must use harpy traps.

You can purchase the traps, or craft them. The formula to craft them is available from the dwarf blacksmith near the uppermost level of Vergen. You can buy traps from him, as well. He carries a total of 7, which happens to be the number that you'll need for the quest.

When you have traps, either by purchasing them outright or by snagging the formula and assembling them using resources, the next step is to deploy them. Head to the old quarry and you'll find plenty of harpies. Set traps down nearby and a harpy should pick one up and carry it off to a nest. There should be four of them in the area. Then when you gain access to the locked door at the base of the quarry (during the Hunting Magic story quest), you can enter that area. As you work your way through, watch for the harpy nests and deploy traps nearby. If you accidentally kill all of the harpies in an area, you can leave and come back later to find that they have returned.

When you have destroyed seven nests, that's enough. Go see Cecil Burdon for your reward and then the quest is complete.

The Secrets of Loc Muinne

The Secrets of Loc Muinne is a side mission for players who side with lorveth, and is available in Chapter 3. The quest givers are the scholars who asked Geralt to try out some potion back in Flotsam. Agree to their expedition and head to the tower next to Numa, the arm wrestler.

The dungeon has several encounters, and they are riddles which kill you if you answer them incorrectly.

The First Riddle Eye

The answers may be one of the following, and usually is the last yellow response on the dialogue menu (not always):

- Fate
- Time
- Dream

The Second Riddle Eye

The answers are the following, and Geralt needs to stand in the last answer's alcove (or he dies).

- 1. The Dragon (first answer, Cynthia will take that spot)
- 2. The Moon (second answer, the other mage takes the spot)
- 3. The mountain mine (Geralt stands in the last spot)

This is the alcove. It's to the left of the guardian eye.



Dearhenna's Talking Golem

The final riddle is the talking golem. You need to exhaust all the dialogue, then pick the correct answers after Geralt says, "I know enough," to trick the golem. Otherwise, you fight three of them, and that's a near impossible fight on Hard, let alone Dark (even with Cynthia and the second mage helping you).

Click this link to see the video

http://www.ign.com/videos/2012/04/30/witcher-2-dearhennas-talking-golem

Ch 3 - Sidequests

The pre-Dark Edition sidequests for Chapter 3 are alike whether you allied with lorveth or Vernon Roche (although some small details may change). For the "new" side missions in Act 3, check the Enhanced Edition Missions -- they will be different depending if you follow Roche or lorveth.

- The Wild Hunt
- Returning Memories
- The Mystic River
- The Gargoyle Contract
- An Encrypted Manuscript
- Poker Face: Loc Muinne
- Bring It On: Loc Muinne
- A Score to Settle
- From a Bygone Era

Iorveth Enhanced Edition Side Quest

• The Secrets of Loc Muinne

Vernon Roche Enhanced Edition Side Quests

- Lilies and Vipers
- Crown Witness
- Pacta Sunt Servanta
- The Messenger

Returning Memories

As you work through the main story, a Prologue quest called Blood of His Blood will conclude with your character being interrogated in the dungeon by Vernon Roche. During the interrogation, discussion about your past will follow, which automatically adds this side quest to your list of available side quests. Once the side quest has been thus activated, it may be updated at various points as you progress through the game.





(LEFT) 'In the prologue, a discussion with Vernon Roche will trigger the start of the side quest.' (RIGHT) The quest reveals details about Geralt's thrilling and bloody past.'

The first point of interest takes place when you're working to complete another ongoing side quest, The Assassins of Kings, in Chapter 1. You must use Axii magic on a wounded elf and that will allow him to give you important information. As that happens, memories will come flooding back to you and will allow you to access The Rose of Remembrance, the next story quest in the chapter.

As you work through chapter 2 with Roche as your ally, you'll find yourself updating the familiar side quest, The Assassins of Kings. Your adventures will take you into a cave where you will find a man about to die. Talking to him updates this side quest yet again with more precious details. Then, in the story quest known as The Eternal Battle, you'll face a boss monster known as the draug. When you defeat it, you'll witness still more scenes that reveal new information about the Wild Hunt.

If you work through chapter 2 with lorveth as your ally, you'll find similar updates, including at the end of The Eternal Battle, a quest that shows up in the second chapter no matter which route you follow.

The Mystic River

While completing the The Kayran: A Matter of Price story quest, you'll meet up with Triss on a high cliff outside of Flotsam after killing some bandits along a trail. Follow her along the trail as it descends to a wide swamp area, where you'll defeat some drowners before you are free to explore. Look to the edge of the area and you'll see the shell of a ruined ship. Along the left side, you can search a corpse to find a key. Then head to the right and climb partway up through the debris to find a locked treasure chest. Open it with the key to initiate this side quest.



Read the captain's log item, accessible now in your inventory. Also check out the captain's report to find that It has delivery instructions. Delivering it will of course require help from the postal service, so your next task is to find a mailbox and send the message off as instructed.

On your next stop in Flotsam, look for a mailbox. You can find one in the house of Louis Merse, who lives in the house just adjacent to the town square gallows platform (it's the building with the two green tents in front of it). Go upstairs and there's a box sitting on the table. You can insert a letter if you get close enough. Then there's the matter of the other letters that the box contains. If you want to find them, as your quest objective states you should, you'll want to get permission from Louis first. He should be nearby. Find him and use your witcher skills to persuade him that it's a good idea to let you look through the box's contents.

Investigate the box's contents to find an interesting letter written by Louis Merse himself. Then you're done until later in the chapter, when you will face Loredo on rather unpleasant terms. When it comes time to kill Loredo while completing the Death to the Traitor! story quest, you'll find a key to the upper floors of Loredo's mansion by taking it from the dictator's mother. As you start up through the mansion, there's a box that you can check to find a letter. Obtaining it updates your quest log. You may need to kill one of the soldiers to obtain the key.



(LEFT) 'In chapter 2, you can find the wreckage of a ship in the forested area beyond Vergen.' (RIGHT) 'The sewers of Loc Muinne hide a treasure chest that you can open to obtain the diagram for some powerful armor.'

Chapter 2 - Vernon Roche

After Geralt defeats the boss in The Eternal Battle, he will need to regroup with Roche in The Conspiracy. Meet Roche as directed by the main quest, and follow the events until Roche and Geralt leave the Kaedweni Camp to Vergen.

On the road to Vergen (your quest will be The Siege of Vergen), you will encounter a she-troll near a shipwreck (the wreck is marked on your map). Choose to either defeat the she-troll or talk her into letting Geralt and Roche pass; afterward, check the very obvious shipwreck for the second portion of Mystic River on Roche's side.

Chapter 2 - Iorveth

The quest continues through the next two chapters, as well. While completing the Baltimore's Nightmare side quest in chapter 2 (while allied with lorveth), you'll find the wreckage of a ship and can open the chest that it contains to find the journal from the Eyla Tarn. Then in chapter three, you'll bring the quest through to its conclusion.

Chapter 3 - Iorveth and Roche

In that chapter, you can enter the sewers from the edge of the market square where the arm wrestler for Bring It On: Loc Muinne is loitering.

Descend into the sewers and start to the right, there's a chest in plain sight that contains a diagram to make the Armor of Ys, but to the right (against the wall, partially hidden by ivy) there is another chest. Use Geralt's wolf medallion to identify the item containers.

If you have the key obtained early on in the side quest, you can open that chest to find the actual Armor of Ysgrim (not just the diagram), as well as a diagram to craft the Vran Armor.

Now go to see Bras of Ban Ard, who you can ask to turn the Armor of Ys into the Vran Armor for you. If you're having trouble finding Bras, look for him seated on a stool near the edge of the market square, in the corner diagonally opposite the sewer entrance. Talk to him and tell him that you need him to craft something for you. When he makes the armor for you, which costs 2000 oren and should be equipped immediately once it has been crafted, the quest is marked complete.

The Gargoyle Contract

Near the start of chapter 3, you can enter the town square in Loc Muinne. Near the inn, you'll find a notice board with two quests. Grab the appropriate notice to activate this quest.





(LEFT) The gargoyles like to mob you, and they can also toast you with their flaming breath.' (RIGHT) You will need to deactivate seals in order to access the treasure chests.'

Your job is to rid the surrounding area of gargoyles. As usual with this sort of contract, you can begin by either battling a number of gargoyles or by purchasing a book that tells you about their habits. You can find the book for sale by Felicia Cori. She sells several books on runes (buy them all) as well as the book detailing gargoyles.

Read the book on gargoyles by accessing it and using it as an item from your inventory. You'll learn that to destroy the gargoyles, you must destroy their place of origin by deactivating magical seals. The problem is that the seals present puzzles. You must deactivate them in a certain order. You can find notes describing that order, which can be deciphered using the books on runes that you purchased from Felicia Cori. The trick now is to find the rooms where the seals are located. There are three of them.

Near the city's main gate, head left into a room and then left again to arrive in a long, narrow hallway. Progress along that hallway and you will be attacked by gargoyles. They're quite powerful, capable of dealing strong damage and capable of withstanding a lot of damage from you before they collapse. That fact gives them more time to mob you, so be ready to roll out of a potentially bad situation and use magic to keep them at bay if needed. When you defeat the gargoyles, then you're good to descend along the stairs they were quarding.





(LEFT) 'A golem guards the second seal, not gargoyles.' (RIGHT) 'Find Bras of Ban Ard relaxing along the corner of the market square.'

Follow that hallway and you'll reach a small chamber. Here, there are runes etched on the walls.

Magic light keeps them ablaze and there is a treasure chest on the back wall. A magical barrier prevents you from opening the chest. That barrier is generated by the runes, which you must extinguish. You can get near to the runes and press the button indicated on-screen to do so. Remember that they should be put out in a certain order. If you get the order wrong, you'll take damage.

If you don't have success piecing clues together from the books and matching them to the symbols, you can always attempt to find the solution through trial and error. There are only so many possibilities, after all. In this particular chamber, your most probable option (as you face into the room from the door) is: 1) rune on the wall to the left of the entrance; 2) rune on the floor to the left; 3) rune on the floor just in front of the chest; 4)rune on the wall to the right of the door. If that doesn't work, your other possibility is: 1) rune on the wall to the left of the entrance; 2) rune on the wall to the right; 3) rune on the floor to the left; 4) rune on the floor in front of the treasure chest. When you get the combination right, you can open the treasure chest. Inside, you will find an ancient manuscript and a diagram to make yourself some Elder Blood Boots. When you grab the manuscript, you'll activate a new side quest called An Encrypted Manuscript.

Now return to the main city gate, and this time explore the passages to the right. You'll battle golem instead of gargoyles this time and then you will find another room similar to the one you just left. There are four more runes here, and another few possibilities when it comes to deactivating them. The first possibility is as follows: 1) rune on the floor to the left of the entrance; 2) rune on the wall to the right; 3) rune on the floor to the right; 4) rune on the wall to the left. If that doesn't work, try the second possibility: 1) rune on the wall to the right of the entrance; 2) rune on the floor to the right; 3) rune on the wall to the left; 4) rune on the floor to the left. Open the chest if you like and you will find the diagram to the Elder Blood Gauntlets, which allow you to carry more weight if you create and equip them.

Now there's only one more seal to break. Head to the amphitheater area, accessible from the hallways leading out the far side of the town square. Along the amphitheater, head to the right and you'll find a room where gargoyles attack. Defeat them, then descend the stairs that they were guarding to find the third and final seal. Your first potential solution in this case is: 1) rune on the floor to the left of the entrance (near the back wall); 2) rune on the floor to the right (near the back wall); 3) rune on the wall to the left; 4) rune on the wall to the right. If that doesn't work, try: 1) rune on the floor to the right of the entrance (near the back wall); 2) rune on the floor to the left (near the back wall); 3) rune on the wall to the left; 4) rune on the wall to the right.

When you disable that final seal, open the treasure chest for the Elder Blood Trousers diagram and the Addan Deith sword, then go back to the market square. See Bras of Ban Ard (seated near one corner of the market square) for your reward and the quest will be marked complete.

An Encrypted Manuscript

As you work through the side quest known as The Gargoyle Contract in chapter 3, you'll deactivate a seal to remove a barrier that blocks a treasure chest in the passages to the left of the main city gates. When you open the chest, you'll obtain an ancient manuscript and the quest is activated.





(LEFT) 'While completing the contract pertaining to the gargoyles, you will find the ancient manuscript in a treasure chest.' (RIGHT) 'Your reward if you break the seal will be the legendary sword, Caerme.'

Talk to Bras of Ban Ard when you're ready to have the contents of the manuscript deciphered. You might as well wait until you see him at the end of the quest that prompted you to find the manuscript in the first place.

When you talk to Bras about the manuscript, he will explain that it is sealed with magic. To break that seal, you'll need four ingredients that are not easily found in the local area. You may have those ingredients on your person already, as a result of your trip through the game. Or you may not. Those ingredients are: the pheromones of an endrega queen, the blood of a nekker warrior, the brain of a bullvore and a harpy egg. If you can't find a harpy egg, you can use a rotfiend tongue instead.

Turn over the ingredients, if you have them from your work in the previous quests, and you'll learn the formula to craft a powerful sword called Caerme. Then the quest is complete. Note that if you lack some of the ingredients (specifically the pheremones and the nekker warrior blood), you won't be able to complete the quest. If you want the sword to be forged for you, you'll have to supply the ingredients (14 iron ore, 2 timber and 4 harpy feathers) and pay 250 orens to boot.

Poker Face: Loc Muinne

When you arrive at the city of Loc Muinne at the start of chapter 3, you'll find it is divided into a few distinct areas. Outside of the city walls, adjacent to the canyon, there is a camp set up by the Order. You can advance past them and into the city, as dictated by the first story quest in the chapter. There, you'll find the Temerian camp. If you head to the right side of the camp and advance along the corridors in that direction, you'll possibly face some bounty hunters. Past them, there are some ruins where a few people are seated around a table playing dice poker.





(LEFT) 'Find most of the dice players in an abandoned, ruined building as you head along the passages leading right beyond the Temerian camp.' (RIGHT) 'Defeat Adelina and she will tell you who you should face for your final dice challenge.'

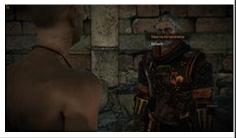
Approach the players and challenge them to a match. Your choices for opponents are Filly, Aylaya. When you talk to them, you'll activate the side quest. Defeat them both in the usual manner, then look to the other table in the same general area. There you'll find two more opponents: Hadrian the Black, a sorcerer, and his apprentice. Play Hadrian and defeat him, then go up against Adelina. She's better than her master, at least when it comes to dice.

When you have won against that pair, there's only one more opponent to worry about. Head to the main square in Loc Muinne and look for the Incredible Lockhart. He is usually found there, kneeling next to his wares. Talk to him and challenge him to dice. When you win, you can select a prize or accept orens as your reward. Then the quest is complete.

Bring It On: Loc Muinne

The Mighty Numa has posted a notice on the board in Loc Muinne, just in front of the inn. He is ready to arm wrestle anyone who dares to face him. If you want to complete this side quest, you should do so early in the third chapter, as it becomes unavailable after you progress things to a certain point.





(LEFT) 'Your first match against Numa will not go well.' (RIGHT) 'Talk to his assistant, Marcus, to purchase a potion that you can use to tilt the scales in your favor for the rematch.'

You'll find your one and only foe down a street from the side of the main market square. Approach him and challenge him to an arm wrestling match. You'll have to pay 100 orens or more for the privilege. Don't wager any higher than the minimum, though, because the first round is one you really can't win. Numa cheats.

After losing, you will talk to Numa and you can call him out on cheating. If you're successful in the attempt to intimidate him, he'll confess to cheating (sort of) and then you can face him again without steroids being involved. It's also possible to purchase steroids from Numa's assistant, if you prefer.

When you face Numa a second time, the match is a great deal more traditional and you should have no trouble winning it. Numa gives you your orens, as well as a prize in the form of a diagram for the Long, Robust Gauntlets, and the quest is complete.

A Score to Settle

In chapter 2, if playing with Vernon Roche as your ally, you can complete the Against the Blue Coats side quest. That side quest involves finding the special forces camp at the base of the Kaedweni camp and sparring with various soldiers. When you conclude that side quest, you'll head directly into this next side quest.





(LEFT) 'Fight with Burton after you have defeated Vernon Roche and crew.' (RIGHT) 'Burton has some menacing things to say before he leaves.'

Your opponent will be a man named Burton. You can beat him but Zyvik will interrupt the fight and your opponent will leave after mumbling something about square coins (an important plot point at the time) and this not being the end. He's right, of course; you'll face him again in chapter 3 if you want to properly conclude the side quest.

If you are instead playing through chapter 2 with lorveth as your ally, then you will have the opportunity to play through the One on One: Vergen side quest. Defeating all of your opponents there will lead into a possible fight with a man named Silgrat. You can refuse to fight him, or you can accept his offer and then beat the tar out of him. As long as you do one of those two things, you'll activate this side quest and can complete it in chapter 3.

In that chapter, as you advance to the main square in Loc Muinne during the For Temeria! or the For a Higher Cause! quest (depending on whether you are allied with Vernon Roche or Iorveth), your disgraced opponent from chapter 2 will confront you and initiate a boxing match. You'll fight Burton at the edge of the market square if you are allied with Vernon Roche, or Silgrat in the side room where the elves are playing dice if you are allied with Iorveth (he shows up elsewhere in the ruins, but you only actually fight him in the aforementioned area). When you win or lose, the quest is finally concluded.

From a Bygone Era

When you are working through the Little Sisters side quest, you'll find a hidden cabin cellar, next to a cabin on a cliff overlooking a beach. When you head into the cellar and light the candles in the proper order, you'll reveal a hidden room with a table. On the table rests a note, which you can collect to initiate this side quest.





(LEFT) 'In the cellar, light the candles in a certain order to reveal a hidden room with a special parchment.' (RIGHT) 'Take the parchment to Dethmold. He will tell you what it contains and offer to buy it.'

With the note in hand, go to see Dethmold in the Kaedwani camp's upper reaches. Talk to him about the note and he'll tell you that it is a note providing instructions on necromancy, a forbidden art. He'll then offer to buy the note from you (ending the side quest), or you can keep it for more discoveries down the road.

Boss Videos

Videos of the bosses in **Witcher 2: Assassin of Kings**, all on Dark. Note that Letho is far easier in Chapter 3 than in Chapter 1, simply because Geralt would have more Talent Points invested in various skills.

Kayran

Click this link to see the video http://www.ign.com/videos/2012/04/27/witcher-2-letho-loc-muinne-fight-dark-difficulty

Dark Outfits

If you play the game on Dark Difficulty, you can access three exclusive outfits that when worn, make Geralt into some sort of unstoppable killing machine who's 50% Batman, 50% Superman, 50% Conan the Barbarian, and 100% Bad Ass. Click this link to see the video http://www.ign.com/videos/2012/04/27/witcher-2-dark-outfit-inventory-exploit

- The Blasphemer's Outfit (Flotsam)
- The Oathbreaker's Outfit (Kaedweni Camp or Vergen)
- The Kinslayer's Outfit (Loc Muinne)

You cannot access these outfits (which include three unique steel swords and three unique silver swords) on any other difficulty level, and if you change difficulties mid-play, these items are destroyed.

Dark Mode Tips

- The Quen sign is your goal to surviving boss fights. That and dodging (at least 1 talent point in dodging should be invested).
- Vitality is insignificant on Dark since enemies kill you with one or two hits (usually the former).
 Invest in skills that regenerate Vigor. More Vigor means you can at least guard against lethal blows (block helps as a last resort; it's better to dodge and rely on Quen). Any excess Vigor bleeds off into damage, so there's that.
- Chipping and putting enemies at a disadvantage works well; when possible, have allies take the
 brunt of the damage. The damage modifier on Dark does not affect allies. Using bombs, knives,
 and tricks (like fighting enemies at their roaming boundary) can help you chip away their health.
- Make the Dark Outfits ASAP. This is the only reason you're playing Dark mode, so not making the outfits puts you at a disadvantage.

Further Reading

Witcher 2 Dark Outfits

The Blasphemer's Outfit

The Blasphemer's Outfit may have its six crafting diagrams found in Flotsam. Berthold Candeleria, the smith apprentice with whom you deal with, has the diagrams for sale. Wearing the complete set makes Geralt immune to the curse, but if he is only using part of this set (including the weapons), his life will drain to zero (killing him if you allow this status to continue).



Blasphemer's Armor

- Costs: 150 Oren to Craft
- 14x Studded Leather
- 8x Nekker Claws
- 4x Amethyst Dust
- 4x Diamond Dust
- 6x Robust Cloth

For the armor's ingredients, a trader at Flotsam's waterfront (near the entrance Triss takes from the Prison Barge) sells diagrams to create Robust Cloth, Studded and Hardened Leather. Considering the latter two components can be hard to find, you may want to spend the 1600 Orens on those diagrams, instead of buying the components piece-meal.

Blasphemer's Boots

- Costs: 25 Oren to Craft
- 4x Hardened Leather
- 2x Studded Leather
- 6x Robust Cloth
- 1x Endrega Hide

All components except the leather pieces are hard to find; the Endrega hide can be purchased, but you get plenty fighting the spiders (endrega) in the forest around Flotsam.

Blasphemer's Gauntlets

- Costs: 40 Oren to Craft6x Hardened Leather
- 2x Robust Cloth
- 4x Twine
- 2x Endrega Venom

Again, the hardened leather is the hardest component to find in bulk (hence the diagram suggestion -- see the Blasphemer's Armor); the Endrega venom is quite common once you start hunting the spiders in the forest.

Blasphemer's Trousers

- Costs: 40 Oren to Craft
- 4x Hardened Leather
- 4x Studded Leather
- 6x Robust Cloth
- 4x Endrega Hide

The hardened leather and robust cloth are the hardest components to find in bulk (hence the diagrams suggestion -- see the Blasphemer's Armor); the Endrega hide is quite common once you start hunting the spiders in the forest.

Anathema (Silver Sword)

- Costs: 135 Oren to Craft
- 12x Silver Ore
- 4x Iron Ore
- 3x Timber
- 2x Yellow Meteorite
- 4x Nekker Teeth

Yellow Meteorite is rather rare, and you may either get lucky (finding it in random searchable stashes) or you have to build it from a diagram. You can buy Silver Ore from Berthold, if you need it (he needs 24 game-hours to regenerate his store stash).

Ultimatum (Steel Sword)

- Costs: 125 Oren to Craft
- 12x Iron Ore
- 2x Hardened Leather

- 2x Timber
- 1x Diamond Dust
- 5x Nekker Teeth

All the components here are easy to get. Iron ore is surprisingly common, unlike Minecraft.

Video Demonstration

Click this link to see the video http://www.ign.com/videos/2012/04/20/witcher-2-blasphemers-outfit-gameplay

Further Reading

Witcher 2 Dark Outfits

The Kinslayer's Outfit

The Kinslayer's Outfit is one of three exclusive outfits for Witcher 2 if you play the game on Dark Difficulty. The arms merchant - the one called Bras from Ban Ard - in the city's center has these diagrams for sale.



Kinslayer's Armor

- Costs: 750 Orens to Craft
- 16x Hardened Leather
- 18x Robust Cloth
- 6x Twine
- 2x Harpy Saliva
- 6x Harpy Feathers

Kinslayer's Boots

- Costs: 100 Orens to Craft
- 6x Hardened Leather
- 4x Studded Leather
- 4x Gargoyle Dust
- 2x Robust Cloth

Kinslayer's Gauntlets

- Costs: 100 Orens to Craft
- 6x Hardened Leather
- 4x Robust Cloth

- 2x Twine
- 2x Gargoyle Dust
- 2x Harpy Feathers

Kinslayer's Trousers

- Costs: 150 Orens to Craft
- 4x Twine
- 4x Studded LEather
- 2x Robust Cloth
- 1x Dragon Scales
- 1x Troll Tongue

Weeper (Silver Sword)

- Costs: 250 Orens to Craft
- 14x Silver Ore
- 2x Iron Ore
- 2x Timber
- 4x Elemental Stone
- 2x Blue Meteorite Ore

Mourner (Steel Sword)

- Costs: 275 Orens to Craft
- 16x Iron Ore
- 4x Leather
- 2x Timber
- 3x Gargoyle Dust
- 2x Essence of Death

Video Demonstration

Click this link to see the video

http://www.ign.com/videos/2012/04/25/witcher-2-kinslayers-outfit-gameplay

Further Reading

Witcher 2 Dark Outfits

The Oathbreaker's Outfit

The Oathbreaker's Outfit is one of three exclusive outfits for Witcher 2 if you play the game on Dark Difficulty.



Oathbreaker's Armor

- Costs: 550 Oren to Craft
- 12x Robust Cloth
- 18x Studded Leather
- 1x Diamond Dust
- 2x Twine
- 1x Draugir Armor Fragment

Oathbreaker's Boots

- Costs: 70 Oren to Craft
- 2x Studded Leather
- 4x Hardened Leather
- 2x Essence of Death
- 2x Robust Cloth

Oathbreaker's Gauntlets

- Costs: 60 Oren to Craft
- 6x Hardened Leather
- 2x Robust Cloth
- 4x Twine

2x Amethyst Dust

Oathbreaker's Trousers

- Costs: 135 Oren to Craft
- 6x Hardened Leather
- 4x Twine
- 4x Robust Cloth
- 6x Harpy Feathers

Virgin (Silver Sword)

- Costs: 200 Oren to Craft
- 14x Silver Ore
- 2x Iron Ore
- 2x Timber
- 2x Diamond Dust
- 2x Essence of Death

Black Unicorn (Steel Sword)

- Costs: 175 Oren to Craft
- 14x Iron Ore
- 2x Hardened Leather
- 3x Timber
- 2x Blue Meteorite Ore
- 5x Amethyst Dust

Video Demonstration

Click this link to see the video

http://www.ign.com/videos/2012/04/25/witcher-2-oathbreakers-outfit-gameplay

Further Reading

Witcher 2 Dark Outfits

Unique Weapons

Unique Weapons are weapons in The Witcher 2 that you cannot find multiple times (as loot) or purchase from traders or craft (multiple times). They are generally awards from missions. Note that some powerful weapons - because they can be crafted multiple times - will have their locations (or diagrams) listed and not their actual stats.

Addan Deith



The **Addan Deith** is a chest award from The Gargoyle Contract. The warded room near the amphitheatre has this weapon.



Caerme



This sword can be crafted after obtaining its diagram as a reward for the quest "An Encrypted Manuscript". **Caerme** is one of the best steel sword in the game.

Deireadh



Deireadh is a sword found in the sewers of Loc-Muinne, while siding with lorveth.



Deithwen



Deithwen is a silver sword found in the small mountain trail where two Arachnas make a "Geralt sandwich". The path is near the cave lorveth takes to enter Loc Muinne. You can visit the same area if sided with Roche.



Fate



Fate is a silver sword found in the Dwarven Catacombs in Chapter 2.



Gwyhyr



Gwyhyr is a steel sword, awarded for completing Baltimore's Nightmare by revealing Thorak and his conspirators for who they really are.



Gynvael Aedd



Gynvael Aedd is a sliver sword found in Enhanced Edition version during Secrets of Loc-Muinne - a side mission you can only start if you side with lorveth.



Harpy



Harpy is a silver sword, awarded from the Queen Harpy Lair when you side with lorveth.



King Henselt's Sword

King Henselt's Sword is the personal weapon of King Henselt, taken when he is killed while siding with Vernon Roche in Chapter 2.

Negotiator



Negotiator is a silver sword awarded by Phillipa in Iorveth's side. Roche players will get this weapon (possibly by investigating the altar the Visionary tells you to pray at).



Operator's Staff

Operator's Staff

The **Operator's Staff** is a Vran crafted weapon used by the mysterious "Operator" in the mission From a Bygone Era. Defeating him will yield this weapon as part of the loot.



Click this link to see the video

http://www.ign.com/videos/2012/04/26/witcher-2-the-operators-staff

Robust Sword of Dol Blathanna



Robust Sword of Dol Blathanna

The **Robust Sword of Dol Blathanna** is a unique sword found in Dwarven mines if the mining supervisor is found; his key unlocks a storage room in the dwarf mines with this weapon.



Sword of Creyden



Sword of Creyden

The **Sword of Creyden** is an award for defeating both Blue Stripes arm wrestlers in the event which occurs after "Toothpicks with Ves" (not a mission, but a mini-game) and before the side mission Hung Over.



Sword of Kaer Morhen



Sword of Kaer Morhen

The **Sword of Kaer Morhen** is a silver sword found in the Arachnas glade in Chapter 1. The best time to get it is *after* killing the monster, and not agreeing to meet lorveth immediately (meet him later at the Elven Ruins).



Sword of the Dun Banner



Sword of the Dun Banner

Sword of the Dun Banner is found in the Dwarven Catacombs if the banner wraith is successfully tricked by answering all his questions correctly. Note that depending if you side with Vernon Roche or Iroveth, the answers will differ.



Unique Armors

Unique Armors

These are armors that you cannot find multiple times (as loot) or purchase from traders or craft (multiple times). They are generally awards from missions. Note that some powerful armors - because they can be crafted multiple times - will have their locations (or diagrams) listed and not their actual stats.

Armor of Loc Muinne

Amor of Ysgith

Astogarus' Armor

Blue Stripes Combat Jacket

Elven Armor

Elven Gauntlets

Herbalist's Gloves

Armor of Loc Muinne

Armor of Loc Muinne

Is awarded for slaying the Nilfgaardian mage in Chapter 2 - lorveth's side during the story mission Where is Triss Merigold.



Armor of Ysgith

Armor of Ysgith

Is found in the sewers of Loc-Muinne, in a container next to the final locked chest for Mystic River.



Astrogarus' Armor

Astrogarus' Armor

Is a "reward" for getting through Loredo's garden in Indecent Proposal without being detected. You will find this armor near the Iron Frame part for the Kayran Trap.



Blue Stripes Combat Jacket

Blue Stripes Combat Jacket

As part of King Foltest's elite crew, Geralt will have a **Blue Stripes Combat Jacket** in his kit during the Prologue. He will equip it if he starts at the monastery first, instead of at the dawn of the assault.



Elven Armor

Elven Armor

The **Elven Armor** is stripped from Cedric at the end of Chapter 1.



Elven Gauntlets

Elven Gauntlets

These are either an award from lorveth for stemming off the mob from lynching Stennis (thus siding with lorveth during the stand-off) or an award from looting Thorak's chest during Suspect: Thorak.



Herbalist's Gloves

Herbalist's Gloves

The **Herbalist's Gloves** are in Geralt's starting kit from Prologue to when you decide to sell them. They are handy early in the game since it gives you a bonus when harvesting reagents for alchemy. This bonus stacks with the reagent harvesting bonus in the Alchemy Talent Tree.



Mage Trousers

Mage Trousers

Mage Trousers accompany Geralt's default kit in the Witcher 2 Enhanced Edition on the Xbox 360 (this armor may be partly determined by your Witcher 1 save file). The Heliotrope sigil is available midway/late in the game if you develop the magic talent tree.



Reinforced Boots

Reinforced Boots

The **Reinforced Boots** is stripped from Cedric at the end of Chapter 1.



Seltkirk's Armor

Seltkirk's Armor

Seltkirk's Armor is part of the Eternal Battle story mission. Either you take the armor from the NPC in Courage Symbolized (siding with Roche) or Phillipa gives you the armor if you side with lorveth.



Thyssen's Armor

Thyssen's Armor

You find **Thyssen's Armor** after siding with the succubus in With Flickering Heart. As a bonus, you get to watch Geralt sheathe his sword into her waiting scabbard



Endings

There are 16 potential outcomes for The Witcher 2 Assassins of Kings and they are determined by specific actions and decisions you make during the story.

Spoilers past this point, because frankly, that's how we roll.

Aryan Dies Endings

Iorveth Path -> Stennis killed
Iorveth Path -> Stennis spared
Iorveth, Triss Path -> Stennis killed
Iorveth, Triss Path -> Stennis spared
Roche Path -> Henselt killed
Roche Path -> Henselt spared
Roche, Triss Path -> Henselt spared
Roche, Triss Path -> Henselt spared

Aryan Lives Endings

Iorveth Path -> Stennis killed
Iorveth Path -> Stennis spared
Iorveth, Triss Path -> Stennis killed
Iorveth, Triss Path -> Stennis spared
Roche Path -> Henselt killed
Roche Path -> Henselt spared
Roche, Triss Path -> Henselt spared
Roche, Triss Path -> Henselt spared

Enhanced Edition Missions

All of the enhanced edition's missions are side quests that occur in Act 3.

Act 3 - Roche's Path

- Lilies and Vipers
- Crown Witness
- Pacta Sunt Servanta
- The Messenger

Act 3 - Iorveth's Path

• The Secrets of Loc Muinne

Source: Developers' Official Strategy Guide (comes with the game)

Lilies and Vipers

Lilies and Vipers is an Enhanced Edition side mission for players siding with Vernon Roche in chapter 3. The first half of the mission is to accompany Brigid to her extraction point before someone kills her. Have Geralt navigate through the forest path to her destination; at the bandit checkpoint, there is a cave that goes through Nekker territory -- it may be safer to do that (you can attack the bandits from behind if you like).

There's not much to endanger you except perhaps the magician at the boat landing on Dark difficulty. Naturally, you want to work from a saved game before this encounter.

Unless you are an absolute incarnation of Death, you may want to use the Red Haze bombs (faster than the Axii sign) to change the magician's allegiance to your side. With his lightning spells aimed away from you, you have a few precious moments to thin the enemy bandit herd before you focus on the sorcerer.

See Brigid off, and be sure to take her letter to the convoy commander back to the Temerian camp. Speak to the Count and the Baron about their potential involvement in the caravan ambush, and proceed to the scribes' office to do some testing. The correct procedure is:

- (1) Pour burnt lime into the bulb
- **(2)** Add water
- (3) Add the bird droppings (or quano)
- (4) Heat the bulb and add more water (this is one command, near the bottom of the list)

After this, test the real letter (you can run up to about six tests on fake letters before you fail it), speak to the Baron, and continue the events in the side mission Pacta Sun Servanta (timed mission) and The Messenger.

Crown Witness

Crown Witness is related to a mission to escort a Temerian agent named Brigid to her extraction point east of Loc Muinne. It is a small part to the side mission, Lilies and Vipers.

The Secrets of Loc Muinne

The Secrets of Loc Muinne is a side mission for players who side with lorveth, and is available in Chapter 3. The quest givers are the scholars who asked Geralt to try out some potion back in Flotsam. Agree to their expedition and head to the tower next to Numa, the arm wrestler.

The dungeon has several encounters, and they are riddles which kill you if you answer them incorrectly.

The First Riddle Eye

The answers may be one of the following, and usually is the last yellow response on the dialogue menu (not always):

- Fate
- Time
- Dream

The Second Riddle Eye

The answers are the following, and Geralt needs to stand in the last answer's alcove (or he dies).

- 1. The Dragon (first answer, Cynthia will take that spot)
- 2. The Moon (second answer, the other mage takes the spot)
- 3. The mountain mine (Geralt stands in the last spot)

This is the alcove. It's to the left of the guardian eye.



Dearhenna's Talking Golem

The final riddle is the talking golem. You need to exhaust all the dialogue, then pick the correct answers after Geralt says, "I know enough," to trick the golem. Otherwise, you fight three of them, and that's a near impossible fight on Hard, let alone Dark (even with Cynthia and the second mage helping you).

Click this link to see the video

http://www.ign.com/videos/2012/04/30/witcher-2-dearhennas-talking-golem

Tome of Dearhenna

The **Tome of Dearhenna** is the sidequest after Secrets of Loc-Muinne. Basically, you find Cynthia at the inn once you locate and take all of Dearhenna's notes on the Vran plague (in the room with the artifact).

Love Scenes

The Witcher 2 Assassin of Kings has several scenes where Geralt of Rivia will attempt to sheathe his sword into the scabbard of anyone who passes for a female organic humanoid

NSFW Content Warning

Please note that the age-gate for these videos are required. You also may not want to view these videos at your work place (exception: IGN, GameSpy, 1UP, and Askmen.com).

Flotsam Courtesans

Click this link to see the video http://www.ign.com/videos/2012/04/29/witcher-2-love-scene-with-cynthia

When you side with lorveth in the Enhanced Edition, you will encounter some Nilfgaardians speaking about a sorcerer named Dearhenna and some artifact he created near the Loc Muinne hairdresser. The expedition's leader, Cynthia, you may recognize as Phillipa Eilhart's former lover. Finish The Secrets of Loc-Muinne and locate Cynthia at the inn. Embrace her after going through all the dialogue to initiate "teh_sex".

Achievements

Achievements and trophies are listed alphabetically for ease of indexing.

The secret achievements still remain a mystery to the rest of us (because they are likely story driven). Please help fill in the missing information if you can. Thank you.

10G

Alea lacta Est

Complete Chapter 2.

10G

Apprentice

Use alchemy to brew five potions or oils.

10G

Craftsman

Hire a craftsman to create an item.

10G

Eagle Eye

Hit COunt Etchverry using the ballista in By the King's Will.

30G

Focus

Perform three successful ripostes in a row.

15G

Gambler

Win an arm wrestling match, a dice poker game and a fist fight.

15G

Gladiator

Defeat all opponents in the Kaedweni arena.

50G

Guru

Achieve character level 35.

10G

Journeyman

Achieve character level 10.

15G

Last Man Standing

Survive your 30th fight in the Arena

88G

Madman 1

Finish the game while playing at the Dark difficulty level.

15G

Man of the Shadows

Successfully sneak through Loredo's garden and find the kayran trap component during Indecent Proposal.

10G

Master Alchemist

Acquire the Mutant ability.

10G

Master of Magic

Acquire the Sense of Magic ability.

10G

Miser

Collect 10000 orens.

30G

Mutant!

Enhance abilities using mutagens at least five times.

15G

Once Ain't Enough

Complete Chapter 3.

15G

Perfectionist

Kill 10 foes in a row without losing any Vitality.

20G

Pest Control

Finish all quests involing the destruction of monster nests.

30G

Poker!

Roll five-of-a-kind at dice poker.

10G

Ricochet

Kill a foe by deflecting his own arrow at him.

10G

Swordmaster

Acquire the Combat Acumen ability.

30G

The Butcher of Blaviken

Kill 500 foes.

5G

The Fugitive

Complete the Prologue.

15G

Threesome

Kill three foes at once by performing a group finisher.

5G

To Aedirn!

Complete Chapter 1.

50G

To Be Continued...

Finish the game at any difficulty level.

15G

Torn Asunder!

Kill more than one opponent using a single exploding bomb.

10G

Tried-and-True

Survive your 5th fight in the Arena

Secret Achievements

30G

Secret Achievement

Continue playing to unlock this secret achievement.

30G

Secret Achievement

Continue playing to unlock this secret achievement.

20G

Secret Achievement

Continue playing to unlock this secret achievement.

20G

Secret Achievement

Continue playing to unlock this secret achievement.

20G

Secret Achievement

Continue playing to unlock this secret achievement.

20G

Secret Achievement

Continue playing to unlock this secret achievement.

10G

Secret Achievement

Continue playing to unlock this secret achievement.

15G

Secret Achievement

Continue playing to unlock this secret achievement.

15G

Secret Achievement

Continue playing to unlock this secret achievement.

10G

Secret Achievement

Continue playing to unlock this secret achievement.

15G

Secret Achievement

Continue playing to unlock this secret achievement.

10G

Secret Achievement

Continue playing to unlock this secret achievement.

15G

Secret Achievement

Continue playing to unlock this secret achievement.

30G

Secret Achievement

Continue playing to unlock this secret achievement.

15G

Secret Achievement

Continue playing to unlock this secret achievement.

50G

Secret Achievement

Continue playing to unlock this secret achievement.

30G

Secret Achievement

Continue playing to unlock this secret achievement.

15G

Secret Achievement

Continue playing to unlock this secret achievement.

10G

Secret Achievement

Continue playing to unlock this secret achievement.

10G

Secret Achievement

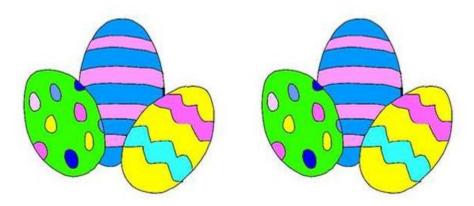
Continue playing to unlock this secret achievement.

30G

Secret Achievement

Continue playing to unlock this secret achievement.

Easter Eggs



Throughout the game you may find things that make you say "Wait a second is that from......?". For instance, there is character by the name of prince Stennis which is a clever "Wink" to the character Stannis Baratheon from the series of books A Song of Ice and Fire and Game of Thrones on HBO.

You can also occasionally hear dwarfs singing heigh ho from snow white if you listen close enough.

The "poker face" quests are a reference to lady gaga.

There is also two girls that are named after the girls from sex and the city and have a whole bunch of shoes in theyre house.

Some time in the game Geralt looks at a guy and says, "Is that your final answer?"

Also take a look at the Assassins Creed reference.

Universe

The **Universe** of the Witcher is one of dark fantasy, mixing ancient European folklore with traditional sword and sorcery fantasy, albeit in true feudal fashion.

- Characters
- Locations
- Terminology

The Witcher Save File Import

On the PC version, **The Witcher 2: Assassins of Kings** is a sequel. It has the '2' right there in the title to make that clear, but what you might not know (if you haven't looked over the title screen and save options) is that you can import a save file from **The Witcher**, the first game in the series.

Importing the save file has a few benefits. It's likely that over time, more benefits will be discovered. Here's what we know so far...

Equipment

You will be able to retain a number of weapons and even some armor from the first game.

- Raven's Armor (armor)
- Ard'aenye (steel sword)
- D'yaebl (steel sword)
- G'valchir (steel sword)
- Gwalhir (steel sword)
- Aerondight (silver sword)
- Moon Blade (silver sword)

Around 1% of your Orens will also carry over from the save file, so that you start with those extra funds in addition to the 150 orens typically available to you once you start playing The Witcher 2.

Other Benefits

When you worked through The Witcher, you were able to make several decisions along the way and those impact the sequel in a few minor ways:

- If you saved Thaler in the "All the King's Men" quest in the first game (chapter 3), you'll get a package from him in the second one in the town of [[Flotsam] (chapter 1).
- Your decision regarding whether or not to save Princess Adda in the first game during the quest known as "Her Highness the Striga" quest (chapter 5) will change the reference to her at the start of the second game. Late in The Witcher 2, when you visit Vergen, you will also meet a character who curses you if you spared Adda in the first game.
- You'll visit the city of Vergen in The Witcher 2, where you may meet a dwarf with the last name
 of Vivaldi. If you were in good with the Scoia'tel in the first game, you receive some extra orens
 in Vergen.
- In chapter 3 of The Witcher 2, you will meet Siegfried at various points as you explore Loc
 Muinne if you saved him in the first game and you were in good with the Order. If you took a
 neutral approach in that first game or if you took an approach contrary to the Order, then
 Siegfried is dead now. This mostly impacts whether or not you can easily enter the city through

the front gate while aligned with lorveth (see the For a Higher Cause! story quest). If Siegfried is dead, you'll have to enter the city by traveling through some dangerous underground tunnels.

There may be other ways that your save file can make a difference. If any of those are discovered down the line, this wiki should be updated to reference them.

Source: Wikia