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Introduction

Welcome to The Witcher 2: Assassins of Kings official game guide.

I'd like to thank my QA and Design colleagues for their help. It would have been very difficult to create this guide without it. A big "thank you" also goes to Adam, Jędrzej and Przemek for their trust in my abilities and to Daniel for proofreading.

If you have any questions or problems regarding the game, visit the game's official website: www.thewitcher.com.

You'll find captions in the descriptions of many quests. I marked short side quests strictly connected to the main quests in this manner.

Advice on specific combats in-game is marked with the **[Combat]** tag.

All decisions influencing the game's story, as well as their consequences, are marked with the **[Choice]** tag.

Items connected to quests are marked **in bold**, while numbers found throughout the text refer to map locations.

Be warned about spoilers, have a nice read, and above all good fun with The Witcher 2!

Marcin Majewski

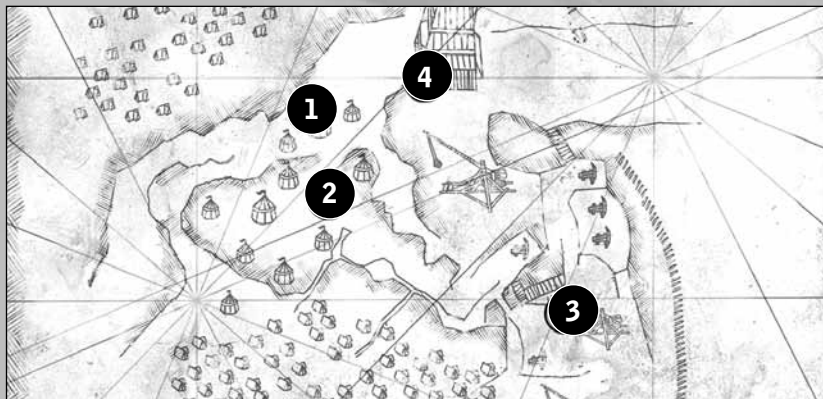
The prologue

A dark, foreboding forest... A wounded witcher, Geralt of Rivia, flees pursuit... He falls down... The assassins are getting closer...

It's only a dream. Unfortunately the reality proves to be as bleak, if not worse. We're in a cell in a dungeon; the two guards watching us start to beat us up as soon as they notice we're conscious. Our back bears recent marks of flogging; our hands are shackled in chains. Then another man appears and leads us away for interrogation.

He introduces himself as Vernon Roche; the discussion implies he's a member of the Temerian Special Forces. If we won't cooperate, we'll surely end up on the scaffolds. What choice do we have then? We begin telling Roche what happened before we were imprisoned. We can tell the story in any order... Maybe we should begin from the start.

By the King's Will (part one)



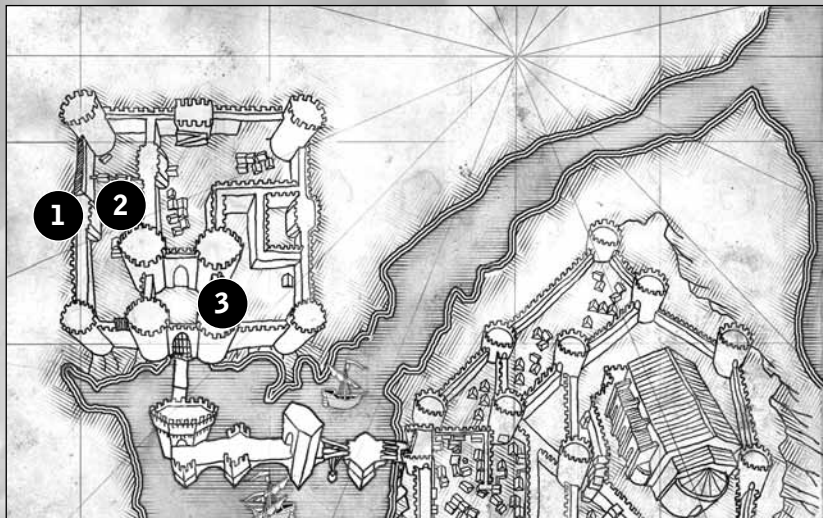
We awoke beside our beloved Triss Merigold and it seemed that the day shall be a very pleasant one. Our plans, however, were foiled by an uninvited guest – a Temerian soldier who informed us that king Foltest wishes to see us. After a quick chat with the sorceress, we leave the tent **[1]** and behold the monumental camp of the Temerian army. Going down the hill we meet the Crinfrid Reavers **[2]**, who ask us to examine a certain medallion. This will begin the side quest **Melitele's Heart**.

We head for a huge trebuchet **[3]** bombarding castle La Valette. We find Foltest there, along with his advisors and the Nilfgaardian ambassador, Shilard Fitz-Oesterlen. The king wants us to assist him during the assault, which he intends to lead personally. We follow the king through the camp, towards the siege tower. **[Choice]** Passing a ballista, we help Foltest to aim a shot – 1.5 degree is the right angle (you should aim the crosshair at the middle of the barricade). Then we follow the king to the top of the siege tower **[4]**.

During that part of our story we'll return to the torture chamber, sharing our views of the siege

tower with Roche. We consider it a sick idea – the king and his nobles decided to have some fun on the walls, while common soldiers were dying on the streets. Vernon will call Geralt to order and we'll be able to choose if we want to tell more.

By The King's Will (part two)



The interrogation continues, as we tell Roche of our part in the siege of the La Valettes' castle. We're on the fortress' walls [2], the barons clashed with the first enemies, and we're to make sure that nothing happens to Foltest. **[Combat]** We help the Temerian lords in battle, we're killing enemies one by one with a steel sword, and should have no problems with that. After it's done, the king orders the tower, which is being defended by men led by Aryan La Valette, to be taken.

The Barricade

The first tower in our way is manned by archers, who prevent any approach. Furthermore, there's a barricade at the entrance. First we need to destroy said barricade using the ballista [2] located in the courtyard. We jump down from the walls. We'll have to fight the castle defenders. **[Combat]** It's easiest to defeat them with the help of the Yrden Sign, finishing off the enemies immobilized by it. After defeating them all, we wind up the ballista. We'll be interrupted by more of the La Valettes' knights, whom we defeat using the tactic mentioned above. Then we return to the ballista. If we fail a few times, more enemies will appear. After winding up the mechanism, we must now aim it. Aiming is done similarly – we rhythmically press the key indicated by an icon onscreen. The La Valettes' men-at-arms will attack us again. After defeating them, we'll only have to fire the ballista, destroying the barricade.

On the Frontline

[Consequences of firing the ballista in the camp] Once we're back to the walls and enter the tower, we'll face the rebellious count Etcheverry and his knights. If we managed to aim the ballista in the camp well before joining the assault, we'd have already killed the nobleman and we'll face only his subordinates. **[Combat]** This battle will be a bit harder than the previous ones. There are more enemies and they're better at coordinating their attacks. It's important to remember to dodge and that being stabbed in the back means taking double damage. Also, the Quen and Yrden Signs should help us in surviving this clash.

After killing the last enemy in the tower, we follow the king to the next fortification. Another group of opponents awaits us beneath the hoarding. We should defeat them using the same techniques as before. Foltest's knights will destroy the door before us using axes. Beyond the door we'll fight with a menacing bruiser and his flunkies. **[Combat]** This opponent is best dealt with using the Yrden Sign. When it's done, we're but a dash away from the tower defended by Aryan La Valette.

The king sends us forward to reach the top of the enemy fortification and open the door. We're also to capture or kill Aryan along the way. Evading arrows, we run towards scaffolding on the outer side of the walls and, defeating further enemies, we reach the top, where we meet La Valette. **[Choice] [A]** We can try to persuade the nobleman to surrender. **[B]** We can fight him honorably, one on one, sparing his men, or **[C]** we can fight Aryan and his knights. The consequences of our decision will come to light during the prison break (**The La Valettes' Dungeons**), but more of that later.

[Combat] Should we decide to fight, we have to be prepared to block blows and counterattack. It's also vital to use the Aard and Yrden Signs.

At this point Roche will interrupt us, we'll return to the torture chamber in the dark dungeon. After a short chat, the Special Forces' commander will hurry us up to tell more...

Trial by Fire

The next important episode during the conquest of the castle where the Temerian king's children were hidden was the appearance of a dragon...

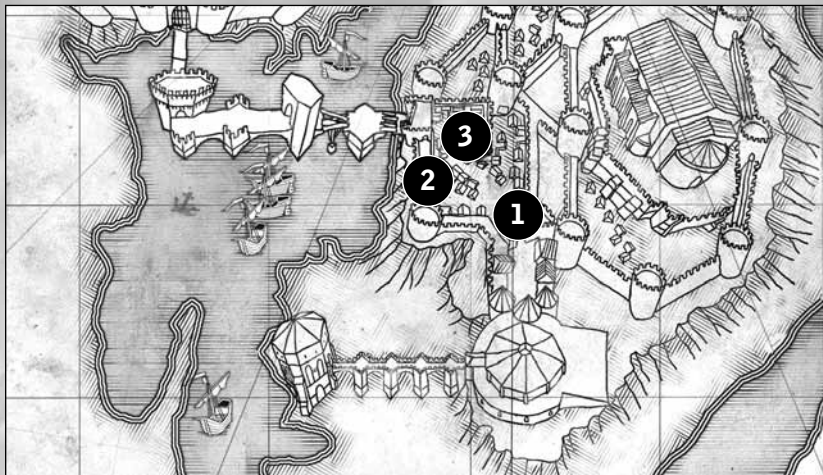
After capturing the main fortifications of castle La Valette, we, along with Foltest and Triss Merigold, reached the final tower separating us from the temple quarter, where the king's bastards were most probably hidden. The gate was opened with the help of the Special Forces, under the command of Vernon Roche, and it seemed the way to the cloister was open. Something was not right, however. Our witcher medallion started to vibrate... A huge black dragon flew over our heads... We managed to flee for the bridge leading to the city in the last moment...

Only to face a horde of defenders. **[Combat]** As always when outnumbered by our foes, we must remember to block their blows and counterattack (if our character is advanced enough to have these abilities), as well as about the Yrden and Aard Signs. We force our way to the next gate, hiding from the dragon's fire beneath the hoarding. Then, using her magic, Triss will "open" the gate. Unfortunately it collapses, leaving Merigold on the other side. The bridge ahead of us

is on fire, when we reach a safe place the dragon appears before us. Fortunately bombardment from the trebuchet scares it off...

At this point Roche will interrupt our story once more. He's impatient, because he is himself well aware of the events we're currently retelling. Therefore we continue our testimony from a different point.

Blood of His Blood



The Temerian Special Forces' commander should be most interested in the events that occurred when we reached the temple quarter. The cloister's gates were closed **[1]**, so we were told to search for a secret passage beneath the city, one mentioned by a captured priest.

To the Temple

While looking for the passage, we'll probably chance upon some Temerian soldiers pacifying the townsfolk **[2]**. A side quest described below (**Woe to the Vanquished**) deals with that. Running around the city, we'll find a wooden door by one of the barricades. It leads to a backyard with a well at the centre. There, we will be attacked by several still surviving castle defenders. **[Combat]** Defeating them is best accomplished with the use of the Yrden Sign – once immobilized, they are easily finished off with the steel sword. The well turns out to be an entrance to sewers running beneath the city **[3]**. **[Combat]** Wading through the water and using our silver sword to defeat drowners met on the way, we finally find a ladder leading to one of the towers bordering the cloister. **[Combat]** We'll meet several opponents here; we should deal with them with the steel sword and the Yrden Sign. We exit the tower. The La Valettes' knights attack us outside, and we deal with them the same way we dealt with others. After defeating them, we enter the temple grounds. We reach the courtyard and find ourselves on the other side of the gate we were told to open. We defend ourselves from the last of enemy soldiers. One of them should have the key to a room we passed by moments ago. The lever used to open the cloister's gates is located there. Now we should simply use it. We meet Foltest and Roche on the courtyard.

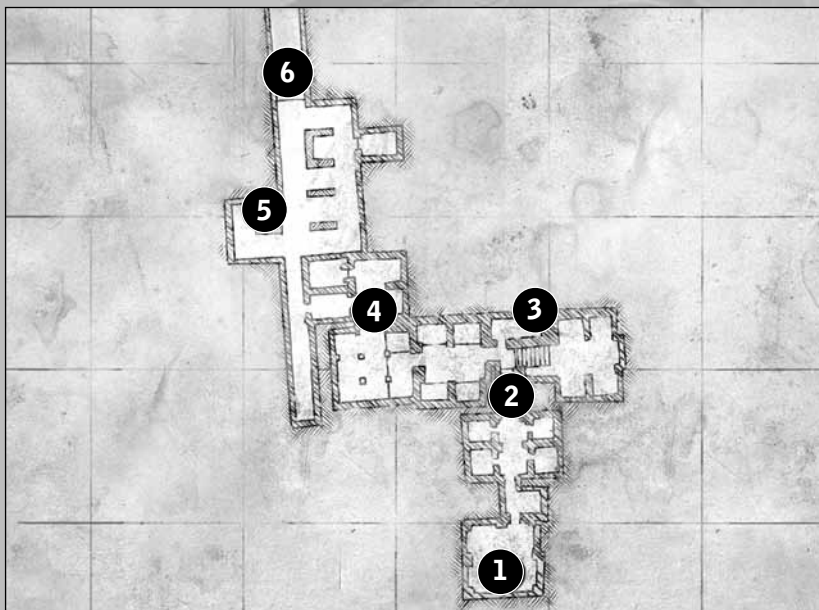
Vernon will interrupt our story again, bringing us back to the torture chamber. It appears that the Temerian slowly begins to trust us. If we recounted all other events to him, we only need to finish our testimony...

We pick up on them from the moment of our meeting with the High Priest and Count Tailles, who will soon reveal that Anais and Boussy are in the hermitage nearby.

We follow the king and the Special Forces' commander there... only to once more find the dragon in our way.

We must be prepared for two **QTEs (Quick Time Events)** that, if failed, will end our adventure with the Witcher 2. Roche falls, wounded, while, if we're successful, the dragon flies away. Along with the king, we reach the hermitage. We find the children on the upper floor, accompanied by a monk. Foltest asks Geralt to wait, for he could scare the children. The monk proposes a joint prayer... When we realise his eyes show signs of witcher mutation, it's too late. The king falls dead, his murderer jumps through the window down to the river... A moment later Temerian soldiers run inside, and consider us to be the kingslayer... That's how we ended up in the dungeon we're being interrogated in.

The Dungeons of the La Valettes



Roche seems to be willing to believe our story, but he has no witnesses or evidence. The court will surely sentence us to death. The Temerian suggests he's our only hope, and it's up to us to decide how to react to his offer. **[Choice] [A]** Should we agree to cooperate, Roche will help us

to escape the dungeon. **[B]** Should we decide to start a fight and try to overpower him, we'll end up dead. Faced with this choice, we agree to help him find Foltest's killer, and clear our name on the way. In exchange we'll receive the **key** to our shackles and be escorted back to our cell. After the interrogation, we'll end up back in our cell. Fortunately we managed to convince Roche that we're not the one who killed Foltest, so we can free ourselves from the shackles. But how to leave the cell **[1]**? **[Choice]** **[A]** We can use the **key** Vernon gave us – the guards will then enter the cell to chain us back, or **[B]** provoke the jailers, who will then enter the cell to show us who's in charge. Either way, a fistfight with two opponents awaits us. **[Combat]** Fistfighting is based on Quick Time Events, so the fight shouldn't be a problem. After defeating the guards, we find the **cell keys** on one of them. In the chest outside we'll find our **sword** and the potions: **cat** and **white gull**.

Having left the cell, now we must get out of the dungeon... We go towards the door to the room we're in. We can try sneaking to the exit, or just kill all encountered guards. Let us assume, however, that we'll attempt to go unnoticed.

There's a guard in the room ahead. After opening the door we should hide in the cell on the left and wait for the jailer to approach the door we emerged from. We sneak behind him and overpower him. Then we follow the stairs **[2]** up.

[Choice] There are two ways leading out of the dungeon: **[A]** the high road and **[B]** the low road. Depending on the one we choose, and on the choice we made when facing Aryan in **By The King's Will** the story will be somewhat different.

[A] We're facing a corridor; we see a closed door at the end. There's a guard to the left, keeping watch over a cell. We put out the torch nearby – that will draw his attention, allowing us to overpower him.

So we go left, to where the guard came from. Once the prisoner in one of the cells notices us, he'll begin to holler, and that will draw more guards. Therefore we hide in one of the empty cells and sneak to overpower a guard. Then we sneak into the next room. Evading a guard, we crouch behind the barrels to the left. We put out a nearby torch, and when the jailer will come to light it, we dispose of him. There's one more guard in the closet nearby. We hide behind the barrels in front, and when he's distracted by the noise, we overpower him. Then we enter the next room **[4]**.

[A1: Aryan is alive] We witness a scene where two guards lead Aryan La Valette out of a torture chamber. The nobleman overpowers them, and then Geralt shows himself. After a quick chat we're tasked with clearing the way to the exit, and then returning to get Aryan, as he's been tortured and is in no condition to help us.

[A2: Aryan is dead] If we fought Aryan, we'll witness a scene where the Nilfgaardian ambassador, Shilard, leads the Baroness Louise La Valette out of a torture chamber.

We then go upstairs, defeating the guards found there.

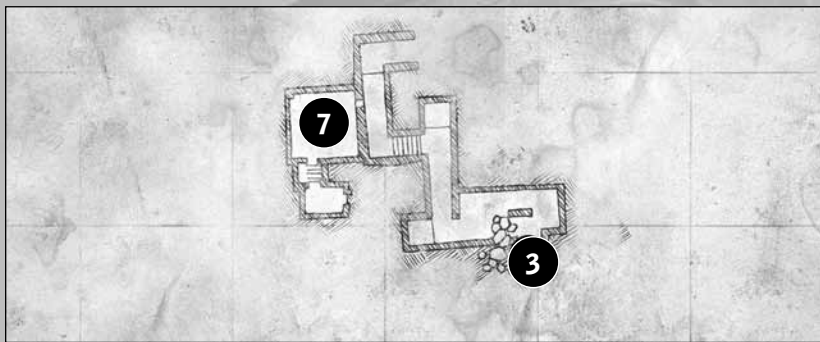
[A1] We come back for Aryan and go upstairs with him. After a while, we reach a spot in which the nobleman will tell us of a secret passage **[5]**. He opens it and tells us to flee; he will take care

of the rest. He sets the barrels found in the room ablaze, cutting us off. So we continue along the corridor leading to the exit. Triss awaits us outside; we run with her to Roche's ship and set off in search of Foltest's real killer.

[A2] After defeating the guards, while looking for the exit we'll sooner or later come to a room where we'll meet Marie Louise and Shilard Fitz-Oesterlen once again.

After a short chat, the ambassador will offer to help us. After all, Foltest's death is quite convenient to Nilfgaard, and we did help Emperor Emhyr himself once. Shilard calls the guards beyond the door, telling them the witcher escaped and is on the loose in the dungeon. The guards promptly rush downstairs, and our way out **[6]** is thus clear. After getting out, we walk left, finding Triss. Together we run to Vernon Roche's ship awaiting us. Since Foltest's killer was aided by the Scoia'tael, they most probably sailed to the town of Flotsam, where one Iorveth's unit has been sighted.

[B] We're facing a corridor; we see a closed door at the end. There's a guard to the left, keeping watch over a cell. We put out the torch nearby – that will draw his attention, allowing us to overpower him. We walk up the stairs on the right. We overpower a guard and sneak up to another one, who's interested only in the elven woman in one of the cells. On him, we find the **key** to the door in the corridor below. Behind the door we open a trapdoor and jump down **[3]**. There we'll find a torture chamber sooner or later **[7]**.



[B1: Aryan is alive] If we didn't kill Aryan La Valette, the torturer will be tending to the nobleman, to make him sign a paper stating that he is the father of Foltest's bastards. We jump down and overpower the scribe. Then the torturer notices us and we have to fight him. **[Combat]** Fighting the torturer we have to remember about blocking and using strong blows. We free Aryan and, helping him, go up from the torture chamber. The youth says he'll wait for us, and asks us to deal with the guards upstairs. We have to comply with his wishes. It's unlikely we'll manage to overpower all the guards upstairs, so we might as well draw our blade and get ready for some swordplay. We come back for Aryan and bring him upstairs. After a while, we reach a spot in which the nobleman will tell us of a secret passage **[5]**. He opens it and tells us to flee; he will take care of the rest. He sets the barrels found in the room ablaze, cutting us off. So we continue along the corridor leading to the exit. Triss awaits us outside; we run with her to Roche's ship and set off in search of Foltest's real killer.

[B2: Aryan is dead] If we fought Aryan, the torturer will be tending to his mother, Louise La Valette, to make her sign a paper stating that Foltest was not the father of her children. We jump down and overpower the scribe. Then the torturer notices us and we have to fight him. **[Combat]** Fighting the torturer we have to remember about blocking and counterattacking. We free the Baroness, and after a few moments our chat with her is interrupted by the Nilfgaardian ambassador, Shilard Fitz-Oesterlen, entering the torture chamber. On Louise's request, he agrees to help us get out of the dungeon. He goes upstairs, asking us to follow him a few moments later. The ambassador summons the guards, while we hide safely. The Nilfgaardian tells the guards that the witcher escaped and that his men saw him downstairs. The guards rush to the dungeon, and the way out **[6]** is cleared for us. And so we leave. After getting out we find Triss and follow her to Vernon Roche's ship awaiting us. The trail of the Scoia'tael who were helping Foltest's real killer will most probably be found in Flotsam. So we set off.

ACT I

A Rough Landing



Thanks to the help of the Temerian Special Forces commander we managed to flee the dungeons of castle La Valette. In search of the kingslayer's trails we sail towards the port town of Flotsam on Vernon Roche's ship. Unfortunately, it turns out the port is closed because of a monster prowling the surrounding waters. Thus we anchor near the town.

Accompanied by Triss Merigold and Roche, we leave the ship **[1]** to reach the town **[2]** walking through the surrounding forest. Suddenly we hear a flute and Roche senses the presence of elves. As it turns out in a moment, the famous elfen unit commander – Iorveth – stands in our way himself. He and Vernon are old acquaintances. The chat with him implies that the elf has been hunting Roche for a long time, and that he's harboring Foltest's killer. As Iorveth says "our interests are contradictory"... Triss releases a magical lightning bolt towards the elf, yet he evades the attack and a rain of arrows falls on us from the nearby thicket. Triss' magic allows us to survive. The sorceress raises a magical barrier around us, which turns all arrows into butterflies. But that leads to her collapsing from exhaustion. Roche picks Triss up, while we have to deal with the Scoia'tael attacking us. **[Combat]** I advise against leaving the magical bubble, since our life will be swiftly ended by elven arrows. The elves attacking us are best dealt with strong blows. Roche is carrying Triss towards the town, and we follow him, fighting the attacking elves along the way. This way we reach the town itself, where town guards come to our aid. Iorveth promises that we'll meet again... The town guard will tell us that if we hurry we should make it for the execution taking place on the main town square.

By the Gods – Stringing Up Sods



As we learned from the guard met earlier, there's an execution held in town. Walking through the town, we meet many people hurrying for the event. We'll reach the main town square [1] sooner or later too.

On the gallows, with nooses on their necks, we see our friends: Zoltan and Dandelion, the latter also being the informer Roche mentioned in the forest. After we approach the gallows, a guard talks to us. We learn that Zoltan was accused of colluding with the Scoia'tael, and Dandelion of debauchery... **[Choice]** There are two ways of solving this problem. **[A]** We can incite the mob against the guards or **[B]** we can intimidate the guards. No matter what we choose, a fistfight with the guards is in store for us.

After we defeat them, the executioner begins to hang the convicts, so we must defeat him too. Another fistfight awaits. After defeating the executioner Loredó – the local garrison's commander – will enter the square. No matter the choices we make when talking to him, we'll convince him that Zoltan and Dandelion are innocent. They will be set free, but they can't leave town. Furthermore we'll be invited to an evening feast in the governor's mansion (**The Immoral Proposition**).

After we free our friends, they'll thank us for saving their lives and invite us to the nearby inn [2], to celebrate it. Now we're free to pursue any side quests or simply "see the sights" of the town. However after 21:00 we'll go to Loredó's mansion [3].

Indecent Proposal

While saving Dandelion and Zoltan from the scaffold, we met the local garrison's commander and the town's governor in one. He invited us to dinner. Saying "no" would be rude, so after 21:00 we go to Loredó's mansion. We have to talk to the guard at the gate, who'll take our weapons away. During the discussion, Roche will join us – he wants to see the commander too. We enter the mansion talking with Vernon.

The Ballista

Our companion notices a ballista in the mansion. It's aimed at the port. The local commander uses it to have full control over the ships that enter and leave the harbor. If we don't want to be on Loredó's mercy in the future, disabling the weapon beforehand would be in order. However the ballista is being guarded, so we have to distract the guard somehow... There's no better distraction than beautiful women. Therefore we'll need the help of a courtesan named Margarita,

who can be found in the mansion premise. Depending on what we say to her, the girl will help us **[A]** for a small fee of 60 orens, or **[B]** in return for a favor, that is taking Myron and Alphonse, two bruisers pestering her, down a peg or two. We can find the aforementioned thugs nearby and we'll have to beat them at armwrestling. No matter which option we choose, after we pay her or do her the favor, Margarita will drag the guard behind some bushes to give him a taste of her specialty. And we'll have more than enough time to deal with the ballista. We can also do so after meeting the commander, but why waste time? When it's done, we go back to meet with Loredo.

We go up the stairs to reach the house's entrance. However the guard posted there informs us that Loredo is busy, because he's receiving a sorceress named Sile. Roche suggests waiting downstairs. We can check out our surroundings, but all passages are either locked or under guard, so we go down to Roche.

Vernon proposes to lure away the guard posted at the mansion's back entrance, so that we may sneak by. At this point, if we haven't killed the monster blocking the port yet (**The Kayran**), we'll be approached by a merchant. If we agree to hear him out, he'll inform us that we may find a fragment of a trap which we can use to kill the monster at the back of the mansion. He suspects we'll have to face the beast sooner or later. In the meantime, we proceed to execute Roche's plan.

As Vernon distracts the guard, we jump from the stairs, ending up behind the corner of Loredo's residence. We must quickly hide behind a rock to the right, and then wait till the guard turns his back to us, so that we can stun him. We sneak on, trying not to make noise, which is perfectly possible by stumbling on a bucket standing nearby, for example. We stun another guard beyond the corner. This way we can get into the garden, where we climb up to the window of Loredo's room, and eavesdrop on his conversation with the sorceress. When it's done, we return to Roche and go to meet the commander – he should see us now.

If we were captured by the guards, we'll be brought before the commander, but we won't be able to learn what he was talking about with the sorceress. We'll simply pass her by, as she exits the commander's room. Then we'll meet Loredo. He wants to know what the witcher accused of killing Foltest is doing in "his" town. Whatever we tell him, Loredo will finally offer us a contract of sorts – to deal with Iorveth and his unit. He will also suggest using Zoltan to that aim, as the dwarf is colluding with the Scoia'tael. If Zoltan is still forbidden from leaving town, Loredo will promise to pardon him if we kill the Kayran, the monster responsible for the port being closed. Obviously we can accept the commander's contract, or decline it, if we decide we don't want to take part in his business. Now we can pursue side quests or the Kayran (**The Kayran**) or, if we already finished that, focus on reaching Iorveth (**The Assassin of Kings**).

The Kayran



We've already been affected by the activity of the monster pestering the townsfolk of Flotsam as we sailed to the town. The port is closed because of it. When we visit the inn **[1]** for the first time, once we're done talking to our friends a villager will run inside, calling people to arms... The Kayran attacked once more on the nearby jetty **[2]**. Triss, who's looking through a window, suggests we should go there, as someone is casting spells.

So we follow the peasant to the site of the monster's attack. Once we reach it, the beast is already gone. We only meet a sorceress and a group of villagers there. Furthermore, the woman seems to know us... The peasants are hostile to the sorceress, claiming her actions nearly cost one Sosek his life. Depending on what we say **[Choice]** we'll settle the jetty row differently. **[A]** We can tell the peasants to beat it, intimidating them, but if we fail we'll have to fight them. **[B]** We can also ask what happened, which will allow us to convince the peasants that it's the monster that's responsible for everything, and not the sorceress.

Regardless of our choice, we'll then speak with Sile de Tansarville, for that is how Triss introduces the sorceress a moment later. As she says, she came to Flotsam when she learned about the Kayran, a huge monster terrorizing the town. One Louis Merse, who until now only listened, will interject, informing us that local merchants offered a reward for killing the monster, and that he assumes Sile and Geralt will deal with it. Sile has a proposal for us. She wants to cooperate, as she only needs certain ingredients from the monster's corpse, and we can keep the money. The sorceress also suggests that we should visit the merchant who offered the reward **[3]** if we want to negotiate the price and learn something more. In case we need her, we can find her in the room she rents above the inn **[1]**.

The Kayran: A Matter of Price

So we go to see the merchant **[3]** we can negotiate the price for slaying the Kayran. We can intimidate him or use the Axii Sign, or simply ask him to increase the reward. We can also ask

him for some advance money that we will need to prepare ourselves for the fight. The merchant knows little about the monster, but he suggests we should see Cedric, one of the local trappers. We'll find him in Lobinden, the village beyond town walls [4].

Not wasting time, we begin our search for Cedric. At the gate we meet Triss, who asks us not to engage in any business with Sile. Regardless of what we say to her, she comes with us to search for Cedric. Passing through the village, we may witness a guard speaking to an elven woman about Cedric. If we speak to the girl later, she'll point us to a look-out of sorts, where we'll find the trapper [4].

We find the elf in the place we've been directed to. He tells us, among other things, that the Kayran has killed many people by spitting poisonous mucus. The witcher wants to examine the mucus to better prepare for battle. Cedric tells us that he's seen the monster's trails near a shipwreck found to the east. After speaking with the elf, we're approached by Triss, who tells us that in this case we'll meet her near the monster's lair [5].

Thus we walk through the forest, up the river, hoping to find the monster's trails. After a while, near the ruined bridge, we find Triss waiting for us [5]. We can also see the shipwreck Cedric mentioned. Now we only have to reach the glade. When we finally get down, we'll have to face some drowners. **[Combat]** Its best to defeat the drowners using swift attacks of the silver sword. The Quen Sign and incendiary bombs could also be useful. After defeating the monsters we must gather some of the Kayran's **mucus** [6], that we need to prepare a potion which will makes us invulnerable to the monster's venom. As it turns out, we'll also need some **ostmurk**, which is an herb growing underground. Triss suggests we should talk to Cedric and takes her leave.

The Kayran: Ostmurk

So we have to ask the aforementioned elf for help. We return to the village by Flotsam's walls. If we can't find Cedric on his look-out, we should look for him in his house in the village [7]. We tell Cedric that we have the monster's **mucus** [6], and that we still need to acquire some **ostmurk**. The elf, unfortunately, doesn't have that herb, and tells us it's very rare. If it grows anywhere in the area at all, it would be in a cave near the ruins to the south [8].



The cave entrance is hidden behind the waterfall near the elven ruins. While inside, we'll face several groups of nekkers. **[Combat]** When fighting several monsters at once, the Aard Sign will be very helpful, as it will knock the monsters down, allowing us to finish them off with the silver sword. We'll find the **ostmurk** at the cave's far end. Now we can create the **antidote** for the Kayran's venom. We return to Flotsam with the **antidote**, to inform Sile that we're ready to face the beast. The sorceress agrees to meet us by the ruined bridge near the monster's lair. When we reach the place, she tells us the strategy she devised: She'll stay up here and support us with magic, while we'll go down to face the Kayran in a gruesome fight. **[Combat]** Fighting the beast is not easy. The monster attacks us with its huge tentacles, and if we come any closer, it spits venom at us. The best approach is to immobilize the monster's tentacles using the Yrden Sign or a special kayran trap (we'll find crafting components for that one in Loredó's mansion, and we can buy the diagram from Cedric) and then hack them off using the silver sword. When we hack off the fourth of the six tentacles, a **QTE** that ends the fight with the monster will begin. We can now see the Flotsam merchant **[3]** about our reward.

The Assassins of Kings



After getting our reward for the Kayran, we'll meet Triss Merigold near the entrance to commander Loredó's mansion **[1]**. Depending on whether we agreed to cooperate with Loredó or not, the dialogue will be different. Either way, we'll learn that the barge docked by the wharf holds prisoners. Including one Ciaran aep Easnillen, Iorveth's right hand elf. Maybe he knows something about Foltest's killer? We should check it out. So we go to the barge **[2]**.

The ship is being guarded by two men. Depending on whether we're cooperating with the commander or not, they'll let us in or start causing trouble. We can intimidate them, bribe them, or simply convince them. We get onboard with Triss and go below decks, where Ciaran is being held. When we find the severely beaten elf, Triss asks us for help. We're to calm him down using the Axii Sign while the sorceress heals him. Then we begin to question Ciaran. If we manage the dialogue well, we'll learn that the man who we saw at Iorveth's side after we left Roche's ship is one Letho, who killed both Foltest and Demavend. He used the elves to help him, and now wants Iorveth dead. And he's responsible for slaughtering Ciaran's unit. When we're done talking to the elf, Geralt has a vision of his past – he recalls how the Wild Hunt took Yennefer from him.

The Rose of Remembrance

Unsettled by Geralt's memories, Triss tells him she might help him regain all of them. Cedric told her that **roses of remembrance** can be found in the nearby elven ruins. If we bring her these flowers, she'll be able to prepare a potion that should help us in regaining our memories.

[Choice] [A] We can ask Triss to go with us to the ruins or **[B]** go there alone and bring the sorceress the **roses**.

[A] If we ask Merigold to go with us, we walk to the elven ruins **[3]** in her company. Going through the forest, we must be wary of traps left there by trappers and of monsters attacking us: nekkers and endriags. By the waterfall **[4]** Triss points out that the ruins must be nearby. Following her we climb the nearby elevation. After a while we can see the beautiful remnants of an elven town, with **roses of remembrance** growing among them. We pick the flowers we need. By the statue of elven lovers we're attacked by three thugs. **[Combat]** Defeating them should not be a problem if we remember to block. The fight causes the ground beneath our feet to cave in, and we end up in an elven bathhouse with Triss. We try to use the Aard Sign to destroy the wall, but it seems we'll spend some time here, as it has no effect. It's a good idea to use the chance and talk with Triss. If we play our cards well, we'll end up in the water with her. If we say we don't have much time, we can forget about passion. The sorceress asks us to leave everything behind, flee with her and start our life from there. When it's done, we try to use the Aard Sign to destroy the wall again, and this time we succeed in leaving the bathhouse. If we made love to Triss, however, so much time has passed that a concerned Vernon Roche will free us. Now we return to Flotsam to talk to Zoltan who, as Triss said, can lead us to Iorveth.

[B] If we decided to get the roses without help, we go to the forest waterfall **[4]**, that we know well from our search for the ostmurk. On the way we'll have to face monsters living in the forest: nekkers and endriags. **[Combat]** Nekkers are best dealt with by knocking them down with the Aard Sign and finishing them off with the silver sword. Endriags, on the other hand, should be first immobilized with the Yrden Sign. The ruins we're looking for are above the waterfall. We climb up. We'll find the **roses of remembrance** by the statue of elven lovers. We pick them and return to Flotsam to hand them over to Triss. Merigold points out that Zoltan may help in our search for Iorveth, as he seems to be colluding with the Scoia'tael.

We'll find Zoltan at the inn **[5]**. If we tell him that we need to see Iorveth since he may know where the kingslayer is, the dwarf will agree to lead us to the Scoia'tael.

Thus we go to the forest with Chivay, to his meeting place with the Squirrels **[6]**. There it turns out we're being watched. At the last moment Zoltan shouts the password, but the elves are still aiming their bows at us. Zoltan is to lead us to another meeting place **[7]**, but the dwarf warns us it's a trap – the spot the Scoia'tael told us to go to is the lair of an arachas. That's not a problem for a witcher though. Zoltan leads us to the monster. Before entering the arachas' glade we can ask our friend to wait up here, in safety, or take him with us to get some help in the fight. **[Combat]** Fighting the arachas is much more difficult than fighting ordinary monsters met in the forest thus far. It's good to use the Yrden and Igni signs and to block the creature's attacks. Incendiary bombs could also prove useful. After we're done with the arachas a Scoia'tael unit will enter the glade, and Iorveth will appear next to us.

If we handle the dialogue with the elven leader wrong, we'll be dead. Let's try to be polite, having in mind that he's got the advantage. We explain that Letho wants Iorveth dead and that he's

responsible for killing the elves from Ciaran's unit. The elf doesn't believe us entirely, but has an idea how to check our words. He'll lead us to Foltest's killer, feigning to be our prisoner. His elves will cover us.

We go with Iorveth to meet Letho. We visit the elven ruins **[3]** once more, where we find the kingslayer by the statue of Eldan and Cymoril.

Talking to the kingslayer quickly proves our words to Iorveth. Letho isn't shy to admit what happened to the elves that were helping him. We also learn that he has men, other assassins, in Upper Aedirn. When the fight begins, the elves from Iorveth's unit fall under fire from Roche's men who suddenly appear. **[Choice]** Iorveth asks us for his sword. **[A]** If we give it to him, he'll fight Roche's men and flee from the roundup, and there will be a nonhuman pogrom in Flotsam. **[B]** If we refuse him, Iorveth will be captured by Roche, and there will be a feast in our honor in Flotsam. For now, however, we once again end up in the old elven bathhouse... unfortunately this time with Letho. **[Combat]** The duel with the kingslayer is far from easy. We must remember to block our foe's blows, use Signs and strong attacks. Unfortunately we seem to have underestimated our enemy; Letho surprises us using witcher techniques and disarms us. We're at his mercy. And, to our surprise, he spares us, saying we're alike and that we saved others. Then, wondering whether Triss will be able to teleport him to Aedirn, he leaves...

We're found in the ruins by either Iorveth or Roche, depending on whether we helped the elf or not. We've no time for discussion, Letho wants to find Triss, and so we must reach her first.

Where is Triss Merigold?



Depending on the choice we made in **The Assassins of Kings** quest, Iorveth managed to repel the attack of Roche and his men **[A]**, or to the contrary – Iorveth was captured **[B]**. Flotsam will then witness either **[A]** a nonhuman massacre or **[B]** a feast in honor of Geralt and Roche.

[A: We helped Iorveth, there's a massacre in town] As we run to Flotsam a guard will accost us at the gate. If during **The Immoral Proposition** we decided to work for Loredó, he'll let us in without a fuss. But if we declined the commander, he won't do it. We can, however, convince him, intimidate him, or use the Axii Sign, thus entering the town. There, humans are killing non-humans, and we're right in the middle of this massacre. Approaching the inn **[2]**, we can hear Dandelion's voice. From the sound of it, he's in trouble. We enter the inn. It turns out local yo-

kels want to have their way with two elven women, who are defended by the bard. We can try to convince the men to go to their homes, or use the Axii Sign. If we fail, we'll have to fight them. **[Combat]** Fisticuffing is based on QTE, so the fight shouldn't be a problem. Dandelion tells us who's most probably responsible for causing the riot. We also ask him about Triss. It turns out she went to see Sile when Dandelion told her about the megascope. So we go to the room Sile rents above the inn **[2]**. There we find trails of blood and a hole in the wall. Someone might have used it to peep at what happened in the room. We go to the local brothel to ask for any information. We talk to the Madame... It turns out Triss was talking to Philippa Eilhart. Margot also tells us that when the mob left to kill elves, she saw Cedric shadowing someone into the forest. Furthermore, the trails of blood in Sile's room lead outside. We drink the **cat** potion that will allow us to follow these trails. Following the blood trails we cross the forest to a glade by the waterfall **[3]**. There we find a dying Cedric. With his last strength the elf tells us what happened. Triss asked him for help. When they were in Sile's room they were attacked by a witcher, who was too fast for Cedric to do anything. The witcher also overpowered the sorceress, and forced her to use the megascope to teleport them near the dwarven town of Vergen in Upper Aedirn. Cedric dies before our eyes... Moments later Zoltan and Dandelion find us in the forest..

[B: Iorveth was captured, there's a feast in town] After our duel with Letho we're found by Roche, who tells us he managed to capture Iorveth. However the murderer fled, and Triss is in danger. We run to Flotsam with Roche. After entering the main square **[1]** we're welcomed by Loredo. The commander announces a feast in our honor, calling us heroes. Approaching the inn **[2]**, we can hear a boasting Dandelion. Maybe he knows where's Triss? The poet tells us that Triss went to see Sile in her room above the inn. So we go upstairs to take a look at the sorceress' room. There we find trails of blood and a hole in the wall. Someone in the neighboring brothel could have seen what happened here. So we go to find some witnesses. Inside we meet one of Dandelion's "acquaintances" – Derae, who, as it turns out, was peeking on Triss and Cedric in Sile's room with Margot. Merigold wanted to learn who de Tansarville talked to through the megascope. Triss managed to contact the king of Kaedwen's court wizard – Dethmold. Later the questioned elf only heard a crack and the sounds of fighting. When she went outside, she only saw Cedric heading to the forest. Cedric's blood trails... Using the **cat** potion we'll be able to follow them... So we take the potion and follow the trails to the forest. Following the elf's blood trails we reach a glade by the waterfall **[3]**. There we find a dying Cedric. With his last strength the elf tells us what happened. Triss asked him for help. When they were in Sile's room they were attacked by a witcher, who was too fast for Cedric to do anything. The witcher also overpowered the sorceress, and forced her to use the megascope to teleport them near the dwarven town of Vergen in Upper Aedirn. Cedric dies before our eyes.. Moments later Zoltan and Dandelion find us in the forest..

At a Crossroads



Depending on our actions, Flotsam just witnessed a feast or a nonhuman massacre. Triss was kidnapped by Foltest's killer, Sile disappeared, Cedric died... Near the place where we had our final talk with him, we're approached by Dandelion and Zoltan [1].

Talking to our friends will be a bit different, depending on how we dealt with Iorveth. **[Choice]** **[A]** Dandelion tells us that Roche is planning some sort of action against Loredó. **[B]** Zoltan, on the other hand, urges us to aid the Scoia'tael, who are planning to take the prison barge from the town garrison. It's a difficult choice. **[A]** If we decide to help Roche (**Death to the Traitor!**) we'll be ending the Act with him. **[B]** If we side with Iorveth and help him free the prisoners, or perhaps help the Scoia'tael free Iorveth (**The Floating Prison**), we'll end the Act with the elf and end up in a different place in Act II.

Vernon Roche

Roche can be found at his house in Flotsam [2], while Iorveth hangs around the camp in elven ruins [3]. Each will tell us more.

As we learn from Roche, Loredó's trying to make a deal with Kaedwen. He's playing host to Henselt's agent. Vernon wants to capture the spy and extract information from him, and he sentences commander Loredó to death (**Death to the Traitor!**).

The Scoia'tael

If we go to the Scoia'tael camp, we'll learn they intend to go to Aedirn, to the dwarven town of Vergen, which, according to Iorveth, is the seat of power of the Virgin of Aedirn, attended by the sorceress Philippa Eilhart. He claims he wants to create a real free elven nation in the Pontar Valley, and sees the Virgin as a potential ally in doing so. Furthermore, Vergen will soon be attacked by the Kaedweni army led by king Henselt, and the defenders would use their help. To make it in time, however, we need to commandeer the prison barge (**The Floating Prison**).

Death to the Traitor!



If we decide to help Roche, we should agree to take part in his plan. He will then explain it in detail to both Geralt and his unit. Pretending to be a prostitute, Ves will enter the traitor's mansion and then help us in assassinating Loredo. The rest of Roche's men will wait as backup. After dark we go to the spot where it's easiest to scale the wall surrounding the commander's mansion [1]. A ladder awaits us there, so we climb to a platform near the wall's top. From there, we can see a girl fleeing a richly dressed man. We jump down to the garden and sneak towards the man, and then we stun him. The girl tells us that Ves was taken to the tower [2]. The tower door is locked, and the key is in the possession of the guards in the mansion's upper floor. A second key is held by Loredo's mother, busily distilling fisticuffs in the basement. So we sneak through the garden, trying to remain unnoticed, unless we prefer some bloodshed and simply kill the guards. Either way, we'll reach a wooden fence [3]. We jump over it and then enter Loredo's house through a window. We go downstairs, overpower a guard and enter a room at the end of the corridor. It's the basement of the commander's mother. We should expect a little QTE. We go upstairs, overpower or kill the guards and reach the upper floor. Now we sneak by the sleeping guards and take the **key** to Loredo's chambers from the chest by the window. We go upstairs and open the door... Inside we see a bound Ves. Loredo jumps at us from the next room. We should expect a QTE, which results in Geralt's death if failed. We defeat the assailant and release Ves. We can hear there's someone in the next room. We check it out... We find an elven woman named Moril who's about to deliver a child... We help her leave commander Loredo's house, but when we're halfway through there's a slight change of plans. The elf's waters broke, and Ves gets her back upstairs, while we're tasked with getting help. We finally exit the tower. Fortunately we meet Roche's unit outside.

The ship's waiting; it's time to sail for the Kingdom of Aedirn...



If we're sympathizing with Iorveth and believe that siding with him is our best hope of tracking Foltest's killer and the kidnapped Triss Merigold, we agree to help the elf.

The plan is simple. Sneak towards the town, launch a surprising attack, commandeer the prison barge and sail for the Kingdom of Aedirn. After talking with Iorveth, or a dwarf if we captured Iorveth in **(King Slayer)**, in the elven ruins **[1]**, we go with Zoltan to the meet Iorveth and his unit, or just our assigned unit, in the forest **[2]**. There the unit's leader tells us his plan in detail. He assigns his best scout and a few men to us, and tasks us with sneaking to Flotsam by the riverbank. The other elves will attack under his command from the river. **[Choice]** If Iorveth was not captured, we can approach the issue a bit differently. All it takes is not agreeing to the elf's plan **[A]** and proposing to enter Flotsam using guile **[B]**.

[A] If we agreed to the Scoia'tael plan, we follow the scout towards the cliffs. Approaching the river, we'll notice Vernon Roche's ship departing. We follow the scout further, and at one point he'll warn us about a Temerian patrol. **[Choice]** It's up to us whether we attack, thus revealing our position and making the battle in the port harder, or whether we allow the guards to leave. Approaching the wharf, we'll notice a large amount of troops in the port. But it is too late to warn the other unit, which is attacking right now. So we reveal ourselves and join the battle.

[B] If we're following our own plan, we go to the town accompanied only by Iorveth, who feigns being our prisoner. The trick doesn't work completely, since the guards will accost us, asking whether they can have their way with the elf. If we agree, the elf will be hit on the face. If we disagree, they'll let us go anyway. So we bring Iorveth to the prison barge and take the soldiers by surprise. A unit of Squirrels will attack from the forest at our signal. Proceeding like that, we will manage to catch Loredó's men by surprise and the battle will be harder but shorter than in the case of Iorveth's plan.

[Combat] We should remember to block attacks and use the Yrden Sign. Defeating more and more enemies, we head for the prison barge **[3]**. We defeat the guards on deck and below. We free the prisoners kept on the barge, including Iorveth, if he was captured in **(The Assassins of Kings)**. When the ship's already departing, we notice Loredó setting fire to the toll collector's tower in the port, which serves as a prison for elven women. In the last moment Geralt jumps to the pier. **[Choice]** **[A]** We can attempt to reach the tower and save the elven women or **[B]** follow the Commander.

[A] We run to the tower **[4]**. We must defeat two of the commander's men at the door, and then we climb up and free the elves. Saving the women is a simple **QTE**, that requires us to rhythmically press the key visible onscreen. If we manage to save them all, one will show her gratitude in the future... But that will happen in Act II. If we waste too much time, we can die in the fire, so it's best to hurry. When we're done, we jump into the river. The elves fish us out and we sail for the Kingdom of Aedirn.

[B] If we want to mete out justice to the criminal, we'll have to leave the elven women to their own fate and chase Loredó. We'll find him at the main town square **[5]**. It seems the Commander is waiting for us. Now we'll face Loredó and his guards. **[Combat]** Loredó is using a halberd, so we must be careful and try attacking him from the side. The Aard and Yrden Signs will also be useful, as they will allow us to easily deal with his men. When it's done, we return to the pier where a boat awaits us. It will take us to the ship, and we'll sail upstream, to the dwarven town of Vergen.

ACT II: Iorveth's Path

Prelude to War: Aedirn

If we sailed with Iorveth from Flotsam to Vergen, the place where Saskia, the Virgin of Aedirn resides, we'll begin Act II playing as Stennis, son of the murdered Demavend, thus heir to the Aedirnian throne.

We, Saskia, a Priest of Kreve and a unit of dwarven warriors, must go to meet Henselt, king of Kaedwen, who has claims to Upper Aedirn. The road leads through gullies near the old dwarven town of Vergen.

Once we reach the meeting Henselt reveals his offer: we give up Lormark and he'll allow us to keep our crown, or he'll crush us mercilessly if we won't agree. After more bickering the king will either challenge us to a duel or order his men to capture us, depending on what we tell him.

[Combat] We shouldn't have any problems as long as we keep blocking and heavy blows of the steel sword in mind. The Priest of Kreve will try to interrupt the fight at one point, but Henselt kills him in a berserker's rage... The sky grows dark and a mist appears, ghosts emerging from it.

Vergen's surroundings, peaceful until covered with the mist, now turn into the battlefield from three years ago. Geralt, heading for the dwarven town, ends up in the middle of it all. Again playing as the witcher, we must save Stennis and Saskia whom we met in the mist. We're also accompanied by Iorveth and an owl which seems to be pointing out a safe route – it's Philippa Eilhart, a sorceress helping the Aedirnians. The sorceress surrounds us with a magical barrier and fires lightning bolts at the demons attacking us. **[Combat]** I don't advise fighting the demons or leaving the area protected by Philippa's spell, since we'll get damaged beyond it, and there are so many draugirs and ghosts that we'll surely die. Several times the owl leading us will be stopped by wraiths emerging from the mist. We'll have to deal with them to go on. Following the owl, we make it out of the mist, where we have a chance to talk with Philippa and Saskia, who summons a council of all her commanders to discuss the strange events we just witnessed. Then the game brings us within Vergen's walls, where we meet the town's alderman. He informs us that accommodation prepared beforehand awaits us in town. We also have the occasion to behold the dwarven fortress. Once we're ready, we should go to the council.

The War Council

Once we're rested after our long journey, we should go to the council Saskia summoned. When we get there, we'll see everyone's already in place: Philippa Eilhart, Saskia, Stennis, Zoltan, Yarpen Zigrin, the Aedirnian nobility and magnates. We witness them planning how to defend themselves from the Kaedweni invaders. First, the curse must be lifted from the battlefield and the mist dispersed. That's up to Philippa Eilhart and Geralt. We also learn that we'll need four artifacts for that. Then we'll have to be prepared to defend the unconquerable Vergen. During the council, Iorveth appears, causing the noblemen to protest, but Saskia appreciates the might the elf and his unit represent. However something bad happens... After making a toast, the Virgin falls down, groaning in pain – she's been poisoned.

Philippa, having stabilized the Dragonslayer's condition, wants a word with us. The sorceress tells us we'll need the following ingredients to save the girl: an **immortelle**, a **dragon's dream**, **royal blood** and a **rose of memory**. The conversation will begin a new quest **A Matter of Life and Death**, which is made up of quests: **Subterranean Life**, **Hunting Magic**, **Royal Blood** and **Where is Triss Merigold?**. These will allow us to find the necessary ingredients.

Subterranean Life

Like Philippa said, one of the ingredients of the antidote is an herb growing deep underground, called the **immortelle** by the dwarves. The sorceress pointed out the closed Vergenian mines as a probable site where the plant might grow.

Visiting the nearby inn, we'll meet a group of our good friends, that is: Dandelion, Zoltan and Yarpin, accompanied by Sheldon and alderman Cecil Burdon. Asked about an **immortelle**, the dwarves will also point us to the mines as a place where the herb grows, and Cecil will explain why they are closed. Our friends offer to help us and we agree to meet them by the mines' entrance.

There, after we confirm our readiness to the alderman, he'll ask Sheldon to open the door leading underground. He'll also ask us to get rid of the monsters plaguing the mines (**Hey, Work's on in the Mines**). We should get at least four Cat potions and, if we want to get rid of the monsters for good, a few Beehive bombs.

Accompanied by the dwarves, we descend below in search of an **immortelle**. We should be prepared to face necrophages. **[Combat]** Swift blows of the silver sword will be of most use. We should also remember that necrophages explode when killed, so I suggest jumping as far away as possible once we kill one.

The dwarven mines are a real labyrinth. They're full of corridors, locked doors and necrophages. On top of that, as is common underground, they're dark. When we reach the first larger cave, it'll turn out we need a key to open the door leading to lower levels. After dealing with the monsters in the corridor to the right, we'll find a slain miner's corpse, with a **key** on it. So we return to the large hall and open the locked door. Wading through the mines, we'll have to find the corpses of two more miners and acquire two more **keys**. This way we'll get to the very bottom. Here we'll have to face a Bullvore. **[Combat]** If we have any bombs on us, we can kill the necrophages accompanying the monster. Their posthumous explosions should wound the Bullvore. Immobilizing the creature with the Yrden Sign and finishing it off with a blow to the back should work too.

When we're done, we pick the **immortelle** and are free to get back to the surface. Now we only have to inform Philippa of our findings.

Hunting Magic



Sorceress Philippa Eilhart **[1]** mentioned that she needs a magical artifact as one of the ingredients of the antidote for Saskia. Asked for any advice, she'll tell us to be inventive and to ask among the townsfolk. She also points us to alderman Cecil Burdon **[2]** as the most knowledgeable person in the area.

Asked about magical stories, the dwarf will mention a mage's tower **[3]** in the forest beyond Vergen. Supposedly it's a unique place of Power which has always intrigued mages, and we should look there.

We'll go through the town's outskirts, and then through a tunnel hewn in rock. There's a picturesque vista on the other side, and luckily we can see the tower. We wade through the river and go towards the hill. Harpies living in the area will attack us as we venture toward the place of Power. **[Combat]** It's one of our first fights against these monsters. They're usually attacking in groups, so it's good to use the Aard Sign. It'll give us a good chance of knocking down several harpies and they'll be easily finished off with the silver sword. Disposing of the harpies, we'll reach the ruined tower that Cecil mentioned. We'll find a **magical crystal** in the nest inside. Is that what Philippa needs? We return to Vergen to talk to the sorceress **[1]**.

After examining the crystal, she'll explain that it's a crystallized dream of a dwarf. It's Interesting, but not powerful enough to be of us in making the cure for Saskia. Only celaeno harpies turn dreams into crystals, and most of these monsters live in the abandoned quarry outside

town. Geralt is certain he'll find a dream powerful enough there. However the Vergen alderman locked the gate to the caves leading there to protect the area from the monsters. Luckily, the dream we have is that of Burdon, so we go to the dwarf [2] to negotiate with him.

A teetotaler dwarf, who would have thought.. What's important is that we have the quarry key, so we go there [4] immediately. We'll face a lot of harpies both around and in the quarry. **[Combat]** Just like earlier in the forest, the best way to deal with the harpies is knocking them down with the Aard Sign and finishing them off with the silver sword. Wandering the caves, we should find five **enchanted crystals**. One of them will be placed in a magical obelisk serving as a projector of sorts, allowing us to view the crystallized dreams. One of them will be a **dragon's dream** – that one will surely work for the antidote. Furthermore, one of them is **Baltimore's dream**. Viewing it will begin the **Baltimore's Nightmare** side quest. We've got what we came for, time to return to Vergen.

Where is Triss Merigold? (part 1)



We haven't arrived in the dwarven town by chance. We came here following the kidnapped Triss Merigold and the Kingslayer. Now our search for the sorceress has additional meaning, for, if she still has the **rose of memory** we gave her in Flotsam, we'd manage to acquire another ingredient of the antidote for Saskia. Asked about our friend, Philippa Eilhart [1] will mention drunkard from the local inn claiming he saw a redheaded woman falling from the sky.

Hearing this story at the source can't do any harm, so we run to the inn [2]. The dwarf Philippa mentioned will be talking with the innkeeper. He agrees to tell us the story of the redhead for a mug of Mahakaman mead. Having granted his request, we learn that the girl and a bruiser fell down from the sky in the gullies near the quarry. The man left her wounded, and a troll kidnapped her.

So we go towards the quarry. On the crossroads with the wooden altar we turn left, towards the gullies. There we'll meet the troll [3] to whom we can talk. The creature will tell us the story we already know, but will also add something new. He tended to the redhead's wounds, causing

his wife to leave him out of jealousy. She took the girl's **ribbon** from him. The girl fled shortly afterwards. **[Choice]** We have two options:

[A] If we anger the troll, he'll attack us. **[Combat]** The troll is best defeated with the use of the silver sword and swift blows. Should we have problems with that, we can use the Yrden Sign and hit him in the back. We must find the female troll and acquire the ribbon.

[B] We can also promise not to hurt the troll's wife, and he'll ask us to convince her to return to him.

We walk deeper into the gullies where the troll's wife went. On the way we'll face some harpies.

[Combat] They're best dealt with strong blows of the silver sword. Knocking them down with the Aard Sign may also be helpful. Going through the gullies, we'll reach a grove with a shipwreck, turn left and climb a nearby hill. What's more important, we'll find the female troll there **[4]**, surrounded by armed men.

[Choice] **[A]** We can kill the monster, helping the men. **[B]** We can also fight the men to save the monster. What if either met Triss or Letho?

[A] If we decide to help the mercenaries, they'll repay us later, during the siege of Vergen. Now, however, we'll face the female troll. **[Combat]** I suggest using swift blows of the silver sword. Furthermore, if we haven't killed the male troll earlier, he'll attack us when we next meet him. First, however, let's take **Triss' ribbon** from the female troll's body.

[B] If we defend the monster, we'll have to fight the mercenaries. **[Combat]** Because our enemies are numerous, we should block their blows and counterattack. The Yrden Sign will also be useful. When we have the advantage, Pangratt will surrender and depart after a quick chat, leaving us and the monster alive. After the battle, we talk to the female troll. If we killed her husband, we ask her for the **ribbon** and return to Vergen. If we haven't killed the male troll, we ask her to return to him. The grateful trolls will give us our friend's **ribbon**, as well as a horn we can use to summon them if we're in danger – they'll later help us defend Vergen.

Time to get back to Philippa **[1]**, tell her everything and give her the **ribbon**, hoping she'll use it to magically locate Triss. A nobleman will interrupt our discussion with the sorceress, informing us that peasants want to kill Stennis, believing him to be guilty of poisoning Saskia. We'll return to our search for Triss later in game. For now, we should run to the Town Hall, where Demavend's son barricaded himself (**Royal Blood**).

Royal Blood

We'll receive this quest from Philippa, along with the other quests necessary to gather ingredients of the antidote for Saskia. As Philippa says, among other things she needs **royal blood**. We can go see Stennis right after the council meeting (**The War Council**), and tell him what we need of him, but he'll tell us to go to hell. We'll have a chance to get royal blood only after acquiring **Triss' ribbon** and bringing it to Philippa. A nobleman will interrupt our discussion with the sorceress, asking for help, because peasants want to kill Stennis, believing him to be guilty of poisoning Saskia.

We go to where the Prince barricaded himself. There, we'll meet a mob of Vergenian townsfolk, peasants, noblemen, dwarves, and our friends Zoltan and Dandelion. These two will tell us about the situation. Peasants consider Stennis to be guilty, while noblemen defend him. We should gather as much information as possible and pass judgment.

Now we'll have several discussions with the gathered dwarves, peasants and noblemen. We can also talk with Stennis if we use the Axii Sign when talking to his guards.

After we have three discussions and learn the stances of both sides, the peasants will demand that we pass judgment. Therefore it's best we try to gather additional evidence first, by completing the **Suspect: Thorak** side quest. To that end we have to talk to Haldor Halldorson and then to Thorak, and acquire the key to Thorak's house while pursuing another side quest (**Baltimore's Nightmare**). Finally, we'll have to find **Olcan's receipt**.

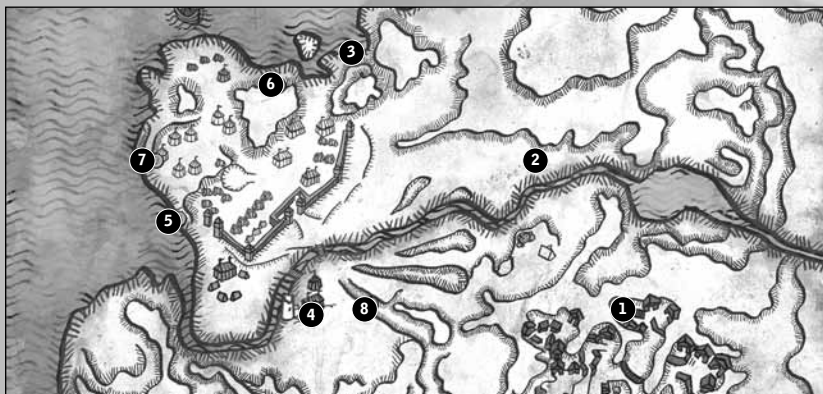
[Choice] The decision before us is not easy. We haven't learned any facts that would unambiguously point out the guilty party. **[A]** We can, however, condemn Stennis to death as guilty. **[B]** We can also claim the presented evidence is not enough, leaving the choice to Saskia when she recovers.

[A] Declaring Stennis guilty, we'll acquire all the **royal blood** we need.

[B] Should we leave the choice to Saskia, we'll ensure a fair trial for Stennis. However we'll have to get the **royal blood** from Henselt.

Regardless of our choice, we go to Philippa, to inform her of Stennis' fate. In the meantime the sorceress used her megascope to locate Triss' signal...

Where is Triss Merigold (part 2)



While we were judging Stennis for his alleged part in Saskia's poisoning, Philippa Eilhart used the ribbon we acquired to locate Triss. When we visit the sorceress in her house, she'll inform us that Merigold's on the other side of the ghastly mist – in king Henselt's camp. The sorceress offers us her help in getting through the battlefield, so we can simply go there.

We go past the burnt village and enter the mist. We're accompanied by a familiar owl that surrounds us with a magical barrier and strikes ghosts down with lightning bolts. We follow the sorceress. After a while, the wraiths will stop us, capturing the owl in a magical trap. We must defeat them all to free Philippa and continue onwards. **[Combat]** We attack them with strong blows of the silver sword. They're easy targets, so we should have no problems dealing with them. We continue our journey, careful not to leave the protective barrier.

After we make it through the battlefield, the sorceress leaves us, fearful of discovery by Dethmold, the king of Kaedwen's court mage. We go north, towards Henselt's camp. We find a mysterious **figurine** by the border post **[2]**, and then suddenly find ourselves face to face with Vernon Roche and his unit. Despite his resentment, the Temerian will tell us how to reach the camp of the Nilfgaardian ambassador Shilard, where we can possibly find Triss. **[Choice] [A]** We can attempt to sneak through the Kaedweni camp from the side of the cliff, or **[B]** we can try the underground tunnels inhabited by monsters.

[A] We go to the cliff **[3]** Roche told us about. After some climbing, we reach the royal army's camp.

We approach the tent to the left, and when a drunken guard goes outside, we wait for him to turn left. Next, we wait for all the soldiers sitting at the fireplace to be distracted by their vomiting mate. Then we sneak on, and turn left, towards the tents, careful to avoid the attention of any guards. This way we should get near the second gate. Now we wait for a patrol to enter the camp. We exit the gate, overpower a guard and go down to the caves beneath the camp **[5]**. There, we'll face some nekkers. **[Combat]** It's best to attack them using swift blows of the silver sword. Venturing deeper into the cave we should reach the exit **[6]**. There, a Nilfgaardian guard will notice us.

[B] The alternate route that Roche mentioned leads through the caves beneath the camp. The entrance is hidden in a courtesan tent **[4]** opposite the Kaedweni fortifications. There, we must speak to Madame Carole and bribe her for the information we need and for the key opening the tunnel entrance. This way we reach the basement of the nearby abandoned tower, from which we can enter the caves. We head north and northeast. On the way, we'll face nekkers living underground. **[Combat]** The Aard Sign will be useful when fighting monsters attacking in groups, allowing us to knock part of the creatures down and making it easier to finish them off with our silver sword. We'll also face a bullvore. This one, just like the one met earlier in the dwarven mines, can be defeated when immobilized with the Yrden Sign and attacked from the back. As we exit the caves **[6]** on one of the beaches, we'll be accosted by a Nilfgaardian guard.

The Imperial soldier will lead us to Ambassador Shilard Fitz-Oesterlen. After a short chat we'll be searched and the guards will take the **figurine** from us. As it turns out, Triss Merigold was transformed into the item! The politician will leave, ordering his men to kill us. Vernon Roche and Ves interrupt our execution in the last moment. The three of us must now face the Nilfgaardian soldiers and the mage leading them. **[Combat]** The sorcerer's spells should be avoided with sideway jumps. As he's teleporting, it's best to knock him down with the Aard Sign and kill him before doing anything else. We can immobilize the guards with the Yrden Sign, and then finish them off by stabbing them in the back.

[Consequences of the Choice in Royal Blood]

[A] If we proclaimed Stennis guilty of poisoning Saskia in **Royal Blood** and acquired the **royal blood** this way, we'll now be able to use Roche's help in leaving the Kaedweni camp. He'll lead

us out as a prisoner he's supposed to dispose of. Walking through the camp, we'll have to watch out for patrols, for if they notice us, they'll see through our ruse, which will result in our hero's death and a game over. Avoiding patrols, we reach the gate where we're accosted by the guard. The answer to his first question is "Play", and then we should choose to "Remain silent". Otherwise the guard will realize what's going on and shoot us. This way we get out of the camp and continue towards the mist [8].

[B] If we decided there's not enough evidence of Stennis' guilt in **Royal Blood**, and so did not acquire any royal **blood**, we can now ask Roche to help us get some of Henselt's blood. Vernon helps us by distracting the guards, so that we can sneak into the Kaedweni king's tent. We hide behind the barrels, waiting for the soldiers to follow Roche away, and then we sneak behind the tents towards the largest one. There are some barrels behind it, so we distract the guards by setting them ablaze with the Igni Sign. Now we can sneak into the king's tent. After we talk to him, we'll get his **royal blood** and be escorted out of the camp in exchange for our promise to get rid of the wraiths' mist. Time to get back to Vergen.

Philippa will appear once more before we enter the mist. She'll lead us through the battlefield. Just like before, we'll have to fight many ghosts and wraiths. **[Combat]** It's best to stay within the sorceress' magical shield and leave dealing with enemies to her. After a while, however, the wraiths will ensnare the owl in a magical trap. We must defeat all of them to free Philippa. Then we follow her back to the dwarven fortress.

This way we reach the safety of Vergen and can now go to Philippa's house [1] to inform her of Triss' fate. As it turns out, the sorceress' servant, Cynthia, was a Nilfgaardian spy and ran away. Fortunately she left her things behind, among them a **rose of remembrance**. The flower is dying, we must hurry...

A Matter of Life and Death

Saving the Dragonslayer, a task Philippa gave us just after the girl was poisoned during the council, is one of the main motors of our actions in Vergen. It binds the four quests about gathering ingredients that were described above, that is: **Underground Life**, in which we acquired a dwarven **immortelle**, **Hunting Magic**, in which we found a **dragon's dream**, as well as **Royal Blood** and **Where is Triss Merigold?**, which brought us some **royal blood** and a **rose of remembrance**.

Having gathered all the ingredients, we hand them over to Philippa Eilhart, who immediately begins preparing the cure for Saskia. Then we'll witness the girl's recovery. As a token of her gratitude, she'll give us a **Vandergrift's sword**. We'll need the sword of the Kaedweni general to dispel the ghostly version of the battle he took part in three years ago.

The Eternal Battle

Battle Relics

During the war council Geralt and Philippa agreed to lift the blood curse from the battlefield. As the sorceress told us, we'll need four magical artifacts connected to the battle from three

years ago to do that. These represent courage, faith, hatred and death. Philippa will promise to acquire the first two, leaving the symbols of hatred and death to us.

We must learn as much as we can about the battle, and to this end we should question Philippa, alderman Cecil Burdon and our dwarven friends Zoltan and Yarpen about it. They'll tell us of **Vandergrift's sword**, now in the possession of Saskia, and of the **Dun Banner's standard**. It turns out the Kaedweni general who owned the sword was infamous for his hatred and defiance. The Dun Banner, on the other hand, was killed to a man during the battle of Vergen, and the soldiers' bodies were interred in the catacombs in the forest near the town. Since the elves guarding the Dragonslayer won't let anyone other than Philippa near the girl, we'll have to wait for her to recover before getting the sword.

Death Symbolized

So let's focus on finding the **Dun Banner's standard**. To this end we should explore the catacombs in the forest. We can do it while searching for a dragon's dream (**Hunting Magic**) or investigating the murders happening in town (**With Flickering Heart**). We head to the forest: from the outskirts of Vergen we get on the walls and reach the district where Iorveth's unit lives. There we find the tunnel leading to a riverbank. The forest we're interested in is on the other side. The catacomb entrance is somewhere within it. We'll probably be attacked by wraiths inside. **[Combat]** It's best to defeat them using the silver sword as well as the Yrden and Aard Signs.

We must reach the lower level. There, in one of the chambers, we'll meet the ghost of Ekhart Henessa, the Dun Banner's standard bearer. **[Choice] [A]** We can deceive it and claim we were once part of the unit or **[B]** we can fight it.

[A] If we claim we're a member of the Dun Banner, the ghost will obviously not believe us. But if we're persistent, it'll ask us a few questions to test our veracity. The answer to its first question is that it's wrong. Menno Coehoorn is the next answer, and the third is that Menno Coehoorn died at Brenna. Seltkirk and Vandergrift are the answer to the question about the commanders during the battle of Vergen. The final answer is that Biggerhorn kidnapped us. This way we'll convince Ekhart, and he'll allow us to take the **standard** from the sarcophagus in the room. If we make a mistake but have a **beaver cap** or **the Dun Banner's cloak**, the ghost will give us another chance, otherwise we'll have to fight it. We can acquire these items during the **Baltimore's Nightmare** quest or by winning them at dice with Skallen Burdon.

[B] If we're in no mood to chat with a ghost, or if we give a wrong answer to one of the questions, we'll have to fight Henessa. **[Combat]** It's a very difficult fight, one we should get ready for. The Yrden Sign will be very helpful, allowing us to immobilize the opponent and stab him in the back with our silver sword. Now we can take the **Dun Banner's standard** which the ghost was guarding.

That's not all, however. If we deceived Ekhart, he'll randomly haunt us during other fights in the game.

Hatred Symbolized

Once we have the **standard**, we only need to get **Vandergrift's sword**. To this end we must acquire all the ingredients of the cure for Saskia. After the Dragonslayer is cured, she'll simply give us the sword as a token of her gratitude.

Now we only have to talk with Philippa to get the two remaining artifacts – a **magical medalion** and **Seltkirk's armor**. Having gathered all four items, we head for the wraiths' mist.

An Aedirnian soldier's ghost will possess us in the mist. Our commander will give his orders to the archers and tell us to capture the enemy standard. So we run through the defensive fortifications towards the Kaedweni ghosts defending the standard. **[Combat]** We should block enemy attacks and use swift blows ourselves. We're not a witcher, so we'll have to do without Signs, potions and bombs.

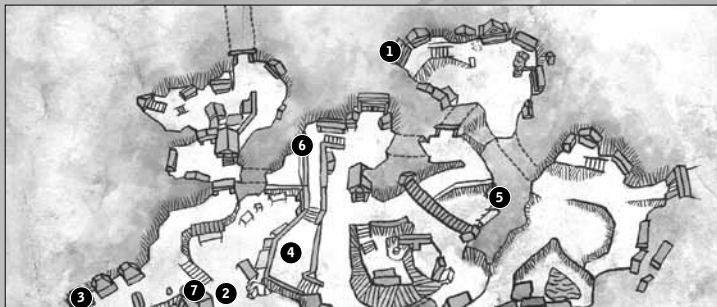
After defeating all the enemies, we'll be possessed by a Kaedweni ghost. We must inform our commander that the standard fell to enemy hands. A hail of arrows falls from the sky. Ducking behind wooden covers, we make our way through the battlefield. The archers fire in certain intervals, so we're safe between the salvos. This way we reach our general... Vandergrift. The Draug. The general joins the fray, bickering with Sabrina Glevissig, king Henselt's court sorceress.

Sabrina decides to rain fireballs on the battlefield, and we're possessed by the ghost of the Aedirnian general Seltkirk. We hack through the battle once more, fighting ghosts and wraiths of Kaedweni soldiers. **[Combat]** We've got only a sword at our disposal. As we try to block the enemy blows, we launch swift attacks ourselves. Finally we'll stand face to face with Vandergrift. Seltkirk's ghost will leave our body, so we'll be able to use all witcher abilities when fighting the Draug.

[Combat] Fighting the Draug is one of the most demanding combats in game. The Kaedweni general became a Demon capable of turning into a tornado, calling archer volleys and, finally, diverting Sabrina's fireballs towards us. When the Draug is using its special abilities, the best we can do is hiding behind obstacles. When it does not use special abilities, we should attack it with the silver sword. Most Signs won't be of use in this fight, but Quen will work, so we should put it to good use. We should also use our dodges to flank the demon, gaining a chance to land a powerful blow.

Once the demon is dead, we'll be possessed by the ghost of a Kaedweni priest intending to lead soldiers out of the fireball rain summoned by his own sorceress. Hiding beneath cover, we head towards the mist's edge...

Vergen Besieged



After ending the ghosts' battle, we awake in Philippa Eilhart's house [1]. The sorceress informs us that Kaedweni troops led by Henselt himself are approaching Vergen, and asks us to talk to Zoltan who's responsible for preparing the town's defenses. We'll find Zoltan talking to Saskia by the town gate [2]. As we speak with the dwarf, the Kaedwenis will show up. Zoltan will ask us for help – we're to spill boiling oil on the attacking troops. So we run to the walls [3]. There, we'll face Kaedweni shieldbearers. **[Combat]** When fighting enemies carrying a shield, we must remember to block their attacks and use strong blows ourselves. It's also best to immobilize them with the Yrden Sign or flank them using our dodges. After defeating the enemies, we use a lever to spill the oil and then we return to Zoltan. Unfortunately Dethmold appears and uses magic to destroy the barricade built by the defenders. Zoltan gives the order to fall back behind the inner town walls [4].

Sheldon closes Vergen gates behind us and we rush to the walls. Henselt's army captures the outskirts and approaches town walls proper. Soldiers climb up ladders... There's a fight to the death ahead of us. **[Combat]** We're not fighting alone, so efficient use of blocking and Signs should be enough. After defeating the enemies' first onslaught, we'll have a moment to rest and then face another Kaedweni attack. After we deal with the second wave of opponents, Saskia will inform us that there is a secret passage leading to town through caves connected to the mines beneath Vergen. She'll add that none of the scouts sent there returned.

The Dragonslayer will ask us to scout the tunnels [5] with her. We follow the girl and are attacked by Kaedwenis along the way. **[Combat]** Men-at-arms are best dealt with using swift blows of the steel sword and the Aard Sign. We run deeper into the caves where we meet Dethmold with a mercenary unit. The sorcerer blocks our way back, forcing us into an uneven battle. **[Combat]** The best way to approach this fight is to keep blocking in mind, use strong counterattacks, and avoid Dethmold's spells. Suddenly, however, Geralt will be hit by a spell... Saskia will save us by turning into a Dragon. Next, after a quick chat with the girl, we return to town. We meet Zoltan on the way. He informs us we're needed at the walls.

The game transfers us to Vergen's walls where Saskia makes a speech to boost the defenders' morale. A moment later the enemy troops arrive, led by Henselt and Dethmold. The sorcerer manages to breach the gate and the king orders an assault. We have to face another wave of Kaedweni soldiers. **[Combat]** We should have no problems with defeating the enemies if we skillfully block enemy attacks and use Signs if necessary.

After we defeat the enemies, Iorveth and his Scoia'tael unit will appear on the other side of the battlefield. Henselt's troops are now surrounded and the elves are raining arrows down on the enemy. Saskia will ask Geralt and Zoltan to join Iorveth and help him to close the first town gate, thus cutting the Kaedwenis from their only escape route.

We run to the ladder to the walls' right [6] and we reach the vicinity of the fortifications we spilled the oil from earlier [7]. Zoltan closes the gate... and Henselt has no other choice than to give up. He promptly does so.

The game transfers us near Philippa's house [8] where the peace negotiations are in motion. Henselt pledges to pay war reparations. The precise sum will be discussed at a summit in Loc Muinne. Furthermore he recognizes Saskia as the ruler of Vergen and sovereign of the Pontar Valley. Then he's released and is to appear in Loc Muinne. Dethmold, on the other hand, is put to death for war crimes.

Philippa and Saskia say they're now heading to Loc Muinne and disappear in a portal created by the sorceress. Iorveth approaches us, pointing out Saskia's strange behavior.

ACT II: Roche's Path

Prelude to War: Kaedwen

If we helped Roche to kill commander Loreda in Flotsam, we'll leave town on the Temerian Special Forces' ship and sail for Aedirn. As far as we know, Letho fled there, kidnapping Triss while he was at it. The Kaedweni army led by king Henselt crossed the Pontar near the town of Vergeron...

We begin Act II playing as the aforementioned king. Accompanied by Sile de Tansarville, sorcerer Dethmold, and Kaedweni knights, we go to negotiations with Aedirnian nobility. The nobles seek the protection of king Henselt after king Demavend has been murdered. Henselt fully intends to use the occasion to annex his deceased neighbor's lands.

Saskia, the famed Virgin and slayer of a dragon, whom Iorveth mentioned in the first Act, interferes in the negotiations with the barons. After mutual exchange of "niceties" the girl challenges the king to a duel, and it's up to us whether we accept the challenge or follow Dethmold's advice and try to capture Saskia, leading to a massive fight. **[Combat]** If we remember to block use strong blows of our steel sword, we shouldn't have any problems. The Priest of Kreve will try to interrupt the fight at one point, but Henselt kills him in a berserker's rage... The sky grows dark and a mist appears, ghosts emerging from it.

Geralt and Roche approach the gate of the Kaedweni king's camp. The witcher's medallion begins vibrating, warning of impending danger. Suddenly a ghostly mist covers the area. Within it, we meet Henselt and the mages accompanying him. We must lead the king out of the wraiths' battlefield and reach the camp. Dethmold shows us the way, and also surrounds everyone with a magical protective barrier. **[Combat]** The ghosts that attack us quickly die within the confines of Dethmold's barrier, and we're safe there, so we shouldn't leave. We won't survive for long outside.

In the mist, Dethmold will be stopped several times by the magic of suddenly appearing wraiths. We'll need to defeat them all to free the mage from their spell. We safely reach the Kaedweni camp this way. At the gate, we'll meet lance-corporal Zyvik, whom the king will task with showing us around the camp and then bringing us to the royal tent.

Zyvik will show us around the camp, mentioning a blacksmith, the camp canteen, the hospital and the dueling arena. If we don't feel like exploring the camp with a guide, we can try to convince the soldier to lead us straight to the upper camp.

We'll meet the Nilfgaardian ambassador and his entourage in front of the royal tent. We can chat for a while with the Nilfgaardian. Then we head for the meeting with Henselt. The king will demand answers to questions about Foltest's and Demavend's assassinations and will ask us to lift the curse from the battlefield. He'll also recount the events from three years ago.

As we exit the king's tent, Dethmold will approach us, asking for some of our time.

Conspiracy Theory (part 1)



The quest concerning the investigation of a conspiracy at the camp begins after we talk to Dethmold **[1]**. The sorcerer asks for some of our time after we reached the camp and finished talking to Henselt.

[Choice] There are two ways we can track the conspirators: by helping Manfred solve his son's problem **[A]** or by helping some drunken soldiers to find their companion, one Odrin **[B]**.

The Butcher of Cidaris

[A] Wandering around the camp will sooner or later bring us to the Canteen **[2]**. There, we'll find, among others, Manfred sipping vodka alone. If we approach him and talk to him, he'll tell us the story of his son Swen, who decided to challenge one Letande Avet, also known as the Butcher of Cidaris, to a duel. Should we offer to help, Manfred will promise to do anything in his power to repay us. So we go talk to Swen **[3]**. At first he'll tell us to shove off, but we'll finally be able to convince him to accept our proposal of fighting the Butcher as a pair. Now we go to Avet's tent **[4]** to explain our idea of fighting 2 vs. 2. He's willing to agree, so we return to Swen with the news. If we say we're ready, we'll be transferred to the Arena **[5]**, where we'll have to face Avet and his squire. **[Combat]** The best way to defeat the Butcher is to block his attacks and use strong blows of the steel blade. We can also immobilize him with the Yrden Sign and stab in the back. At the Arena's exit, we'll meet Manfred, who'll thank us for either the attempt or the actual saving of his son's life, depending on whether Swen died or survived. We'll also be able to ask him about men with square coins. Manfred will keep his word and give us a **square coin**. He'll also tell us to go to Madame Carole's brothel **[6]** and ask for Whistling Wendy. We're supposed to tell her to open the gates of heaven for us. After the fight with Avet, we'll be also approached by Proximo, who'll tell us that king Henselt watched our fight and liked it so much that he ordered a knightly tournament to be held. Proximo will offer us a place in the tournament, beginning a new quest (**Ave Henselt!**).

In Cervisia Veritas

[B] We can also get the instructions regarding Whistling Wendy by helping drunkards wandering the camp to find their friend Odrin. To this end we need to talk to one of the three drunken soldiers. We can wander the camp, but we won't find any clues there. We'll find Odrin by the Pontar's banks **[7]**. So we fetch the happily drunken soldier and bring him back to camp. At

the gate, we'll be accosted by guards. We can either convince them that we made Odrin drunk because he's an important witness in the investigation we're running, or we'll have to bribe them. Either way will get us into the camp. Odrin is a very peculiar man and we'll have to wake him twice and encourage him to find his mates with us and come to the Canteen [2]. If we found all three of Odrin's friends, we go to the Canteen for some beer. If we talk to them properly, these gentlemen will consider Geralt their friend and tell him a little secret about the Brothel, Whistling Wendy and square coins. To achieve this we must say that "**everyone's afraid of Henselt**" and then we need to say: "**I need information**". Otherwise we'll get nothing out of them.

[Choice] Once we have a **square coin** and the information on Whistling Wendy, we can go to see Dethmold [1] and tell him what we learned. This will result in his soldiers helping us fight the conspirators. Alternatively, we can investigate the conspiracy further ourselves.

So we go to Madame Carole's brothel [6]. We want to have some fun with the girls, show her the **square coin** and choose Whistling Wendy. We tell Wendy: "**I want your smile to open the gates of heaven for me**" which will result in her opening a secret passage to the conspirators' hideout.

Down there, we'll meet Vinson Trout, a man mentioned by both Dethmold and lance-corporal Zyvik. One of the artifacts necessary to end the ghosts' battle – **Seltkirk's armor** – is in his possession. We have no other choice but to fight him anyway. **[Combat]** Killing the conspirators is easiest by using the Aard Sign and finishing off the enemies that it knocked down. We should remember to search the dead Traut after the battle in order to acquire the **armor**. There's an interesting note on the table in the middle of the room. We should read it. Doesn't it sound like the words of Master Dandelion? Geralt notices it himself, so we should now see the bard at the camp [8]. Talking to Dandelion ends the first part of this quest. We'll have to wait a long time to meet the leaders of the conspiracy. We can also visit Dethmold after killing Traut and the conspirators, and tell him everything. The sorcerer will pay us a reward for each conspirator killed, so we'll earn several hundred orens this way.

The Blood Curse



The king **[1]** will tell us about the curse that his former advisor, Sabrina Glevissig, placed on him as she was burned for treason during the battle three years ago. Geralt will decide to help the monarch and lift the anathema from him. We should visit Dethmold **[2]** in search of clues. The sorcerer will give us a lot of valuable information regarding the curse, Sabrina, and the ghosts that attacked us in the mist. Among other things, we'll learn that we need to perform an exorcism to lift the spell from the king. To this end, we have to learn as much as possible about the events from three years ago. Dethmold also suggest that we should visit the site of the sorceress' execution **[3]**.

Lost Lambs

So we head to the place Dethmold mentioned **[3]**. As we exit the camp, lance-corporal Zvyik asks us to keep an eye out for two missing soldiers during our travels in the area. We're to tell them to get back to camp ASAP.

We cross a stream near Roche's camp and continue west through the beach. On the way to the place Sabrina died, drowners will attack us. **[Combat]** The best way to deal with them is to use strong blows of the silver sword and the Aard Sign.

We reach the circle, and we find the soldiers Zvyik was looking for there. They ask for our help in reaching the camp. However before we help them or leave them to their own devices, we should examine the site of the sorceress' execution. If we do so thoroughly, we'll find a letter from a soldier, square coins and a nail, and we'll notice certain curious footprints in the area.

After examining the circle, we should talk to the soldiers. They'll tell us about Sabrina's cult, led by a man named the Visionary, and about the execution that that took place at this spot three years ago. The men will want to take the nail we found, if we won't agree, we'll have slightly different dialogue options when talking to other soldiers worshipping Sabrina.

We lead the soldiers to safety, defeating drowners emerging from the river on the way. When we reach the ford on the stream, the men will thank us and leave for the camp. That ends the task Zvyik asked us to perform. Helping the missing soldiers will pay dividends back in camp. It will enable us to talk to the Scoia'tael elf captured by the Kaedwenis. He'll tell us the plans of Serrit and Auckes, witchers working with Letho.

We found several interesting clues at the circle, so we should follow them to acquire the knowledge necessary to lift the curse from Henselt. The soldiers mentioned the Visionary, living in the ravines beyond the camp, and a relic vendor, whom we can find at the canteen **[4]**. So we return to the camp. On the way to the canteen we'll meet soldiers quarreling about relics. If we have the nail we found in Sabrina's circle, we can compare it with the one they own and tell them that the vendor cheated them.

We'll find the trader at the canteen. If we found curious footprints when we examined the sorceress' execution site, we'll learn much more from him. The vendor will tell us that one: Yahon pierced the dying Sabrina with his spear to ease her suffering. He won't tell us much more, but he'll advise us to see the Visionary.

So we leave the camp and head for the ravines to the east. We'll face necrophages prowling the battlefield on the way. **[Combat]** The monsters attack in groups, and grasp their heads and explode as they die. That's why the best way to fight them is to use the Aard Sign and finish off those stunned or knocked down with the silver sword. When one grasps its head, we should immediately jump away to a safe distance.

The Path to Vision

We'll meet two soldiers defending themselves from rotfiends in the ravines. We won't arrive in time to save them, however. After defeating the monsters we head north. We should reach a glade with the Visionary's hut **[5]**. Harpies will attack us here. **[Combat]** Since they're numerous, we should knock them down with the Aard Sign and flee towards the hut. The candles lit around it will repel the creatures.

The Visionary will immediately guess that we visited him for a reason. We won't learn much from him unless we gain his trust. To this end we can try to bribe him or ask to join the Cult of Sabrina Glevissig. If we're a miser and decide to deceive the cult leader, we'll have to pass a test – spend a night at the shrine in the nearby dell after imbibing a potion the Visionary gives us. So we head there to perform the ritual. Rotfiends will attack us in the dell, and we defeat them like those met earlier. We'll find the shrine between two lakes. After dark (21:00), we can begin the ritual. We drink the potion the cultist gave us. The things we'll see will remain in our memory for a long time...

When it's over, we return to the Visionary's hut. As a convert, we can ask him about the events from three years ago. He'll tell us about the curse that Sabrina placed on Henselt. If we ask about artifacts necessary to end the ghostly battle, the Visionary will tell us about Seltkirk of Gulet, pointing out that his armor may be the symbol of courage that we're looking for. We should also ask about Yahon's spear, which we need for exorcising the king of Kaedwen. We'll learn that the relic vendor has it...

It seems that the vendor **[4]** didn't tell us the whole truth. We head to the camp to have another talk with him. The vendor will admit that he once had the spear that Yahan used to end Sabrina's suffering. If we bribe, convince or intimidate him (the nail found at the execution site will be useful for that last option), he'll tell us that he lost the spearhead to some soldier at dice. The man later died fighting Scoia'tael in the Pontar valley. The leader of their unit, Iorveth, acquired the spearhead... The vendor says that rumor has it the elf joined Saskia in Vergen, on the other side of the mist. We should talk to Dethmold about this. Maybe the sorcerer will finally be of some use.

Begone, Foul Spirit!

After informing Dethmold about the owner of the spearhead necessary to lift the curse that Sabrina Glevissig placed on Henselt, the sorcerer will order us to reach Vergen on the other side of the mist. He'll give us a medallion that will show us the way through the mist and an envoy's flag that should, at least in theory, allow us safe conduct in the dwarven town.

As we exit the upper camp, we'll meet Zoltan grumbling about the racist attitude at the camp. Our friend, though worried, will be happy that there's a chance to reach Vergen. This way we'll

have a companion during the dangerous trip to the other side of the battlefield. Together we venture into the wraiths' mist.

The battlefield from three years ago will appear before our eyes. When used in tandem with the amulet Dethmold gave us, our witcher medallion will show us the way to Vergen. While in the mist, we'll be constantly attacked by ghosts of the fallen soldiers and draugirs, demons made from bits of armor and shields of the fallen. **[Combat]** We'll have to fight for our life. I advise against attempting to kill all the opponents in the mist. Our goal is to reach the other side. Endless fighting will only lead us to our death. Ghosts are best dealt with using the silver sword and the Aard and Quen Signs.

After exiting the mist, we follow Zoltan towards the dwarven town. We'll meet a Scoia'tael unit in the burnt village **[6]** beyond the gully that we passed through. Thanks to Chivay's presence, the elves won't attack us. They'll tell us to see their commander in the town's outskirts **[7]**. We'll find our old friend Yarpen Zigrin in the aforementioned outskirts. The dwarf is the watch commander. As we talk to him, we'll learn that the Dun Banner's standard, the symbol of death necessary to lift the curse from the battlefield, can be found in the catacombs in the forest beyond Vergen. Yarpen can't let us into town, but since Zoltan wants to stay in Vergen, he'll promise to acquire the general's sword, another artifact necessary to disperse the mist, from Saskia. We agree to meet him at the place he indicates, in the abandoned mines beneath town. We can reach them from the gullies.

Death Symbolized

In order to acquire the standard we cross the outskirts **[8]** of Vergen, heading into the forest beyond. The catacomb entrance is somewhere within it **[9]**. We'll probably be attacked by wraiths inside. **[Combat]** It's best to defeat them using the silver sword as well as the Yrden and Aard Signs.

We must reach the lower level. There, in one of the chambers, we'll meet the ghost of Ekhart Henessa, the Dun Banner's standard bearer. **[Choice] [A]** We can deceive it and claim we were once part of the unit or **[B]** we can fight it.

[A] If we claim we're a member of the Dun Banner, the ghost will obviously not believe us. But if we're persistent, it'll ask us a few questions to test our veracity. The answer to its first question is that it's wrong. Menno Coehoorn is the next answer, and the third is that Menno Coehoorn died at Brenna. Seltkirk and Vandergrift are the answer to the question about the commanders during the battle of Vergen. The final answer is that Bigerhorn kidnapped us. This way we'll convince Ekhart, and he'll allow us to take the **standard** from the sarcophagus in the room. If we make a mistake but have a **beaver cap** or the **Dun Banner's cloak**, the ghost will give us another chance, otherwise we'll have to fight it. We can acquire these items by speaking to Zvyik earlier, or by winning them at dice with Skallen Burdon.

[B] If we're in no mood to chat with a ghost, or if we give a wrong answer to one of the questions, we'll have to fight Henessa. **[Combat]** It's a very difficult fight, one we should get ready for. The Yrden Sign will be very helpful, allowing us to immobilize the opponent and stab him in the back with our silver sword. Now we can take the **Dun Banner's standard** which the ghost was guarding.

That's not all, however. If we deceived Ekhart, he'll randomly haunt us during other fights in the game.

Hatred Symbolized

We did our part, let's hope Zoltan did his and acquired the sword... We go to meet the dwarf. We pass Vergen's outskirts and the burnt village, reaching the area that we emerged from the mist at. We turn left on the crossroads, to the gullies, and once more left after passing an old gate. This way we should reach the hidden entrance to the mines **[10]**.



The dwarven mines are a real labyrinth. There's no way to learn their layout or to find our way without several blunders. Furthermore, it's obviously dark underground, and the few oil lamps don't help much. I suggest preparing several potions allowing us to see in darkness beforehand. Inside, we'll have to face the necrophages living underground. **[Combat]** We use methods similar to those used in earlier fights with these monsters. We try to knock them down or stun them with the Aard Sign, and then finish them off with the silver sword, all the while remembering to jump away to a safe distance before they die.

As we wander the mines, we'll finally reach a room where a two meter tall bullvore will attack us. It is a necrophage as large and strong as a troll. **[Combat]** It's easiest to defeat it using the Yrden Sign and then stabbing it in the back. We'll find Zoltan and Saskia the Dragonslayer in the corridor behind the door **[12]**.

Surprisingly, the woman will give us the **sword** herself, hoping we'll lift the curse from the battlefield. Zoltan also managed to ascertain that Iorveth lost the **spearhead** we need at dice poker. Its new owner, Skallen Burdon, is a young dwarf we met at the outskirts.

Luck seems to be on our side, so it's time to employ it in a game of dice. We return to town and challenge the dwarf **[7]**. He'll instantly agree, warning us that we'll lose anyway. We need the spearhead, so we play till we win. When it's done, we return to Henselt's camp through the mist. Just like we did earlier, we use our medallion in the mist, and follow its hints. Getting through will be much easier this time, as we can see the camp in the distance. More ghosts and wraiths will stand in our way. **[Combat]** We defeat them with swift blows of the silver sword, using the Aard, Quen and Yrden Signs when necessary.

Exiting the ghastly battlefield, we'll meet Roche and his unit. Vernon will tell us that they were attacked by Nilfgaardians commanded by a woman who emerged from the mist. It was probably Philippa Eilhart's servant, whom the sorceress sent here in search of Triss... Was she an Imperial spy? We run to the camp, maybe ambassador Shilard will explain everything. After we reach the camp, however, it turns out that the Nilfgaardians had sailed away... We must talk to Henselt. Maybe he'll allow us to follow them.

We go to the king and tell him about the artifacts we acquired on the other side of the mist. The king will want us to begin exorcism immediately. He and his guards will go to Sabrina's execution site. We, however, need to chat with Dethmold to get the **magical powder** from him. We need it to trace runes that we read about in the **book** that the sorcerer gave us earlier.

Having all the necessary items, we head for Sabrina's circle. After a short chat, the king leads us to a hill overlooking the entire area. There we talk to him once more. We'll have to precisely recreate all the events from three years ago. Guided by us, Henselt will have to trace the runes necessary for the exorcism.

This is a minigame of sorts. If we read the **book** that Dethmold gave us earlier, we shouldn't have any problems with the correct order of tracing signs. We need to create something akin to a goat's skull inscribed within a circle. To achieve it, we tell Henselt to start at the fairy ring and head for the petrified bread. Then we ask the king to go towards the burnt tree and then towards the raven's corpse, the sour milk and finally back to the fairy ring.

Now we need to begin the exorcism by igniting the runes. The markings on the ground will burn in a turquoise flame and wraiths will appear outside the circle. The barrier protecting the king and us will wane with time, and the evil spirits will get inside. We must assure Henselt's safety long enough for Sabrina's ghost to utter the curse's final words. **[Combat]** We repel the wraiths' attacks with our silver blade, using Signs if necessary. After a few moments, the king will pierce the sorceress' ghost with the **spearhead**, ending the ritual and lifting the curse from himself. Henselt will be so grateful that he'll promise us his **medallion**, the symbol of faith necessary to lift the curse from the battlefield. He'll also invite us to his tent for a bit of feasting...

The Assassins of Kings



King Henselt invited us for a meal **[1]** after we lifted Sabrina Glevissig's curse from him. When we arrive in the upper camp, we'll notice that a Redanian envoy is visiting the monarch. The guards won't allow us into the royal tent now and we'll have to wait till the evening. After 22:00 we try once more. The envoy informs Henselt that after Foltest's death, and due to the tragic death of Prince Boussy, his sister Anais will become heir to the throne. The king will question us about certain details since we witnessed the siege of Castle La Valette. The discussion, however, will be interrupted by an assassin killing the envoy. Geralt will save the king from danger once more, by using the Aard Sign. We'll have to fight two assassins. **[Combat]** Our opponents are quite powerful and it's best to block enemy attacks and use the Yrden Sign.

Sile will interrupt the battle at one point, and the remaining assassin will flee. Henselt wants to talk to us again, this time also inviting his royal sorcerers Sile and Dethmold. The latter wants to use necromancy, a branch of magic forbidden by the Conclave of Sorcerers, to learn something about the assassins threatening his king.

Now we're free to go. We can finish other quests or wander around the camp. However if we want to learn more about the assassins, it's time to go see Dethmold. We'll find him at the field hospital in the lower camp. Before we begin the ritual, the sorcerer will tell us to drink a certain potion. If we do not have it, we must ask for some time to prepare it. Gadwall is the potion we need. If we don't have it yet, we can buy a formula from one of the merchants found at the camp. Ingredients should be readily available on the old battlefield near the camp. After we prepare and drink it, we talk to the sorcerer once more. His spell overtakes us...

Thanks to necromancy we now see the world through the eyes of the assassin, Auckes. We're in the gullies far from the camp, accompanied by another kingslayer, Serrit. Our task is to reach

our hideout **[3]**. We'll face the harpies living in the gullies along the way. **[Combat]** Strong blows of the silver sword are the way to go. After a while, Serrit will lead us to the hideout. We follow his every step, careful not to trigger any of the traps around the hideout. This way we reach a room occupied by the assassin above all assassins – Letho. We speak to the Kingslayer and learn that Sile de Tansarville is involved in the conspiracy, and that the assassins don't need her anymore. We also learn that Letho is headed for Loc Muinne.

Then, still under Dethmold's spell, we're transferred to Henselt's camp. Serrit climbs the palisade, and we're to sneak on the ground. If we fail, we'll return to the field hospital and the vision will end. But if we want to learn something more, we'd better succeed. We should hide behind the rock on the left and wait till the guards stop talking and leave. Now we only need to reach the end of the alley between the tents and the palisade. If we manage that, we'll end up in the cave beneath the camp, where Serrit will share his thoughts on the plans to create a new Council and Conclave of Sorcerers at the summit in Loc Muinne. A moment later the necromantic spell will transfer us to the upper camp, where we'll have to fight to enter Henselt's tent. **[Combat]** We'll have to deal with several guards armed with two-handed swords, and several shieldbearers. The best way to defeat them will be blocking their attacks and using strong blows of the steel sword. The necromantic vision will end, and we'll wake up at the hospital **[2]**. After we promptly report what we learned, we should head for the assassins' hideout **[3]**, as that's where the wounded Serrit probably fled to. We can now wander around the camp and finish some other quests. Once we're ready, we head to the assassins' cave along the path we learned during our vision. We'll find a dying Serrit in the same room we met Letho during our vision. We'll have a short chat about Sile with him. It's time to get back to Dethmold and inform him of everything. The sorcerer will tell us that it's high time to get rid of the curse from the battlefield and will hand us **Henselt's medallion** – the symbol of faith that we need to get rid of the mist. Now, depending on whether we found the camp conspirators earlier or not, we should either focus on that quest or on lifting the curse from the battlefield.

The Eternal Battle

We promised Henselt that we'll at least try to lift the curse from the battlefield. Getting rid of the ghastly mist is our only chance to gain the king's approval and sail in pursuit of the Nilfgaardians that kidnapped Triss.

We'll spend the entire Act 2 gathering information and searching for a way to get rid of the ghosts. Thanks to our witcher experience and the help of sorcerer Dethmold, we manage to ascertain that we'll need four artifacts connected to the battle from three years ago. The symbols of faith, courage, hatred and death. As we complete earlier quests comprising the game's main quest line, we conclude that the artifacts we require are **Henselt's medallion**, **Seltkirk's armor**, **Vandergrift's sword** and the **Dun Banner's standard**. We'll receive the **medallion** from Henselt as we finish **The Assassins of Kings**, get the **armor** after our fight with Vinson Traut and the conspirators during **The Conspiracy Theory**, and we can get our hands on the **sword** and the **standard** in Vergen during **The Blood Curse**.

With all four artifacts in hand, we head for Dethmold's tent and ask him for final advice. Then we run right into the ghastly mist.

An Aedirnian soldier's ghost will possess us in the mist. Our commander will give his orders to the archers and tell us to capture the enemy standard. So we run through the defensive fortifica-

tions towards the Kaedweni ghosts defending the standard. **[Combat]** We should block enemy attacks and use swift blows ourselves. We're not a witcher, so we'll have to do without Signs, potions and bombs.

After defeating all the enemies, we'll be possessed by a Kaedweni ghost. We must inform our commander that the standard fell to enemy hands. A hail of arrows falls from the sky. Ducking behind wooden covers, we make our way through the battlefield. The archers fire in certain intervals, so we're safe between the salvoes. This way we reach our general... Vandergrift. The Draug. The general joins the fray, bickering with Sabrina Glevissig, king Henselt's court sorceress.

Sabrina decides to rain fireballs on the battlefield, and we're possessed by the ghost of the Aedirnian general Seltkirk. We hack through the battle once more, fighting ghosts and wraiths of Kaedweni soldiers. **[Combat]** We've got only a sword at our disposal. As we try to block the enemy blows, we launch swift attacks ourselves. Finally we'll stand face to face with Vandergrift. Seltkirk's ghost will leave our body, so we'll be able to use all witcher abilities when fighting the Draug.

[Combat] Fighting the Draug is one of the most demanding combats in game. The Kaedweni general became a Demon capable of turning into a tornado, calling archer volleys and, finally, diverting Sabrina's fireballs towards us. When the Draug is using its special abilities, the best we can do is hiding behind obstacles. When it does not use special abilities, we should attack it with the silver sword. Most Signs won't be of use in this fight, but Quen will work, so we should put it to good use. We should also use our dodges to flank the demon, gaining a chance to land a powerful blow.

Once the demon is dead, we'll be possessed by the ghost of a Kaedweni priest intending to lead soldiers out of the fireball rain summoned by his own sorceress. Hiding beneath cover, we head towards the mist's edge...

The Conspiracy Theory (part 2)



After we lift the curse from the battlefield, we'll be awakened by Dandelion **[1]**. He'll tell us what happened while we were gone. Men had enough of Henselt's collusions with Nilfgaard, while Dethmold arrested several conspirators and is likely to execute half the camp if we don't do something fast. Henselt sent the army to Vergen. Dandelion also mentions that the conspirators are hiding in the house atop the cliff **[2]**.

So we run to the place the poet spoke about. Surprisingly, we meet Vernon Roche there. The game leaves us no choice and we must help Roche. We run for the Temerian's tent in search of Ves [3]. Kaedweni soldiers will attack us at the Blue Stripes' camp. [Combat] We defeat the assailants by skillfully blocking their blows and using the Aard and Yrden Signs when needed. There, it turns out that the tent is empty. A whore tells us that Dethmold invited Roche's men to a banquet at the camp canteen [4]. We follow Vernon there. We'll have to face the Kaedwenis remaining at the camp along the way. [Combat] Because our foes are numerous and some of them wield halberds, we must be very careful. We'll have to block and evade their blows. The Yrden, Quen and Aard Signs might also prove useful. After we reach the place, we find all of Roche's men... hanged. The massacre's sole survivor is Ves. She tells us who's responsible. Eager for vengeance, Roche wants to head for Vergen in his pursuit of Henselt. Geralt's more interested in Sile de Tansarville, who also fled to Vergen. Time for a reckoning...

The Siege of Vergen



So we head for the besieged dwarven town of Vergen [1]. The way leads us through the gullies we're familiar with from **The Assassins of Kings**, so we can expect to face harpies again. Further in the gullies, in the place formerly covered by the mist, we'll now find an old shipwreck and a female Troll beside it [2].

[Choice] We can talk to the creature politely, learning that its mate recently met someone heading for Loc Muinne. Or we can kill the troll so as to not waste more time. Running towards Vergen, we should prepare to face harpies when we see an old quarry. Then in the dell [3] we'll have the opportunity to save the female Troll's mate, as it is being beaten by three Kaedweni soldiers. If we killed the female Troll earlier, her mate will also attack us. Beyond the turning, we'll face Kaedweni shieldbearers. [Combat] It's best to keep blocking in mind and use strong

blows of the steel sword. After the battle, we'll notice one more of Dethmold's men nearby. It turns out the sorcerer also knows about the secret entrance to Vergen [4].

Without wasting time, we run for the cave. We don't have to search for the fleeing soldier for long. We find him... and his mates. As it turns out, he's one of Adam Pangratt's men. We know the mercenary commander from the camp. He will order his men to kill us, leaving for deeper caves himself. Now we have to draw our sword again. **[Combat]** This fight is quite demanding, I advise to block enemy attacks and use a combination of strong and swift blows of the steel sword. The Aard or Igni Sign could be useful too. Deeper in the caves, we'll find another group of mercenaries. Fighting our way deeper and deeper, we meet Dethmold himself. **[Combat]** The most important part is to defeat Pangratt. It's best to alternately use strong and swift blows, and remember to block enemy attacks. We'll also have to watch out for the spells used by Dethmold. It's best to use our dodge to get out of the spot that is to be engulfed in an explosion. After we defeat the mercenaries, the sorcerer will open a portal and disappear. So we run forward, Vergen should be close now. As we leave the caves, we'll meet Zoltan [5], who'll tell us that Sile is staying at the house of another sorceress – Philippa Eilhart [6]. **[Choice]** Zoltan also mentions that Iorveth is besieged by the Kaedwenis [7]. It's up to us if we **[A]** want to help the elf or **[B]** follow Sile immediately.

[A] We go up the stairs leading to the bridge that Chivay mentioned. Roche runs there first, but the bridge collapses and we're separated from our friend. If we want to help Iorveth, we first run to the right, to the keep Zoltan told us about [7]. We'll have to face large number of Kaedwenis there. **[Combat]** I advise blocking enemy attacks and using strong blows ourselves. After we defeat them all, Iorveth will chat with us briefly.

[B] Only one thing remains now – finding Sile de Tansarville. We'll meet a few more soldiers on the way to Philippa's house. Then, a few steps later, we'll have to face a monster the sorceress must have summoned. **[Combat]** We must remember to block during this combat, for this mini boss can knock Geralt down. The Igni Sign will also be useful, as will strong blows of the silver sword.

This way we reach Philippa's house just in time to see the sorceress open a portal. Sile de Tansarville tells us not to search for her again. The sorceresses, accompanied by Saskia, disappear, and Henselt appears in their stead. The king orders us killed. **[Combat]** A combination of blocking, using the Igni Sign and strong blows of the steel sword will serve us best in this battle. After we defeat all enemies, we have to deal with Henselt. Roche will burst into Philippa's house in the meantime. **[Choice]** It's time to decide what to do with the king of Kaedwen. We have two options: **[A]** We can spare him and tell Roche it's better to keep our hands clean or **[B]** allow Roche to kill the king. This choice will have a profound effect on the story in Act III.

All paths seem to lead us to Loc Muinne...

ACT III: Iorveth's path

For a Higher Cause!



If we ended Act II on Iorveth's side and learned that Saskia was placed under a spell that turned her into an involuntary tool in Philippa's hands, we follow the two of them to LocMuinne.

[1] We travel with Iorveth towards the city through a mountain pass. The harpies living in the area will attack us several times along the way. **[Combat]** We draw our silver sword and use the Aard Sign to make our way towards the valley. **[Choice]** Suddenly Iorveth will notice knights of the Order of the Flaming Rose standing guard at the city gates **[2]**. **[A]** The elf suggests that we go through the caves **[3]** and goes there himself. **[B]** However if we finished *The Witcher 1* on the side of the Order, we can safely enter the knights' camp. Otherwise we'll face certain death there, and even if we managed to survive, we'd find the city gates to be closed.

[A] If we decide to go through the caves, we'll face necrophages and an arachas. **[Combat]** We should avoid the charging arachas and use swift blows of the silver sword, as well as the Igni Sign. Rotfiends, on the other hand, are best dealt with when immobilized with the Yrden Sign and finished off with strong blows.

Following Iorveth, we finally exit the caves. We follow the aqueduct towards the Vran city **[4]**. Before we reach the walls, we'll have to deal with a few harpies first. As we follow Iorveth into the ruins, we'll be attacked by gargoyles. **[Combat]** It's best to defeat them with swift blows of the silver sword. The Aard and Yrden Signs may also be of use, and we must constantly be ready to jump away, as the monsters explode before dying, shattering to pieces.

As we fight the gargoyles, we'll find ourselves on an abandoned square with a cellar entrance in the middle. In the underground cellar, we'll find four warding glyphs and a chest that surely contains some secret. If we deactivate the signs in the proper order, we'll be able to examine its contents. The proper order is random, so we must hope for the best. If we miss, we'll be incinerated. Opening the chest and taking the manuscript found there will begin the quest **An Encrypted Manuscript**.

As we make our way through the city with Iorveth, we'll overhear guards **[5]** talking about the sorceress we're after. Apparently she's been imprisoned.

[B] If the Grand Master of the Order of the Flaming Rose is our good friend from The Witcher 1, we'll be allowed to pass the gate. We'll be accosted by guards there, but Siegfried will order them to leave us be. He'll tell us that the Order currently serves as the personal guard of the Redanian king Radovid, and that Philippa Eilhart was imprisoned on charges of high treason in a dungeon beneath the Redanian district. Then he'll give us his **ring**, ensuring all members of the Order will be friendly towards us. The city gate is now open before us.

Regardless of the way we manage to enter Loc Muinne, our next step should be finding Philippa Eilhart. **[Choice]** There are two ways to get to the prison she's held at. **[A]** We can get captured by guards or **[B]** we can sneak through the sewers beneath the city.

[A] Finding any guards should not be hard, as they're wandering the entire city. Meeting a patrol will result in combat. If our health drops low enough, prison bars will be the next thing we see. Philippa herself will be in the neighboring cell. However if we choose this option, we must keep in mind that we'll lose our entire equipment and that we won't be able to get it back. The sorceress will promise that she'll lift the spell from Saskia if we help her get out of the cell. Then king Radovid will appear with Shilard and guards in tow. After talking to the king we have the doubtful pleasure of talking to the Nilfgaardian ambassador, who will again order us killed. We must be ready for a **QTE** to quickly escape our chains and fight the Nilfgaardians.

[B] The way through the sewers will be slightly more difficult, since the entrance **[6]** is far from both the spot we overheard the guards (if we entered the city through the caves) and the gate (if the Grand Master of the Flaming Rose is on our side). We'll have to avoid or defeat guard patrols along the way. Still, we head east, to the right of the city's main gate. As we walk along the eastern walls, we should find two Nilfgaardians. After defeating them, we'll find the sewer entrance near a tower. Fortunately it's not easy to get lost in the sewers. Unfortunately we'll have to face the necrophages living there. **[Combat]** We should deal with them with the Aard Sign and the silver sword, but we must remember that the monsters explode just before death. The only way will lead us to the prison, where we'll see king Radovid of Redania putting Philippa's eyes out. A moment later, we'll face the Nilfgaardian ambassador Shilard's bodyguards.

[Combat] Fighting the imperial guard is difficult, especially if we were brought to the prison and stripped of equipment. The Signs will be very helpful, especially the Aard, the Quen and the Yrden. These will allow us to easily eliminate part of the soldiers and deal with the rest in more traditional ways.

After defeating Shilard's men we should talk to Philippa. Now we'll face another choice. **[Choice]** **[A]** We can help Philippa to get out of the prison (**The Spellbreaker**) or **[B]** refuse to help her and try to save Triss from the Nilfgaardians instead (**Where is Triss Merigold?**).

The Spellbreaker

If we decided to help Philippa, we lead the blinded sorceress towards the exit. There are two Nilfgaardian guards standing in our way, but Iorveth will dispose of them as he comes to help us. After talking to the elf and Philippa, the three of us head through the sewers towards the sorceress' quarters. We'll face necrophages along the way. **[Combat]** It's best to use swift blows

and avoid the exploding corpses. The Quen Sing will also be invaluable, as it will protect us from the explosions. After defeating successive groups of monsters, Iorveth and the sorceress will join us and lead us to Philippa's quarters.

Eilhart will lead us to the building's upper floor where a chest, containing the spellbreaker **dagger** we need, stands amidst ritual candles. But to break the chest's magical seal we must light the candles in a proper order first. Philippa will mention her **notes**, which contain clues necessary to do that properly. We'll find the sorceress' notes on the lower floor, on the desk in her bedroom.

We begin with the candle to the right, close to the entrance. The next one is located diagonally from it. The third one is to the right from the second one, the fourth one diagonally from the third, and the last one is in the middle. Then we witness the released Philippa turning into an owl and flying away, and we have to face the chest's elemental guardian. **[Combat]** Blocking the creature's attacks and using strong blows is important in this combat. It's best to attack it from the sides or rear. It's also a good idea to use the Quen, Yrden or Aard Signs. After defeating the creature, we should open the chest to find the **dagger** we need.

After acquiring the **dagger**, we talk to Iorveth about Philippa, Sile, and a way to lift the spell from Saskia. It seems the Summit is where we're likely to find the Dragon. Iorveth wants to go there first and scout ahead. We have some time for ourselves and we'll meet the elf on the way to the Summit (**The Sorcerers' Summit**).

Where is Triss Merigold?



If we decided that helping Philippa to get out of the prison is not in our best interest and that we prefer to free Triss from Nilfgaardian hands, we refuse to help the sorceress and take Shilard hostage **[1]**. We lead the ambassador to the prison exit. Finding our way shouldn't be problematic, as there is only one passage outside. We pass Nilfgaardian guards along the way, but we need not fear them.

This way we reach the exit. Unfortunately we end up right in the Nilfgaardian camp **[2]**. There, a group of soldiers surrounds us. Unfortunately for us, their leader is not willing to back down. He kills Shilard and we must defeat a large number of opponents to survive. **[Combat]** Due to the

amount of opponents, the Quen and Aard Signs will be invaluable. Pushing several of them away and stunning them at the same time will make them easy targets. To deal with the arbalists, we should approach one and try to deal a strong blow before he can draw his sword, and then we attack with the Aard Sign.

After defeating them all, it will turn out that the gate leading to the city is closed. We must find another way out of the camp. There's a corridor to the left of the prison exit. We'll face more Nilfgaardians inside.**[Combat]** This time there are only two of them, so blocking their attacks and counterattacking with strong blows of our own should do the trick. After defeating the guards, we'll have to do a little climbing and fight soldiers met along the way. That's how we reach the square **[3]**, where we'll face more of Matsen's men.

[Combat] There are a lot of opponents, and we won't have time to regenerate between the first and the second wave. I advise blocking and dodging enemy attacks, and using strong blows along with the Igni and Aard Signs. We'll face Matsen himself mere moments later **[4]**. First, we'll talk with him about Triss and the Lodge, and then the Nilfgaardian will attack.**[Combat]** Another round of fighting Emperor Emhyr's subjects awaits us. As always when facing shield-bearers, we must remember about their shield attacks and counter with strong blows. It's also a good idea to use the Igni, Yrden and Aard Signs. After killing Matsen, we must remember to take the **key to Triss' cell** from his corpse.

We're but a step from rescuing Triss. We only have to go downstairs and open the cell **[5]**. Then we'll have a long discussion with Merigold, and the sorceress will explain a lot of things to us. She recounts the creation of the Lodge and its role, she says that Philippa and Sile were behind Demavend's death and tells of their plans of creating a new state in the Pontar Valley... Now we only have to get out of the Nilfgaardian camp. To this end we head for the prison exit **[2]**. There, Triss will suggest that we split up, as acting alone is easier, and she'll promise to meet us at the summit (**The Sorcerers' Summit**).

A Summit of Mages

If we arrived in Loc Muinne with Iorveth, and depending on whether we rescued Philippa (**The Spellbreaker**) or Triss (**Where is Triss Merigold?**), we'll either reach the summit with Iorveth**[A]**, or with Triss**[B]**. The route is identical, however. We must reach the spot where either of our friends is waiting for us **[1]**.

[A] When we get there, it'll turn out that Iorveth already disposed of the guards at the entrance. We head for the summit where kings of Kaedwen and Redania are present, as well as Constable Natalis representing Temeria, Saskia, Sile de Tansarville and many, many others. Saskia is still under Philippa's spell and, according to her and Sile's plans, wants a new state to be proclaimed in the Pontar Valley and new Council and Conclave of Sorcerers to be formed. At this point, however, Shilard appears, saying he managed to capture Foltest's and Demavend's killer. Nilfgaardian soldiers lead Letho in, and he tells everyone that a secret Lodge led by Philippa and Sile is behind it all. Radovid summons the Knights of the Flaming Rose who want to arrest the Koviri sorceress. They fail, however, as a Dragon appears...

[B] When we get there, we'll have another conversation with Triss, and then we have to defeat the two guards posted at the amphitheatre's entrance **[2]**.

We head for the summit where kings of Kaedwen and Redania are present, as well as Constable Natalis representing Temeria, Saskia, Sile de Tansarville and many, many others. Saskia is still under Philippa's spell and, according to her and Sile's plans, wants a new state to be proclaimed in the Pontar Valley and new Council and Conclave of Sorcerers to be formed. At this point, however, Geralt and Triss enter the scene, and the latter accuses Sile of having royal blood on her hands. She also says there are witnesses. Radovid orders de Tansarville to be arrested. Knights of the Flaming Rose surround the sorceress, but a Dragon appears, taking Sile to safety...

Enter the Dragon

After shapeshifting into her dragon form, Saskia takes Sile to a tower near the amphitheatre. The Dragoness circles the city, and we have to head for the tower and deal with the sorceress. There is only one way, all the other exits are set ablaze...

So we run to the tower, mindful of the Dragon attacking us along the way. We find de Tansarville at the very top. Sile admits that the Lodge was behind Demavend's assassination, and that Letho was conveniently at hand. But she suggests that the Lodge is not responsible for Foltest's death and the assassination attempt on Henselt. Letho deceived everyone and acted on orders from the Nilfgaardian Emperor, Emhyr var Emreis. Furthermore, Sile informs us that just before the summit news of Imperial troops crossing the Yaruga reached her from the Lodge's agent in Cintra. De Tansarville bids us farewell and disappears, and we have to face the Dragon... **[Combat]** Using the Quen Sign to protect ourselves from the flames is a good idea. We should attack when Saskia breathes fire, as it's easiest to approach her while she does so. When our actions irritate the creature enough, the floor will collapse under the Dragoness' weight. We'll have to climb the building's roof to save ourselves. There, we'll continue the duel with Saesenthessis.

[Combat] Fighting Saskia is not easy. We must dodge the Dragoness' attacks and wait for the right moment to land strong blows of the silver sword. Near the fight's end we'll face a QTE and then leave the city on the dragon's back. After we succeed at another QTE, the Dragoness will land in a forest glade, a tree piercing her body. Saskia's fate is now in our hands. **[Choice]** **[A]** If we freed Philippa as opposed to Triss, we acquired the spellbreaker **dagger**. Using it, we can save Saskia's life. **[B]** If we decided to free Triss from the Nilfgaardians, we do not have the **dagger** necessary to lift the spell from Saskia. The only choices remaining are to leave her be or to kill her.

The Assassins of Kings

In consequence of the choices we made during our stay in Loc Muinne, we return to the city after dealing with Saesenthessis only to face Letho. If we rescued Triss from Nilfgaardian captivity, she'll be waiting for us in the city. If we didn't save her, we'll meet Iorveth at the same spot. After a short chat, Triss or Iorveth will inform us that Letho awaits us at the former Temerian camp.

As we make our way through the city with Triss, we'll come upon a group of Kaedweni soldiers who captured Iorveth. We can intervene and save him, or leave the elf to his fate.

If our actions brought us here with Iorveth, we'll have to face Kaedweni soldiers as we make our way through the city.

This way we reach the district where Temerians were recently stationed. We come face to face with the Kingslayer waiting for us at the square. **[Choice]** We can talk to him or attack him. If we decide to talk, we'll learn how recent events look from a slightly different point of view. If Letho manages to convince us, we can leave without fighting. If he didn't, we duel him. **[Combat]** If we believe Letho deserves to die, now is the time to deal with the assassin. We should be victorious if only we remember to block, use the Yrden and Igni Singes and strong blows. Then we'll watch the final cutscene.

ACT III: Roche's path

For Temeria!



We follow Roche from Vergen to Loc Muinne in pursuit of Saskia, Philippa, Sile and Dethmold. We find ourselves in a mountain valley near the city **[1]**. Vernon is leading us.

Along the way, we'll have to fight harpies nesting in the area. **[Combat]** The best way to defeat the harpies is knocking them down with the Aard Sign and finishing them off with the silver sword. Suddenly, Roche will notice Knights of the Order of the Flaming Rose making camp at the glade in front of the city's main gate **[2]**.

If we finished *The Witcher 1* on the Order's side, we've nothing to fear. If we didn't, the Temerian Special Forces' captain will come to our aid. Roche will be able to convince the guards that we're not responsible for Foltest's death. Inside the camp, we'll meet Siegfried. Fortunately the Grand Master does not believe that Geralt could be responsible for assassinating the king. He tells us about the situation in the city and explains the reasons for the Order's presence in Loc Muinne.

After we talk to Siegfried, Roche will suggest that we wander around the area, and in the meantime he'll head to the Redanian camp, where we'll meet him later. Now we can freely take a tour of the city, and when we're ready we should head for the main square **[3]**, where Roche's waiting for us. Now we head to see Radovid **[4]**.

We tell the king about the assassins and their connection to Sile de Tansarville. The king of Redania will share information on the political plans concerning Temeria with us. It is to be divided among Redania and Kaedwen. He is, however, willing to place princess Anais, Aryan La Valette's sister, on the Temerian throne, and prevent the kingdom's partitioning this way. Unfortunately, the girl was kidnapped and is in Dethmold's hands. Radovid asks that we rescue her from the sorcerer (**Bone of His Bones**). He also promises to look into Sile's case. According to the king, we can also find Triss Merigold in Loc Muinne, imprisoned by the Nilfgaardians (**Where is Triss Merigold?**).

After our meeting with Radovid we have a chat with Roche on the way out of the Redanian camp. Vernon thinks that the life of a single sorceress is irrelevant when the fate of the entire Kingdom of Temeria hangs in the balance. Geralt, on the other hand, is worried about Triss' safety. Roche leaves the choice to us, and should we decide to rescue princess Anais, he'll be waiting for us in the sewers leading to the Kaedweni quarter **[3]**.

[Choice] We must decide if **[A]** "our" Triss is more important (**Where is Triss Merigold?**), or **[B]** are we concerned with Temeria's fate (**Bone of His Bones**).

Of His Blood and Bone

If after talking to Radovid we're convinced that Temeria's fate is more important and want to free princess Anais from Dethmold's hands, we go to meet Roche in the sewers leading to the Kaedweni camp **[1]**. If we tell Vernon that we're ready, the two of us will overpower the guards posted at the gate marking the boundary of the Kaedweni district.

We continue along the corridor and then run outside **[2]**. Roche craftily disposes of the arbalists on the wall, and we have to fight soldiers below. **[Combat]** Since we're facing multiple enemies, we must remember to block and dodge their attacks. The Quen, Aard and Yrden Sings will also be useful.

Then Roche will open the nearby gate for us. We'll face more Kaedweni knights on the other side. **[Combat]** I suggest using the Yrden Sign and strong blows of the steel blade. A moment later a unit of Dethmold's men will attack us. Fortunately, Roche comes to our aid. **[Combat]** Once again, using the Yrden Sign will be helpful, as it will exclude opponents from battle and allow us to use strong blows against them. Finally, we'll have to face the mage who attacked us with spells earlier. We must dodge his fiery bolts. If we approach the sorcerer, he'll teleport away, so it's best to roll up to him and knock him down with the Aard Sign.

After defeating all the opponents, we run for the tower surrounded with a magical barrier **[2]**. We should easily find Anais inside, but her prison is magically sealed. So we head for Dethmold's room to the left. There we witness a quite brutal scene... Without getting into details, the sorcerer falls, strangled by Roche. The mage's death removes magical wards from the tower. When we return to the cell where Anais was kept, Geralt considers Radovid's words. He tells

Roche that Temeria's fate is now in his hands and that he must act like a diplomat, and not like a soldier. **[Choice]** We can either choose to honor our agreement with Radovid **[A]**, or to break it and give the girl to the Temerian delegation **[B]**.

[A] If we decide to give the child to Radovid, we'll meet knights of the Order outside the tower. If Siegfried is alive, we'll talk to him. Regardless of that, we head for the Redanian camp **[4]**. When we reach the gate leading to the main square, Roche will tell us that he'll be waiting for us at the summit and will follow the knights to see Radovid.

[B] If we convinced Roche that it's better to give Anais to the Temerians, we'll meet knights of the Order outside the tower. If Siegfried is alive, he'll show leniency and allow us to depart. However if we finished The Witcher 1 on the side of the Scoia'tael, Siegfried is dead and we'll have to fight the knights. **[Combat]** The best way to defeat them is using the Yrden Sign and strong blows. After our meeting with the Order, we head for the Kaedweni camp's exit **[4]**, where Roche leaves with Anais to give her to Natalis, the Constable of Temeria.

Where is Triss Merigold?



After meeting with Radovid, taking into account the information the king gave us, we must decide whether we want to help Roche to save princess Anais or whether we head for the Nilfgaardian camp and rescue Triss Merigold. If we decided to help Triss, it's time to visit the Nilfgaardians **[1]**. We'll find Shilard and two guards at the entrance. As we talk to him, Geralt kills one of the guards and takes Shilard hostage. We make our way through the corridors, trying to get outside.

Unfortunately we end up right in the Nilfgaardian camp **[2]**. There, a group of soldiers surrounds us. Unfortunately for us, their leader is not willing to back down. He kills Shilard and we must defeat a large number of opponents to survive. **[Combat]** Due to the amount of opponents, the Quen and Aard Signs will be invaluable. Pushing several of them away and stunning them at the same time will make them easy targets. To deal with the arbalists, we should approach one and try to deal a strong blow before he can draw his sword, and then we attack with the Aard Sign.

After defeating them all, it will turn out that the gate leading to the city is closed. We must find another way out of the camp. There's a corridor to the left of the prison exit. We'll face more Nilfgaardians inside.**[Combat]** This time there are only two of them, so blocking their attacks and counterattacking with strong blows of our own should do the trick. After defeating the guards, we'll have to do a little climbing and fight soldiers met along the way. That's how we reach the square **[3]**, where we'll face more of Matsen's men.

[Combat] There are a lot of opponents, and we won't have time to regenerate between the first and the second wave. I advise blocking and dodging enemy attacks, and using strong blows along with the Igni and Aard Signs. We'll face Matsen himself mere moments later **[4]**. First, we'll talk with him about Triss and the Lodge, and then the Nilfgaardian will attack.**[Combat]** Another round of fighting Emperor Emhyr's subjects awaits us. As always when facing shield-bearers, we must remember about their shield attacks and counter with strong blows. It's also a good idea to use the Igni, Yrden and Aard Signs. After killing Matsen, we must remember to take the **key to Triss' cell** from his corpse.

We're but a step from rescuing Triss. We only have to go downstairs and open the cell **[5]**. Then we'll have a long discussion with Merigold, and the sorceress will explain a lot of things to us. She recounts the creation of the Lodge and its role, she says that Philippa and Sile were behind Demavend's death and tells of their plans of creating a new state in the Pontar Valley... Now we only have to get out of the Nilfgaardian camp. To this end we head for the prison exit **[2]**. There, Triss will suggest that we split up, as acting alone is easier, and she'll promise to meet us at the summit (**The Sorcerers' Summit**).

A Summit of Mages

After we saved princess Anais (**Of His Blood and Bone**) or Triss (**Where is Triss Merigold?**), we head to the Loc Muinne amphitheatre, to attend the summit that will shape the fate of the Northern Kingdoms.

Either Triss or Roche and Anais await us at the amphitheatre's entrance, depending on our earlier actions. The proceedings during the debate also depend on these actions.

[A: We saved Anais and give her to Radovid] After talking to Roche in front of the amphitheatre, we witness the debate. Constable Natalis says that Temeria is divided, and though he represents it here, in a week his words may have no meaning. He's in favor of dividing Temeria into separate provinces. Radovid and Henselt, or another Kaedweni representative if the king is dead, both claim that situation unthinkable. A divided Temeria won't be able to face the Nilfgaardian Emperor's armies should the need arise. Therefore Temeria will become a Redanian Protectorate... At this moment Roche, Geralt and Anais enter the scene. Our heroes hand the girl over to Radovid. Henselt, if he lives, gets angry and says that nobody can be trusted, etc. Radovid, on the other hand, announces that Anais will become the queen of Temeria once she's of age, or – if we killed Adda in *The Witcher 1* – that he will marry her.

[B: We saved Anais and give her to Natalis] After talking to Roche in front of the amphitheatre, we witness the debate. Constable Natalis says that Temeria is divided, and though he represents it here, in a week his words may have no meaning. He's in favor of dividing Temeria into separate provinces. Radovid and Henselt, or another Kaedweni representative if the king

is dead, both claim that situation unthinkable. A divided Temeria won't be able to face the Nilfgaardian Emperor's armies should the need arise. Therefore Temeria will become a Redanian Protectorate... At this moment Roche, Geralt and Anais enter the scene. Our heroes hand the girl over to John Natalis, who changes his mind and presents her as the rightful heir to the Temerian throne.

The next part of the debate, concerning the creation of a new Conclave of Sorcerers, plays out identically, regardless of whom we handed the girl to. The mages demand that a Conclave be proclaimed, following the rules of the one functioning before the Thanedd Coup. At this moment, however, the Nilfgaardian ambassador Shilard Fitz-Oesterlen enters the scene. He says that he managed to capture Foltest's and Demavend's killer. Nilfgaardian soldiers lead Letho in, and he tells everyone that a secret Lodge led by Philippa and Sile is behind it all. Radovid summons the Knights of the Flaming Rose who want to arrest the Sile. They fail, however, as a Dragon appears...

[C: We saved Triss] If we didn't help Roche to save Anais but entered the Nilfgaardian prison and rescued Triss Merigold, she will be waiting for us in front of the amphitheatre. After talking to the sorceress we witness the debate. Constable Natalis says that Temeria is divided, and though he represents it here, in a week his words may have no meaning. He's in favor of dividing Temeria into separate provinces. Radovid and Henselt, or another Kaedweni representative if the king is dead, both claim that situation unthinkable. A divided Temeria won't be able to face the Nilfgaardian Emperor's armies should the need arise. Therefore Temeria will become a Redanian Protectorate. Radovid presents Anais to all attendees, saying the girl will become the queen of Temeria when she comes of age, or – if Adda died in The Witcher 1 - that he will marry her.

The next part of the debate concerns the creation of a new Conclave of Sorcerers. The mages want it to follow the rules of the one functioning before the Thanedd Coup. At this moment, however, Geralt and Triss enter the scene, and the latter accuses Sile of ordering the assassinations of Foltest and Demavend. She also says there are witnesses who'll confirm it. Radovid orders de Tansarville to be arrested, but when Knights of the Flaming Rose surround her, she summons a Dragon – Saskia whom she controls.

Enter the Dragon

After shapeshifting into her dragon form, Saskia takes Sile to a tower near the amphitheatre. The Dragoness circles the city, and we have to head for the tower and deal with the sorceress. There is only one way, all the other exits are set ablaze...

So we run to the tower, mindful of the Dragon attacking us along the way. We find de Tansarville at the very top. Sile admits that the Lodge was behind Demavend's assassination, and that Letho was conveniently at hand. But she suggests that the Lodge is not responsible for Foltest's death and the assassination attempt on Henselt. Letho deceived everyone and acted on orders from the Nilfgaardian Emperor, Emhyr var Emreis. Furthermore, Sile informs us that just before the summit news of Imperial troops crossing the Yaruga reached her from the Lodge's agent in Cintra. De Tansarville bids us farewell and disappears, and we have to face the Dragon...

[Combat] Using the Quen Sign to protect ourselves from the flames is a good idea. We should attack when Saskia breathes fire, as it's easiest to approach her while she does so. When our actions irritate the creature enough, the floor will collapse under the Dragoness' weight. We'll have to climb the building's roof to save ourselves. There, we'll continue the duel with Saesenthesis.

[Combat] Fighting Saskia is not easy. We must dodge the Dragoness' attacks and wait for the right moment to land strong blows of the silver sword. Near the fight's end we'll face a QTE and then leave the city on the dragon's back. After we succeed at another QTE, the Dragoness will land in a forest glade, a tree piercing her body. Saskia's fate is now in our hands. **[Choice]**

[A] If we freed Philippa as opposed to Triss, we acquired the spellbreaker **dagger**. Using it, we can save Saskia's life. **[B]** If we decided to free Triss from the Nilfgaardians, we do not have the **dagger** necessary to lift the spell from Saskia. The only choices remaining are to leave her be or to kill her.

The Assassins of Kings

In consequence of the choices we made during our stay in Loc Muinne, we return to the city after dealing with Saesenthesis only to face Letho. If we rescued Triss from Nilfgaardian captivity, she'll be waiting for us in the city. If we didn't save her, we'll meet Roche at the same spot. After a short chat, Triss or Vernon will inform us that Letho awaits us at the former Temerian camp. Along the way we'll face a group of soldiers plundering the city. **[Combat]** The best way to deal with them is to block their blows, use the Yrden and Aard Sings and strong blows of the steel sword.

This way we reach the district where Temerians were recently stationed. We come face to face with the Kingslayer waiting for us at the square.

[Choice] We can talk to him or attack him. If we decide to talk, we'll learn how recent events look from a slightly different point of view. If Letho manages to convince us, we can leave without fighting. If he didn't, we duel him. **[Combat]** If we believe Letho deserves to die, now is the time to deal with the assassin. We should be victorious if only we remember to block, use the Yrden and Igni Sings and strong blows. Then we'll watch the final cutscene.

The prologue

Side Quests:

Melitele's Heart

After leaving our tent in the Temerian camp, we'll meet the Crinfrid Reavers. The chat with them implies that we met them once, when hunting a Golden Dragon. Since then, they had little luck when hunting monsters, so they decided to join Foltest's army. One more mercenary joined them, a youth called Newboy. On account of our experience, the Reavers ask us to examine a certain amulet. They acquired it when Newboy made a bet that he'll survive the siege without armor, only wearing the amulet which supposedly will protect him from harm. **[Choice]** We can confirm their beliefs about the bauble's magical powers **[A]**, or we can tell them the medallion won't be of much use **[B]**. Regardless of our choice, the Reavers will leave to prepare themselves for the upcoming assault... We'll learn the consequences of our choice a bit later...

[A] After escaping the dungeons we'll find Newboy once again. He fought without armor, believing the medallion would protect him better... But life's not a fairytale. The Reaver paid the ultimate price for this lesson. We can take the medallion from the youth's corpse; after all he's dead and won't have much use for it. We'll have a chance to unlock the item's magical power later in game (**Melitele's Heart**).

[B] If we convinced the young Reaver to wear armor, we'll meet him after leaving the La Vallettes' dungeons. Grateful for saving his life, the youth will help us distract the guards in the port, and will give us the medallion as a keepsake. We'll learn the amulet's secrets later in game (**Melitele's Heart**).

Woe to the Vanquished

After parting with Foltest by the temple's gate, we'll wander the town searching for the secret passage a captured priest mentioned. Descending from the hill and going left, we'll chance upon oppressed townsfolk.

A woman running outside and crying for help will fall dead before our eyes. It's up to us whether we'll react to the Temerian cruelty. Inside we'll see two soldiers plundering the house in front of its powerless inhabitants. If we defend the oppressed, we'll be able to use the Axii Sign, persuasion or intimidation to convince the soldiers to stop looting. The saved townsfolk won't display their gratitude in means other than words, but we can intimidate them to get some orems.

A few houses down the road the situation is equally dramatic. Soldiers barricaded townsfolk in a house and are preparing to set it ablaze. We talk to the patrol's commander, but he's unyielding. If we want to save the people from being burned alive, we must fight him. **[Combat]** It's best to immobilize the opponent with the Yrden Sign, and attack him with the steel sword. After receiving a few blows, the captain will surrender and order his men to unblock the house's entrance. We can intimidate the townsfolk inside for some orems. Otherwise we'll have to be content with their thanks and the awareness that we saved someone's life...

The story of the oppressed townsfolk will end sometime later. We'll meet the relatives of the

people we saved during the siege in Flotsam. After saving Dandelion and Zoltan we'll be approached by a couple by the gate to the merchant district. They'll thank us for saving their family. If we're not content with mere words and ask for something more, we'll get an armor and some money as a reward.

The Wild Hunt and Returning Memories

These two quests are quite peculiar. They connect the game's story with the ending of Mr. Andrzej Sapkowski's novel saga, allowing us to learn more of Geralt's past. Furthermore, completing both will net us additional experience points.

The Prologue

Our memories begin to return due to the intense sensations that Geralt experienced as he was interrogated in the dungeons of Castle La Valette. We see his death during the pogrom in Rivia.

Act I

We have another vision of the past after we interrogate Ciaran, an elf from the local Squirrel unit, on the prison barge during **The Assassins of Kings** quest. We witness the memory of the Appletree Island and the Wild Hunt abducting our companion. At this point Triss offers her help in returning our memories. We can also speak to Dandelion about the vision.

We'll have another chance to discuss the Wild Hunt (with Roche, this time) after we read the **medical notes** found in the ruined mental hospital during the quest **In the Claws of Madness**. We'll also be able to discuss the Hunt with Vernon after Cedric's death during **Where is Triss Merigold?**.

Finally, locating the **manuscript** discussing the Wild Hunt in the elven ruins (**The Assassins of Kings**) will not only expand our knowledge of the Spectral King, but also allow us to speak with Dandelion.

Act II

We'll have a chance to learn something in Act II when we find **a researcher's notes** in the catacombs in the forest beyond Vergen. We'll find them in one of the inlaid shrouds. We'll be visiting the catacombs during the quests **With Flickering Heart**, **The Eternal Battle** (Iorveth's path) and **The Blood Curse** (Roche's path). We'll be able to discuss the notes with Dandelion or one of our mage acquaintances.

After talking to Shilard (**Royal Blood**), or the assassin (**The Assassins of Kings**), we'll have another vision of the past. We'll see Geralt wandering the world in pursuit of the Wild Hunt and the woman abducted from the Appletree Island.

During either path of Act II, we'll find ourselves in the Nilfgaardian camp at one point (during **Royal Blood** on Iorveth's path and during **The Blood Curse** on Roche's path). We'll find a **book** called "The Song of the Hunt" in the ambassador's tent. Reading it will allow us to discuss the Hunt with Dandelion again, or with the apothecary (on Roche's path).

Another memory will return to us when we lose consciousness after fighting the Draug (**The Eternal Battle**). Geralt will realize that he knew Letho and his men once. They were tracking the Wild Hunt together...

Act III

Finding the silver sword **Addan deith** in Loc Muinne, and discussing it with the sorcerer and local antiquarian, one Lockhart, will give us another chance of expanding our knowledge of the Hunt. We'll find the sword in one of the sealed chests as we complete **The Gargoyle Contract**. The final vision of the past will come to us as we talk with Letho. We'll see Geralt, sorceress Yennefer, Letho, Serrit and Auckes fighting the Wild Hunt together, and Geralt sacrificing his life to save his friends.

The Assassins of Kings

This quest is also peculiar. It automatically updates as the player progresses in the game, completing other quests and witnessing the how the story unfolds.

It tells the story which began back in The Witcher 1, which is the outline of the second game. It allows us to track events connected to the eponymous assassins of kings, beginning with the Prologue and ending in Act III.

ACT I

Side Quests:

In the Claws of Madness

Cedric [1] – a trapper from Lobinden – will tell us about an abandoned manor that served as an asylum for lunatics and the mentally ill during the last war against Nilfgaard if we ask him about witcher work. The elf claims that recently two people have gone missing when exploring the basement of this haunted place. Intrigued, we begin our search to discover what's going on in the ruined hospital. Making our way there through the forest, we meet one of the missing people, one Rupert, who begs us to help his **friend** who's still in the ruins [2]. **[Combat]** The howling of nekkers can be heard in the ruins nearby, so we draw our silver sword and run towards the hospital. We should use our medallion to avoid falling into any traps set in the ruins. By the stairs to the hospital basement we face a nekker, which shouldn't be a problem. As we explore the basement, we feel it is a cursed place. We see the ghost of a Nilfgaardian soldier, everything around us is ablaze. We follow the ghost deeper into the ruins. This way we enter a room where several ghosts attack us. **[Combat]** We draw our silver sword and fend off the wraiths. The fight is quite difficult, so it's best to use the Quen Sign, dodge and use strong blows. We take the essence of death (from the wraiths) and the **medical journal fragments** found in the chest and continue to explore the basement in search for Gridley. In the next room we meet the Nilfgaardian ghost again. It shows us where to continue our search and leads us into a trap all the same... **[Combat]** We're attacked by more wraiths. A lot of them. We defend ourselves with the silver sword and the Yrden and Quen Signs. A few rooms later, we finally find the man we're looking for, but he's so terrified we won't learn much from him. So we must find some **tranquilizers** and apply

them to Gridley. We find the medicine nearby, in the room to the right. First, however, we must defeat several wraiths. Then we return to Gridley. He tells us the terrifying story of the curse placed on the hospital by a Nilfgaardian who's been tortured there. It would appear that the only way to bring peace to this place is finding the wraith that the tortured man has become. We can find it in the room to the left. To our surprise it is not aggressive. However it asks us to bring it the hearts and eyes of those who tortured it – Rupert and Gridley whom it lured here. We lead the latter out of the basement and talk to both. **[Choice]** We have several possibilities. **[A]** We can accept the ghost's proposal, kill its tormentors and bring it what it wants. **[B]** We can also tell them what the wraith wants. They'll suggest deceiving the ghost, bringing it the hearts and eyes of pigs, which are barely different from human ones and readily available from the Flotsam butcher **[3]**. If we pick this option, the ghost will buy it. After lifting the curse we have to decide whether we let Rupert and Gridley go or hand them over to Loredo. **[C]** We can also try to give the wraith the eyes and hearts of nekkers, but the ghost will realise we're trying to deceive it and will attack us. After defeating it we'll have to decide whether we let Rupert and Gridley go or hand them over to Loredo.

Hung Over

Visiting our friends from the Temerian Special Forces, we'll discover that they're having a party. If we accept their invitation and join them, Ves will challenge us to a knife throwing contest. Our fun will be interrupted by the appearance of two peasants accusing Roche's unit of desecrating a statue of Vaiopatis. The unpleasant situation will end in a fight between Geralt and Roche. Ves will try to calm both down, but Roche will take offence. The girl, however, will tell us more of Vernon's story and asks us to join her for a beer. After another mug of the golden drink one of the solders will suggest an armwrestling duel. Should we win, we'll get his weapon – a **sword of Creyden**. After a few more mugs, we'll black out. A peasant will wake us up somewhere on the riverbank. We're unarmed, naked from the waist up... Wonder what's happened last night? If we bribe or intimidate the peasant, he'll tell us to see the local Madame. Finding her shouldn't be difficult – the whorehouse is located above the Flotsam inn. For a small fee Margot will tell us that we, drunk and with five friends in tow, mounted her girls and had ourselves carried to the port. She'll tell us to ask Ves for more details. We'll find her in the Blue Stripes' quarters in Flotsam. The sole female member of the Special Forces will tell us that we tried to cross the river with her friends, using the courtesans as mounts, and how we got the blue tattoo – the same the rest of Roche's men have. At least our belongings were not lost in action as we have been. Someone took them and stored them in the chest by the window.

The Nekker Contract

We'll find a contract on nekkers, a species of monster living in the nearby forest, on the notice board standing in front of the Flotsam inn. Before we can take care of the nekker problem properly, we'll have to gather some information about them. Practice is the best teacher, and we can learn the monsters' habits and weaknesses by fighting them. After slaying slightly more than a dozen nekkers, Geralt will reach the conclusion that the monsters use a system of underground tunnels to move across the forest. If we only manage to find and destroy all entrances to these tunnels, the monsters would cease to be a threat. We'll find tunnel entrances in the forest near flotsam, in the caves beneath the town, as well as in the cave hidden by the waterfall near the elven ruins. The best way to destroy the tunnels is collapsing them, using bombs, specifically

Beehives. To make them, we'll need ingredients containing only two alchemical compounds: rebis and caelum. Once we collapse all the tunnels, we should see Louis Merse about our reward. We'll find him in the Flotsam merchant quarter.

The Endrega Contract

Just like the nekker contract, we'll find the endrega contract on the notice board standing in front of the Flotsam inn. Again like with nekkers, we'll first have to learn more about endregas, and to that end kill slightly more than a dozen. We'll easily find them in the forest near Lobinden. **[Combat]** Fighting endregas, especially at the beginning of the game, will be quite a challenge. We must be very careful and skillfully use the Yrden Sign to immobilize the creatures and finish them off one by one with our silver sword. After killing enough of them, Geralt will realise that getting rid of the endriags for good will only be possible after their cocoons – yellowish, semi-transparent eggs containing young specimens – are destroyed. Destroying their nests, we'll lure the endrega queens from hiding. After we kill them, the Flotsam forests will be rid of the beasts once and for all. Once we're done with all the cocoons, we should see Louis Merse about our reward.

Poker Face: Flotsam

Dice Poker is a minigame familiar to anyone who played the first Witcher. The game requires us to throw five six-sided dice. First we place our bet, and after confirming it, we throw the dice. Keep in mind not to throw them too vigorously, that is: not to move the mouse too violently, because the dice that fall off the board don't count. The opponent will always throw his dice after we did. After the first round, we may select the dice we want to throw again. Finally, the rolls are compared, and the player with the better one wins.

Roll seniority is as follows: Pair, Two Pairs, Three-of-a-Kind, Five-High Strait, Six-High Strait, Full House, Four-of-a-Kind and Five-of-a-Kind.

We'll find players willing to face us at the Flotsam inn – they're sitting at one of the tables downstairs. Casmir and Bendeck are the weakest in the Poker League, so we won't need a recommendation to face them. However to play against Sindram, who's sitting at the same table, we'll have to best the two of them fist. Once we defeat him, he'll say we're ready to face a real challenge and will send word to better players: Einar Gausler and one: Sendler. We'll find the first one in the craftsmen quarter, the other in Lobinden.

After winning with Sendler, we can take the money or choose another reward in its stead. We can take diagrams for three different traps or the female troll's head. We need that last item if we want to help the bridge troll (**The Troll Trouble**).

Bring It On: Flotsam

Armwrestling, next to Dice Poker and Fistfighting, is one of the minigames in The Witcher 2. Controls are restricted to direction keys – left/right, and the only thing we need to do to win is keeping the cursor in the sector visible onscreen. As Geralt grows more tired, the sector grows narrower.

Zoltan's the one who'll tell us about armwrestling, and he'll be our first opponent. He's also always eager to try armwrestling with us, so it's best to practice with him before we try to best other opponents.

After besting the dwarf, we'll gain access to another opponent – Wiry Wilks. We'll find him at the Flotsam inn. He's the weakest opponent, so we shouldn't have problems with him if we bested Zoltan. We need but 5 orems to test our mettle against him.

Once we're done with Wilks, he'll send word to his stronger friend, Skinny Sten. This time we'll need 15 orems. After defeating Sten, we'll be able to face Big Max, who also can be found at the inn. Max is a tough opponent, similar to Zoltan in that regard. To face him, we'll need 15 orems. Winning with Max will allow us to duel the local champion, a boatbuilder from Lobinden, Bartholomew Bargee. We should easily find the champion in the village. After asking him about armwrestling, he'll agree to face us. We follow him to the riverbank and, with a bit of luck, win 100 orems. When bested, Bartholomew will mention Adam Pangratt, the one man who managed to best him, and will ask us to give the man his regards should we meet him.

That's all there is to armwrestling in Act I, but we still can face Zoltan or Wiry Wilks if we have orems to spare.

One on One: Flotsam

Fistfighting is another of The Witcher 2's minigames. It's based on Quick Time Events, that is icons appear onscreen, indicating which key should we press (A, D, W).

As we visit the Flotsam inn, we're sure to notice men fighting inside. If we talk to one of them, the one in charge, one Sheridan, will talk to us. He'll curtly explain the rules and arrange a fight with someone on our level. When we win, he'll offer another opponent, this time a stronger one. After that victory Ziggy King, a person of some renown in Flotsam, will notice our talent. He'll offer us a shot at the fights he's running in commander' Loredó's mansion (**Fight Club**). If we want to take part, Ziggy will be waiting for us daily after 21:00 in front of the inn to lead us to the mansion. In the meantime, we still should duel Tidy Tib, our strongest opponent, for the local championship. Should we win, Sheridan will give us something extra.

Once the inn tournament is finished, we can have additional fights with the opponents we already met.

Fight Club

Should we feel we're worth more, we should come see Ziggy in the evening. Our new "patron" will bring us to the commander's mansion, all the while telling us of fame and money. After reaching the place we still have a chance to quit, but who would at this point?

In a cave beneath Loredó's house we'll face four opponents. They're stronger than those met at the inn. It'll also be a chance to earn more orems. Before the championship duel with the fourth fistfighter, one Zdenek, the commander will ask us for a word in private. He'll give us a proposal, or rather he'll order us to throw the fight. Everyone's betting on us winning, you see, so he'd earn a lot by betting on Zdenek... **[Choice]** It's up to us whether we agree to his wishes. **[A]** If

we agree and throw the fight, Loredó will share his winnings with us. **[B]** If we win despite our host's wishes, he'll tell us we'll be sorry.

When leaving the mansion, we mustn't forget to recover our swords. The guards placed them in a chest by the gate. Should we win, two bruisers sent by the commander will attack us in a nearby street. **[Combat]** To defeat these opponents easily, immobilize one with the Yrden Sign, and dodge the other's attacks, attempting to land strong blows on his back. Then try to knock the remaining one with the Aard Sign and finish him off with the steel sword.

We'll also have a chance to chat with Dandelion about the results of the tournament at the mansion, thus completing the quest.

Troll Trouble

We'll find the Troll Contract among other contracts on the notice board **[1]** in front of the Flotsam inn. However it's not a typical witcher contract. Because trolls are sentient creatures, Geralt's code allows him to kill one only when he's a threat to humans. Before we go looking for the troll, we should see the elder of Lobinden, Chorab **[2]**. He'll ask us not to kill the troll, no matter what the contract says. Curious. In the forest, near the place mentioned in the contract – the ruined bridge **[3]** – we meet a peasant. After saving him from a nekker, we'll learn that the local troll lost his senses. Until now, the creature took care of the bridge – the sole crossing over the Pontar in the area. But now the bridge is ruined, and the troll demands booze as payment for crossing. If he doesn't get it, he attacks travelers. The peasant tells us that the area needs an intact bridge and a sober troll, not a ruin and a drunkard, so he asks us not to kill the troll and talk to Chorab. Since we've already done that, let's focus on finding the troll.

We'll find him down under the bridge. The creature will demand a toll in alcohol. If we don't have any, or won't part with it, he will attack us. After a few of our blows, he will stop attacking, and beg us for mercy. **[Choice][A]** At this point we can kill the troll and get our reward from Louis Merse **[4]**, ending the contract, or **[B]** spare the creature and try to help the local community, just like the village elder asked us to. If we pick the second option, we'll learn that the troll's mate was murdered, and that's why he took to drinking. The troll will promise to repair the bridge if we learn who's guilty. Worth a try. Who would need a troll's head? Maybe a mage or an alchemist? Thus we go to Sile; maybe she can give us a lead. After talking to the sorceress, we should also go the inn and talk to Zoltan. The dwarf tells us that the female troll's head could be useful to the same kind of person that needs a bear's head, and that more than one peasant girl would raise her skirt seeing such trophies... Sounds somewhat odd, but we go to Lobinden in search of clues. We'll find them in Sendler's house. It's quite easy to see that his hut is adorned with the female troll's head. When asked about it, he'll tell us that he bought the trophy from one Dmitri, and points us to the inn's surroundings, where we should find his mates in the evening. We can acquire the head from Sendler by winning at dice poker with him. But he'll be willing to play us only after we bested all the other players in Flotsam (**Poker Face: Flotsam**).

Now we only have to look for a shady individual at the inn after dark. We shouldn't have trouble finding him. If we manage to intimidate the thugs, we'll learn that Dmitri can be found on the graveyard near Lobinden. If not, they'll only tell us that after getting a taste of Geralt's fists. We'll meet the man responsible for the female troll's death at the graveyard. After a short chat he attacks us. **[Combat]** As always when faced with several opponents, we'll find the Yrden

Sign, dodging and attacking enemies from behind very useful. It's not the first time humans turn out to be worse monsters than the proper ones found in the forest. When it's done we return to the troll (if we won the she-troll's head at dice, the troll will reward us with an armor diagram), and then we go to see Chorab in the village about our reward.

The Scent of Incense

While wandering the Flotsam port, we'll be approached by one Vencel Pugg. Knowing what our profession is, the stranger will offer a huge sum of money for our help. It's hard to turn down such an offer without even hearing it out. As it turns out, the man's interested in the formula for a certain brand of incense sold by one of the local traders. Supposedly its fumes are poisonous.

Little Shop of Dreams

Looking for the trader, we'll happen upon a mob by one of the stalls near the gallows. The woman leading the group will ask us to do something about this shady business. As she says, the "harmless incense" is worse than fisstech, causing an even greater addiction. The proprietor, of course, admits to nothing, but we can convince him to close his stall either through persuasion or intimidation if we properly developed these skills. This will please the people gathered outside and bring additional orens to our pouch. We can get the **real formula** for the incense this way. We can also inform him about the offer Pugg made and get a **false formula**. With the formula in hand, we go to see Vencel. **[Choice]** Our next action depends solely on our conscience.

[A1] We can, of course, give Pugg the formula he so highly values. He will want to check whether it's authentic in his laboratory first. Never too careful, especially if 1000 orens are at stake. So we ask him to give us the formula back and agree to meet him at one of the town gates. He'll lead us to his laboratory from there. When he reaches the gate, Vencel asks us to allow him to cover our eyes, as he wishes the location of his laboratory to remain secret. After a while we'll reach the place where Vencel's men are examining the formula and we'll get the promised money if we handed him the real one.

[A2] If we gave him a false formula, our lie will soon be revealed and we'll have to deal with several armed enemies, ourselves unarmed. **[Combat]** We can defeat them in a fistfight, but it's highly improbable we'll come out of it in one piece. It's better to get a sword from the rack in front of us, and use it, as well as the Yrden Sign, to defeat the opponents. We'll finish the quest either way.

[B] When we meet Vencel by Flotsam's gate, we have the option of not agreeing to have our eyes covered. In this case he'll mark his hideout on our map and we'll have to reach it ourselves. After getting there, depending on whether we gave him the real or the false formula, we'll either get the promised reward, or face Pugg's thugs.

[C] If we decide to keep the formula for ourselves, an unhappy Vencel will depart Flotsam. After a while, when wandering the forest near the bridge by the Kayran's lair, we'll be ambushed by Pugg's associates, stunned and brought to the laboratory by force. The thugs will take our weapons and the incense recipe. To free ourselves and get out of their hideout, we'll have to defeat all the bandits. **[Combat]** As we're unarmed, and won't stand a chance against armed opponents in a fistfight, it's best to use the Quen and Axii signs, and get the sword from the rack

near our makeshift cell as fast as possible. With sword in hand, dodging enemy attacks, we should be able to deal with Vencel and his men.

Malena

When walking through Lobinden, we'll meet a squad of Town Guards talking to an elven woman **[1]** in the middle of the village. If we cut in, we'll learn that the girl is involved in the disappearance of two other guardsmen, allegedly having led them into a Scoia'tael ambush. If we offer our help, we'll have to penetrate the caves beneath Flotsam, where the missing guardsmen were seen for the last time. And so we go there **[2]**. Entering the cave, we find and examine bloody trails. Deeper we'll even find the body of one of the guardsmen, but nothing seems to confirm the Temerian version of elves slaying their mates. The cave is full of nekkers, and it appears they're responsible for the disappearance of the guardsmen. If we're not keen on suffering the same fate, we must deal with them. **[Combat]** With silver sword in hand, using swift attacks, we make our way in search of more clues. Following the blood trails we find the corpses of the guardsmen. Before we can examine them closely, however, we must defeat a necrophage attracted by them. **[Combat]** We draw our silver sword and, blocking the monster's attacks, await the chance to land strong blows. When the creature grasps its own head and begins to tremble, we should jump as far away as we can to avoid a lethal explosion... Time to examine the corpses of the missing guardsmen. It's obvious they were not slain by monsters – their corpses are riddled with arrows, Scoia'tael arrows, as Geralt points out... It seems that the elven woman led the soldiers into an ambush after all. We return to the surface to confront her words with the facts we just learned. As we leave the cave, we're approached by the impatient guardsmen and we have to make a difficult decision immediately. **[Choice]** **[A]** We can reveal the fact that the soldiers were killed by the Scoia'tael, or **[B]** we can keep that to ourselves and blame monsters. **[A]** If we tell the guardsmen that their mates were killed by the elves, the girl will claim she has nothing to do with this. Now we can either decide we've got enough of her lies and condemn her to death, or believe her and allow her to explain the situation. Malena says we won't believe it unless we see it and asks us to follow her... As it turns out she leads us into an ambush. A Scoia'tael unit is waiting in the forest where she's leading us. **[Combat]** We draw our steel sword and, using the Yrden Sign and blocking and dodging enemy blows, we save ourselves and the guardsmen who came here with us. When it's done, depending on how many Temerians survived, we receive more or less money.

[B] If we keep the truth to ourselves, the girl will ask us to meet her in the forest, by the waterfall, implying her immense gratitude. There she'll show us the full extent of her gratitude... Since Geralt never wastes such occasions, we go there **[3]**, hoping for the reward. Many dangers await us in the forest. **[Combat]** First, there are traps that we'll fall into unless we use the medallion to locate them. Then, there are nekkers, which shouldn't be a big problem if we're alert and ready to use our silver sword. Finally, there are endriags, which, especially in groups, will be a real challenge. It's best to defeat them using the Yrden Sign and strong blows of the silver sword. Overcoming the odds we reach the waterfall, where the graceful elven girl awaits us. After a short chat, ending with the statement that only dead men don't reveal secrets, it turns out we walked into an ambush... A Scoia'tael unit appears. If we helped Iorveth at the ruins earlier (**The Assassins of Kings**) the Squirrels, to Malena's surprise, won't attack us, but comment on her attitude instead. However, if we arrived here before meeting Iorveth at the ruins, or if we sided with Roche back then, the elves will attack us. **[Combat]** Now we'll face a very hard battle with a Scoia'tael unit. The Yrden Sign will prove useful, as will blocking enemy

attacks and the steel blade. We'll also need to dodge and attack our foes from behind, which will double the damage we deal.

Malena will use the confusion to flee. Now we have to find her.

The elf knows the Flotsam area better than we do, and she hid so well that nobody will be able to tell us where she might be. Therefore it's best to look for her as we complete another quest - **In the Claws of Madness** – as the girl's using the ruined hospital as her hideout **[4]**. If we search the ruins above ground thoroughly, we'll certainly find her. Now we only have to decide what to do with her. **[Choice] [A]** We demand justice and can kill her ourselves; **[B]** we can lead her to Loredó and leave the decision to him or **[C]** let the girl go.

Melitele's Heart

During the siege of Castle La Valette, we had a chance to meet the Crinfrid Reavers, who asked our advice on a talisman they possessed. If we acquired the talisman (as described above – see: **Melitele's Heart**), we'll have a chance to learn this magical item's secret during our stay in Flotsam.

When we'll approach one of the houses in Lobinden, the village by the town walls, our witcher medallion will start vibrating, informing us that someone with magical abilities is nearby. Anezka, the local herbalist believed by some to be a witch will turn out to be the one responsible. If asked about **Newboy's talisman**, the girl will suddenly ask to buy it from us. **[Choice] [A]** We can agree. Be warned, however, that this will end our adventure with the talisman. It's only good to do so if we already finished the troll quest, or if we don't intend to kill the creature (**The Troll Trouble**). **[B]** Otherwise, we should ask Anezka why she wants the amulet so suddenly. If we won't believe her and use persuasion, the herbalist will reveal that the medallion we own is the Melitele's Heart, a powerful magical artifact providing protection to its wearer. Yes, we heard that one before... But it will turn out that a spell was placed on the item, warping its original effect. Currently it only brings misfortune upon its owner. The witch wants to buy it from us, because she knows a ritual that could restore the medallion's original power.

When we ask about that ritual, we'll learn that she'll need certain rare magical ingredients to perform it: **the essence of death, the eyes of an arachas, the tongue of a troll and the fetus of an endriag**. If we agree to provide her with these, the girl will help us to lift the curse from the medallion. The last ingredient should not be a problem. There are all too many endriags in the forest. We can obtain **essence of death** by killing wraiths, for example during the side quest concerning the mental hospital (**In the Claws of Madness**). **The eyes of an arachas** can be obtained before our meeting with Iorveth during **The Assassins of Kings** quest (just remember not to follow Iorveth instantly to the meeting with Letho, since this will shut-off several side quests). Finally, we can obtain **the tongue of a troll** by killing the bridge troll for whom Loredó offers a reward, or by winning the she-troll's head from Sendler at dice. (**The Troll Trouble**).

After obtaining all four ingredients we talk to Anezka and agree to meet her at midnight at the altar of Vaipatis to perform the ritual. It's best to meditate to 22:00 and then go there. The monument is deep in the forest, so we'll face endriags and nekkers on the way. **[Combat]** The aforementioned monsters are best killed with the silver sword when immobilized with the Yrden Sign. We should meet the herbalist at the altar, but if it's before midnight and she's not there,

we should simply wait a while. Anezka will begin the ritual to lift the curse from the medallion. Fire will erupt from the deity's mouth and the magical aura will draw wraiths to us. We can't get too close to the witch or the ritual will fail, but we can't allow the ghosts to attack her either. **[Combat]** We should repel the wraiths' attacks using the silver sword and the Yrden and Igni Signs. When all are defeated, the girl will successfully finish her ritual. We talk to her, and she'll give us the **Melitele's Heart**, grateful for our help.

Mystic River

Act I

If we search the shipwreck by the Kayran's lair, we'll find a human corpse. We'll find a key on it. We'll also find a chest opened by said key in the wreck. Inside we'll find the **log** and the **report** of the captain if the Petra Sillie, as well as some crafting components. We'll need some amount of them to finish this quest.

We should read the log and the captain's report. We'll learn that the expedition that travelled on the Petra Sillie found valuable Vran artifacts in Loc Muinne, and that another ship also sailed the Pontar. The captain didn't send his report in time... We can do it for him.

There are several Royal Mail boxes found in Flotsam. We can put the captain's **report** in any of them. Royal couriers use the boxes, and they surely pass interesting information on... Though, of course, one should not read the letters...

All mail in town is supervised by Louis Merse. We'll find one of the boxes in his house, on his desk. Louis, however, will make unnecessary fuss if we try to acquire its contents, and that will do us no good. It's better to talk to him and use the Axii Sign to convince him to allow us to open the mailbox. If we're successful, we'll be able to examine its contents without any problems. Inside, we'll find Louis Merse's **report** for an official in Vizima. It contains quite a few charges against the postmaster and hints that he's disregarding his duties.

There's another box in Bernard Loredó's mansion. The **key** necessary to open it is in the Commander's hands. We'll have a chance of examining its contents only near the end of our stay in Flotsam, if we kill Loredó and acquire his key. Inside, we'll find a **letter** to one Dethmold, which hints that the Commander was not overly moved by Foltest's death. He seems to be more concerned with the wellbeing of Henselt, the king of Kaedwen.

Act II

We'll find the shipwreck of the Eyla Tar, the twin ship of the Petra Sillie that we found wrecked near Flotsam, in the gullies by the Pontar that we'll be traveling through while in Aedirn. Using the captain's **key** found in the first act, we'll be able to open the chest found among the ship's remains. Inside, we'll find the **captain's log** of the Eyla Tar, as well as **Vran smiting components** which, according to the log, allow one to forge Vran armor. The log also explains how the ships were destroyed.

Act III

If we enter the sewers beneath Loc Muinne through the entrance near the main city square, we should go left and then right. This will bring us to a room containing a chest. We can use the captain's **key** found on the Petra Sillie to open it. We'll find an **Armor of Ysgith**, a **Deireath sword**, a **fire rune**, a **Vran Armor diagram** and crafting components inside.

With the **Vran Armor diagram** in hand we can visit the local craftsman (Bras of Ban Ard, who's found at the inn by the main city square). We can ask him to modify the **Armor of Ysgith** using the **Vran smiting components** which we found in Aedirn, to forge the **Vran Armor**. If we're successful, we can consider the quest complete.

ACT II: Iorveth's Path

Side Quests:

With Flickering Heart

When we visit the inn after the council Saskia summoned, an elf from Iorveth's unit will approach us at the door, asking for some of our time **[1]**. He'll introduce himself as Ele'yas and tell us that young men have been going missing in Vergen for some time, their bodies later usually found around the burnt village. Should we ask for more information, he'll tell us we can find these bodies in a tomb near the town. Their wounds supposedly aren't man-made and the elf promises a reward... Sounds like witcher's work.

Visiting the burnt village **[2]**, we won't find many clues that could help us in our investigation. The smell of sulfur and trails of blood seem to only confirm Ele'yas' suspicions. We'll have to visit the catacombs **[3]** to examine the bodies of the dead. Maybe we'll find a trail that way.

A tunnel hewn in rock will lead us from Vergen's outskirts to a forested valley. The catacombs are at the valley's heart.

We'll reach the underground chambers by breaking their walls with the Aard Sign. There, we'll find the bodies of the dead wrapped in cloth. Before we examine them closer, we'll be attacked by wraiths. **[Combat]** We met these enemies earlier, in the mist and in the mental hospital in Flotsam. We'll defeat them using the same tactics, that is: the Aard and Yrden Sign, dodging and the silver sword. Defiling the bodies of the dead is not a pleasant experience... We're supposed to look for fresh bodies, brought here several days ago... Exploring the catacombs, we'll find the clean, plain cloth we're looking for in the third room from the entrance. After unwrapping it, we start to examine the murdered man's corpse. If we have **surgical instruments**, we'll be able to extract a **blade shard** from the deceased's arm. After turning the body to its side to examine the wounds on its back, we'll find Dandelions **poetical sketchbook** lying under the body. After a thorough examination of the corpse, we'll conclude that much evidence points to a succubus. Since we're already in the catacombs, we can enter the lower level, where we'll meet the ghost of Ekhart Henessa in one of the rooms. He's guarding the **Dun Banner's Standard**, one of the artifacts we'll need to disperse the ghastly mist (**The Eternal Battle**). We return to Vergen to have a chat with Dandelion about his poetry.

We'll find our friend at the inn [1]. Asked about his sketchbook, he'll tell us it was stolen from him. During the discussion we manage to convince him to help us lure the succubus out of its hideout with his poetry. We agree to meet him near the burnt village [2] at midnight.

There, when the time is right, we meet the bard. We take control of Dandelion and have to lure the demon with his poetry. We make the following strophe: "Should our bodies ever sing with pride / My heart would ask your white hands / Whether they would hold it / As you open my chest wide?" It works and the succubus invites us to go with her. **[Choice] [A]** We can, as Dandelion, follow the demon to her hideout despite Geralt's request, or **[B]** we can go back to the witcher. The choice doesn't influence the story too much; no matter what we do, we'll soon regain control of the White Wolf. We run to the succubus which, to our surprise, doesn't attack us. We, in turn, apparently begin having doubts at her sight.

The horned beauty claims she seduces men and makes love to them to drain their energy, but does not kill them, for she wants them to come back. She says that one of them, Ele'yas, fell in love with her and that he is murdering other men out of jealousy. **[Choice]** A difficult choice, the claims of both parties seem to make sense. **[A]** If we don't believe the demon, we can fight her. **[B]** If we do believe the succubus, we decide to have another talk with the elf.

[A] [Combat] Dueling the succubus is harder than fighting a regular opponent, but we shouldn't have problems with surviving it, if we only remember to use the silver sword, as well as the Yrden or Quen Sign. After killing the demon we return to Ele'yas for the promised reward.

[B] We'll meet Ele'yas in front of the inn. He'll deny everything if asked about the murders. So we go to see the leader of his unit. Wonder what Iorveth [4] will say. If we already have the **blade shard** found in the victim's body, the elf will believe us. Otherwise he'll ask us to find evidence. If we still trust the demon's words, it's time to find some. After showing the shard to Iorveth, it'll turn out the main suspect has disappeared. That only confirms our suspicions that the succubus told the truth. It's time to meet her and get our reward... On the way, by the burnt village, we'll be attacked by Ele'yas. **[Combat]** Our opponent is armed with two sabers. It's best to immobilize him with the Yrden Sign and then land some strong blows on his back. Then we go see the demon about our reward...

Baltimore's Nightmare

When looking for a magical artifact in the old quarry [1], we viewed the dream of one Baltimore. The terrified dwarf was running from something. Wandering about Vergen, we'll see the house from the dream [2] near the mines. In front of it we'll meet Thorak. As it turns out, he's the apprentice of the great rune master who vanished years ago. He took over Baltimore's house and title when the master went missing, but, as he admits himself, neither he nor his apprentices can match the old master.

The dwarf allows us to take a look at the missing smith's workshop [3]. Inside, among cobwebs and tools, we notice that one of the walls can be destroyed with the Aard Sign. We find a small chest in the hidden room and in it **Baltimore's map**. Truth be told, it's more of a poem indicating some place.

Once we exit the workshop, Thorak will approach us. He's a bit worried about the noise we made inside. **[Choice] [A]** We can tell him about the note or **[B]** keep the information for ourselves. If we do tell him, he'll ask us to bring him Baltimore's notes, should we find any.

“Start looking at the well, where loud echoes dwell.” We’ll find the ruined well in the burnt village. Following the smith’s notes further, we go across the village, then turn left and pass under a huge gate. There we find a wooden altar of some deity. Following the middle road we approach the quarry we already visited. Baltimore’s next verses point us to the harpy caves. But instead of approaching the gate, we climb the rocks to the left, where we find a chest **[4]** with a **runic key** inside. What then? We examine the dwarf’s notes. “Should you choose to go right, you’ll soon see someone in plight. At noon this drowned soul, points its shadow at your goal.” We return to the crossroads and head for the gullies where the trolls live. The “drowned soul” is a ship that crashed on the rocks **[5]**. We’ll find a door hidden by the ivy growing nearby. The runic key will open them. We should burn away the weeds with the Igni Sign and go inside. There, we’ll find a chest with Master Baltimore’s runes and his notes.

Before we can open the chest, Thorak and two of his apprentices will appear. It turns out that the dwarf was spying on us ever since we mentioned Baltimore for the first time.

[A] As we agreed earlier to hand his Master’s notes over to him, he’ll demand that we allow him to take them from the chest personally. He’ll offer us 100 ore and everything else we might find in the chest. If we agree, the quest will end. Should we think the dwarf’s behavior suspicious and decline, Thorak will attack us.

[B] If we kept information about **Baltimore’s map** to ourselves back in Vergen, the dwarf will attack us.

[Combat] It’s best to use the Aard Sign at the beginning of the clash, as it may push our opponents away and give us some time to think on our tactics. Since we’re outnumbered, the Yrden Sign may be helpful, as it will immobilize at least one assailant, allowing us to easily get rid of him. After defeating Thorak and his apprentices, we finally open the chest that Baltimore so craftily hid. We’ll find runes and other treasures, but above all else, we’ll find the old Master’s notes. We should also examine Thorak’s corpse to find a key useful during the quest **Suspect: Thorak**.

Reading these, we’ll learn that it was Thorak who wanted Baltimore dead. We bring the information to Vergen’s alderman Cecil Burdon **[6]**. The dwarf will give us a small reward for revealing the truth and will then begin looking for a new rune smith.

Poker Face: Vergen

Dice poker players seem to be everywhere in the Northern Kingdoms. Vergen is no different and we’ll meet plenty of gamblers here. The first players we’re likely to meet are the innkeeper and Skallen Burdon. The innkeeper won’t play with us unless we can defeat the two weakest opponents in town. Skallen, on the other hand, will play us regardless of the quest line connected to this minigame.

We’ll find the opponents the innkeeper mentioned in the blacksmith apprentice’s house near a statue of a dwarven deity. They are Bruno Briggs and Cornelius Meyer. After defeating the two of them, we can go to the inn to face its owner. Winning with him will enable us to play a tougher opponent, that is: the Vergen alderman, Cecil Burdon. We’ll most likely find him in his house above the mines’ entrance. After defeating Cecil, we’ll learn of the best local player. It’s

the blacksmith's apprentice, one Hagart. We should look for the dwarf around his house near the statue. We've already been there when looking for Bruno and Cornelius. After defeating the blacksmith's apprentice, we'll be able to choose our reward: either meteorite steel needed to forge a new sword for monsters or money. This victory will end the quest line in Vergen. We can, of course, still play all poker players met here.

One on One: Vergen

As in Flotsam, the dwarven inn in Vergen also hosts fistfighting matches. If we want to test our mettle against local fistfighters, we should talk to Sheridan who's organizing the fights.

After learning the rules and agreeing to fight, we'll face three opponents in a row. Each fistfighter will be stronger than the previous one, but, given a bit of skill, we should have no problem with defeating all three. After besting the third opponent we'll be recognized as the champion of the inn tournament.

A nobleman introducing himself as Seltkirk's brother will interrupt Sheridan as he congratulates us. Eager to win renown and stop living in his brother's shadow, the knight challenges us. We can accept or refuse to fight Silgart.

Should we decline or win with the knight, he'll get offended and leave, threatening us. If we agree and lose, he'll depart happy, thus ending the quest line of that minigame in Act 2. We will, however, meet Silgart again in Act 3.

Bring It On: Vergen

Vergen, a mining town full of strong dwarves, has no shortage of men eager for an armwrestling duel. We'll also meet some of our old friends Yarpin Zigrin and Sheldon Skaggs here, and Zoltan mentioned their abilities earlier.

The aforementioned dwarves spend most of the Act at the inn, so we should look for them there. Both will happily agree to face us. Dueling each is harder than what we're used to after Flotsam. Should we best them, they'll ask us to take Skallen Burdon down a peg or two, as he brags about being the strongest in town.

Skallen also can be found at the inn. Asked about armwrestling, he'll say that he'll only face us if we win with two other opponents: Korden and Dalin. We'll find the aforementioned dwarves at the inn, and they'll instantly agree to duel us. Compared to our friends, these two will turn out to be far weaker, so we shouldn't have any problems winning with them.

After defeating all other opponents in town, we'll be able to face Skallen. He's the most difficult of all opponents met until now, but if we remain focused we'll be able to win.

Harpy Queen Contract

The contract to kill the harpy queen is one of the quests we'll gain from the notice board at the inn. This contract can only be completed while searching for a dragon's dream (**Hunting Magic**). We'll find the harpy queen in the quarry near Vergen. To reach it, we'll have to acquire

a key from the alderman. All steps necessary to move the contract forward were described in the aforementioned quest's walkthrough. The harpy queen will attack us after we watch the crystallized dream of a dragon. **[Combat]** Since she's accompanied by an entire flock of harpies, the Aard Sign will be very useful in this battle, allowing us to knock several monsters down. Then we only need to finish them off with the silver sword. After killing the queen, we pick up everything we find on her corpse and return to town to inform alderman Cecil Burdon about defeating her.

The Harpy Contract

On the notice board at the inn we can find a proclamation encouraging brave men to thin the harpy population living around the town. Who could deal with that better than a witcher created specifically to this end...?

To find an effective way of getting rid of the monsters from the area, we must first learn more about their habits. We can either gain this knowledge from books or from practice, that is: fighting the monsters. There are more than enough harpies around Vergen, so it's best to save money and learn the creatures' weaknesses in combat. We'll face harpies in the forest surrounding the ruined tower, in the gullies and in the quarry.

After acquiring necessary knowledge, Geralt will realise that the monsters' nests should be destroyed using the **harpy traps**. We'll need crafting components such as **oil**, **logs of wood**, and **diamond dust** to make them. Any craftsman, such as Earso or Thorak, can prepare the traps for us. Now we must simply locate the nests and destroy them – they're found near the quarry. After destroying the nests, we return to town to get our reward from the alderman.

Hey, Work's On in the Mines

We can learn that the town mines are closed either from alderman Cecil Burdon or from the notice board. This contract is best completed during our search for the dwarven immortal (**Underground Life**), as that's the only way we can enter the mines. We should prepare at least five "Beehive" bombs before entering the mines. We'll need ingredients containing rebis and caelum. Several Cat potions will be useful underground too.

We'll face numerous necrophages in the mines. Exterminating them will allow us to acquire the knowledge necessary to blow up their nests. **[Combat]** When fighting rotfiends, we should remember that the monsters begin trembling just before death, and then explode. Seeing one trembling, we should jump away to a safe distance. The necrophages attack in groups, so using the Aard Sign to knock them down is a good idea. The Yrden Sign might also be of use, as it will immobilize the monsters.

If we search the mines' tunnels properly, we should locate all the nests. If we haven't forgotten the Beehive bombs, we'll be able to blow them all up.

After destroying all nests we must now inform Cecil Burdon that we completed the task.

ACT II: Roche's Path

Side quests:

Little Sisters

As we wander the Kaedweni camp, we'll notice one man is ridiculed and then slapped on the face by other soldiers. If we're curious and talk to him, he'll tell us why he's treated that way. Three years ago, as he patrolled the nearby beach, he met a specter at the sight of which he soiled his pants. Since then, wraiths pester him constantly, and kinsmen lost all respect for him. Mavrick, for that's the poor soul's name, will ask us to dispose of the phantoms that haunt him.

The quest first leads us to the camp followers' tent. There, we'll meet Liva, a girl who accompanied the Kaedweni army three years ago. She can tell us the story of the house atop the cliff that Mavrick mentioned. The girl heard that a quack named Malget used to live there, but his daughters were murdered and the man threw himself into the river.

So we head to search the abandoned house and take a look at the cemetery that Liva mentioned. We'll find four gravestones on the cemetery: Moira's, Marisa's, Muron's and Malget's. Isn't it strange that someone fished the suicide's body out of the river and buried him here? We destroy the barrels found behind the house and find a secret entrance to the cellar. Down there, we'll find traces indicating that some magical ritual was performed at the place. We set the ritual totems ablaze. If we mix up the order, we'll be attacked by a wraith. The correct order requires us to light the totem furthest from the entrance first, then the one in front of the entrance, and finally the one to the right from the door. This will open a passage to a hidden room. We'll find an encrypted magical manuscript inside.

Mavrick mentioned that the specter first appeared before him sometime around midnight. So we wait at the beach, curious what will happen next. Three wraiths of the murdered sisters will appear at the witching hour. **[Choice]** **[A]** We can attack the specters or **[B]** we can hear them out.

[A] [Combat] Fighting ghosts is nothing new to us. It's best to push the opponents away with the Aard Sign, then use the Quen Sign and, evading enemy blows, try to attack them from the sides or rear. We can immobilize them with the Yrden Sign if necessary. When it's over, we return to the camp to get our reward, thus ending the quest.

[B] If we agreed to hear the nightwraiths out, they'll tell us that it was Mavrick who murdered them, bringing madness and death upon their father. And the specters want vengeance on their tormentor. Sounds a bit shift. The ghosts disappear and we're left with more questions than answers.

So we head to see Dethmold. Maybe he'll be able to tell us what the manuscript from the basement is about. The idea to visit the sorcerer proves to be a sound one. Henselt's court mage reveals that the notes contain a necromantic ritual allowing one to contact evil spirits.

We head to the lower camp in search of more answers. There we talk to Mavrick. If we press the soldier, he'll tell us that when he was stationed here three years ago, rumor had it that Malget colluded with evil demons.

[Choice] If we ask Mavrick for help, he'll agree to meet us at the beach at 23:00 **[A]**. But if we tell him that the specters claim that he's their murderer, we'll anger him and he won't talk to us anymore. Furthermore, he'll go to the beach alone **[B]**.

[A] As per our agreement, we reach the beach after 23:00. We meet Mavrick after exiting the gully and together head to meet the wraiths. **[Choice]** After a short chat with the ghosts we'll have to pick a side in the conflict. **[A1]** We can hand the Kaedweni over to the specters, or implore him to admit his guilt. **[A2]** We can also choose to support him.

[A1] In the first case Mavrick will turn against both us and the ghosts of his sisters. Soon he'll be dead, but his death will grant the evil here more power, and it will materialize in the form of a demon. It will then tell us who really murdered the sisters... We've been deceived... Their own father killed them, unable to cope with the fact that they were disgraced by Aedirnian soldiers. Malget was a necromancer, and his and his children's deaths caused the demon to gain more strength. That's why it used us to lure Mavrick into a trap... Finally the demon attacks us. **[Combat]** We should defend ourselves with the silver sword, evading the charging demon and attempting to immobilize it with the Yrden Sign. Since Mavrick, who after all employed us to get rid of the specters, is dead, the quest is failed and we'll have to be content with the experience gained in its course.

[A2] If we support Mavrick, we'll have to fight the ghosts of his sisters. **[Combat]** We should deal with the specters by blocking their attacks and counterattacking with swift blows of the silver sword, as well as using the Quen Sign. When it's over, the Kaedweni will tell us the truth about events that transpired here three years ago.

[B] When we reach the beach, it turns out we're too late. We find Mavrick's corpse. As we examine it, the demon will appear, laughing and telling us that it became more powerful thanks to us. It attacks us shortly. **[Combat]** Avoiding the charging demon is the key to survival. We may try to block a charge and then attack the demon from the side or back. Using the Aard or Yrden Sign is also a good idea. Since Mavrick is dead, the quest is failed and we'll have to be content with the experience gained in its course.

Ave Henselt!

This quest will begin if we helped Manfred to save his son and fought the Butcher of Cidaris on the arena during our search for the conspirators (**Conspiracy Theory**). After this fight Proximo, the arena's administrator, will inform us that the king liked our duel and ordered him to organize a knightly tournament. The Kaedweni will ask us to take part. Perhaps the witcher will meet his match at the Kaedweni camp. If we agree, we'll have to fight Henselt's knights in three difficult duels. If we win all of them, the king will get irritated with his knights and will start to insult them. Ves will react to that, saying that even though there might not be anyone to match the witcher in Kaedwen, the same is not true regarding Temeria. The girl challenges us. So we fight with Ves. Surprisingly, she's much better than our previous opponents. **[Combat]** If we want to win, we should immobilize our friend with the Yrden Sign and attack her from behind or from the flank.

If we won, Ves will ask us to visit her at her tent. If we're interested and talk to her properly, we'll spend a very pleasant night with her.

The Rotfiend Contract

At the notice board in front of the camp canteen we'll find a contract for getting rid of rotfiends pestering the Kaedweni army. Before we can dispose of the monsters properly, we need to learn about their weaknesses and habits. We can gain the knowledge from books or from practice. The latter is much cheaper, at least until we die, so let's save money for stuff other than books. We'll find rotfiends on the battlefield between the camp and the canyons filled with the mist. **[Combat]** These monsters attack us in groups, and just before dying they tremble and explode. The best way to fight them is to knock them down with the Aard Sign and finish them off with the silver sword. By killing them, we'll gain the knowledge we need. Geralt will realize that he'll have to burn all the corpses around the camp to get rid of the necrophages that feed on them. We'll find the bodies in the ravines to the east of the camp, near an abandoned wagon on the battlefield, and near the stream. After we burn a total of nine bodies, the rotfiends won't have anything else to eat and will depart the area. And we should go to see Proximo about the reward he mentioned in his notice.

Poker Face: The Kaedweni Camp

There was no shortage of them in Vizima or in Flotsam. Neither is there a shortage in Vergen and at the camp of Henselt's army. Who do I mean? No, not ladies of negotiable affection. I mean dice poker players. Only losers say: „Winning isn't everything“. Plenty of people are willing to play a round against the witcher. We won't be able to play them all from the start however. The first gamblers we have to defeat are Nat Koster and Adam Ulve, whom we can meet in front of the camp canteen. Winning with the two of them allows us to play for real money with the real champions. Quartermaster Zvyik will be our next opponent. We're most likely to meet him by the camp armorer's tent. After we win, the soldier will tell us to play with Madame Carole if we ask him about other gamblers. We'll find the camp follower before the tent containing her workplace... Winning with her will allow us to play against the camp champion – armorer Lasota. Perhaps “winning isn't everything” after all – we'll get something extra for our victory. This ends the quest line concerning dice poker at the camp. But we still can play against all the aforementioned players. We'll find others here too: Sambor near the courtesans' tent and Isidor Key near the field hospital.

Bring It On: The Kaedweni Camp

Just like in Flotsam, we'll also find people willing to arm wrestle us in Henselt's camp. We'll find mercenaries from Adam Pangratt's unit at the lower camp, by a fireplace near the field hospital.

Two of them, Randal and Martin, will agree to face us. They're better than the opponents we faced until now. However, given any experience at this minigame, we shouldn't have problems with beating them without losing money first. Once we best them, they'll tell us about another, stronger opponent that we should face.

The smith, for that's who'll they mention, is found nearby, on the other side of the path. He'll most probably be our toughest opponent. After defeating him we'll be able to face the mercenary leader – Adam Pangratt.

We'll find Pangratt at the upper camp. Before we arm wrestle him, we should talk to him about his mercenary adventures or the Battle of Brenna, as it will allow us to understand the context of current events better. Defeating him will end the quest line of armwrestling in Act II. Of course we still can arm wrestle each opponent we met if we wish to.

Against The Blue Stripes

We'll have a chance to box a little, or to rearrange a few faces, near the Kaedweni camp in Aedirn. At the camp of Vernon Roche's special unit, to be precise.

We'll see Fenn and his mates sparring among themselves near the tents. When asked, the soldiers will agree that we join several fights, and we'll have a chance to see how well our friend Roche trained them.

After defeating three Temerians, we'll be challenged by the unit's commander himself. Fighting Vernon will be harder than fighting his men. But our witcher has no equals... After winning with Roche, a Kaedweni soldier named Burton will interrupt our discussion with our friend and will challenge us. If we agree, Zvyik will interrupt the fight after a few blows, and the soldier will leave, babbling something about square coins and scores to settle. This will begin a miniquest **A Score To Settle**, which will end when we meet Burton in Act 3.

Fighting with Burton will end the quest line concerning fistfighting in Act II. We'll still be able to fight all the "Blue Stripes" just for fun.

ACT III

Side quests:

The Gargoyle Contract

Wandering through the ruins of Loc Muinne, an ancient Vran city, we'll most probably be attacked by gargoyles at certain spots. We'll find the contract on getting rid of them and the problem they pose for people visiting the city on the notice board near the inn by the main city square. The contract is signed by one Bras of Ban Ard. We'll find him near the inn. The mage will tell us that the gargoyles are magical creatures left here as guardians by the city's ancient inhabitants. Killing gargoyles will bring us new knowledge, and we'll realize that to deal with them we'll have to remove magical seals that bind the creatures to the places they're found at. There are three such places in the city. Each takes the form of an underground room with seals that must be broken. To do so, we must deactivate the magical sigils in the rooms in the proper order. That order is chosen randomly from two possible ones after we reach Loc Muinne.

In each room, we'll find encrypted notes that contain the proper order of deactivating the sigils. To decipher them, we'll have to buy four tomes concerning runes from the local merchant (The Incredible Lockhart found at the main square). We can also try to save money and find out the proper combination by trial and error. If we fail, we'll be attacked by gargoyles... We can also use this walkthrough...

The correct combinations for breaking the seals:

Room to the left of the main city gate:

1) rune on the wall to the left from the entrance, rune on the wall to the right, rune on the floor to the left and finally rune on the floor near the chest.

2) rune on the wall to the left from the entrance, rune on the floor to the left, rune on the floor near the chest, rune to the right of the entrance.

After breaking the seal we'll be able to open the chest found in this rune. Inside, among other things, we'll find an unintelligible **manuscript**. Taking it will begin another quest – **An Encrypted Manuscript**.

Room to the right of the main city gate:

1) rune on the wall to the right of the entrance, rune on the floor to the right of the entrance, rune on the wall to the left, rune on the floor to the left.

2) rune on the floor to the left of the entrance, rune on the wall to the right, rune on the floor to the right, rune on the wall to the left.

Room in the ruins near the amphitheatre:

1) rune on the floor to the left of the entrance, rune on the floor to the right, rune on the wall to the left, rune on the wall to the right.

2) rune on the floor to the right of the entrance, rune on the floor to the left, rune on the wall to the left, rune on the wall to the right.

After breaking all the seals we should return to Bras of Ban Ard and inform him about completing the contract. He will reward us.

An Encrypted Manuscript

We'll find the ancient encrypted **manuscript** that begins this quest in one of the sealed chests guarded by gargoyles. The room containing it is to the left of Loc Muinne's main gate. The combination opening this chest is found in the description of **The Gargoyle Contract** quest.

With the manuscript in hand, we should talk to Bras of Ban Ard. We'll find him near the inn by the main city square. The mage will tell us that the **manuscript** is a book sealed with ancient magic. Bras will offer his help in deciphering it, but he'll need ingredients that cannot be found in the area. Luckily, we might have gathered some earlier during our travels. These are: the **pheromones of an endriag queen**, the **blood of a nekker warrior**, the **brain of a bullvore**, and a **harpy egg**. A **rotfiend's tongue** is a suitable substitute for that last ingredient.

If we have the aforementioned ingredients, Bras will be able to lift the spell protecting the **manuscript**, and it will turn out that it contains the instruction on creating the **Caerme**,

a legendary sword. He'll give us the diagram and we'll be able to use it to forge the sword if we have the necessary ingredients. If we want to get the sword, we should finish the quest before heading for the summit.

Bring It On: Loc Muinne

In Loc Muinne we'll face the most powerful of all opponents met to this point. On the notice board at the city square, we'll find a notice challenging any and all to duel the Mighty Numa. We'll find the strongman near the sewer entrance. We should head for the tower near the main city square. We're likely to find him training. If we say we want to test our mettle against Numa, we're very likely to lose the first match. Geralt will realize that something's not right and that there is some secret behind the man's strength.

[Choice] [A] We can attempt to intimidate the Mighty Numa. If we're successful, he'll promise to stop using the drug that enhances his strength. **[B]** We can also talk to his aide and press him for information about the drug that Numa's using, and even buy it.

If we drink the potion or intimidate the strongman, our next duel with him should be much easier and we should have no problem winning. We simply must keep in mind to do so before heading for the summit, as we won't be able to meet the muscleman later.

A Score to Settle

If we had the pleasure of meeting Silgart during our stay in Vergen, and if we won the fistfighting duel with him or declined his challenge, he'll stand in our way in Loc Muinne. We're most likely to meet him near the sewer entrance, or by the tower near the main city square.

The nobleman will attack us without any pleasantries, and we'll have to use our fists to explain that crossing Geralt of Rivia is a bad idea. Whether we succeed or not, we won't see Silgart again. This will end the fistfighting minigame in *The Witcher 2*.

We'll face a similar situation in Loc Muinne if we allied ourselves with Roche and had a fistfighting match against a Kaedweni soldier in the Kaedweni camp. As we remember, Zvyik interrupted the duel back then.

The soldier will attack us by the entrance to the sewers near the main city square. We'll have to defend ourselves. The duel with the Kaedweni will be the last fistfight in *The Witcher 2*. Let's try to win it.

Poker Face: Loc Muinne

Who would have thought gambling would flourish in the ruins of Loc Muinne? But it did! We'll find dice poker players in one of the ruined buildings to the right of the main city gate, by the walls near the tower by the main city square.

As in Flotsam and Aedirn, we'll have to face the weakest players first. In Loc Muinne it means an elven pair. After besting both of them, we'll have to face a mage. Defeating him will allow us to play against his apprentice. The girl is much better at dice than her teacher is.

After winning with the four of them, we'll face the best player in Loc Muinne, The Incredible Lockhart, a fallen mage. We'll find him at the main city square where he's selling books. Winning with the mage will make us the unquestionable poker champion of the Northern Kingdoms. We'll also be able to pick a reward from among the items offered by Lockhart, or accept a cash payment.

From a Begone Era

If we chose to ally with Vernon Roche, we had a chance to meet a man named Mavrick during our stay in Aedirn. The man asked us to help him deal with specters that were haunting him. If we did so, we had a chance to get a certain Malget's **notes**. If we kept them for ourselves instead of selling them to Dethmold, and if we still possess them, we'll meet a Wisp, a curious magical creature, in Loc Muinne's sewers. But we won't have anything to say to the being... We'll have a similar meeting if we acquired Malget's notes while allied with Iorveth. Visiting the cellar of the hut atop the cliff is possible during the quest **Where is Triss Merigold?**

Intrigued by the meeting, we should go talk to Bras of Ban Ard, who can be found near the inn at the city's main square. If we show him Malget's notes, he'll help us decipher them.

This will allow us a wide variety of choices during our next "conversation" with the Wisp. The proper combination of "words" that we should pick is: ZI, Uddu-ya Ia Ia, Gat, Exa, Nibbit, Kanpa, Gat, Uddu-ZI. The Wisp will then open a portal, bringing us to a chamber hidden behind the ruined doorway we just stood in front of.

The room contains several statues that we'll have to activate in the proper order. Counting from the chambers center, then left and clockwise, there are seven fireplaces. The proper order is: 1, 6, 2, 1. This will unlock the door to the next room.

We'll meet the Operator in this chamber. It is a guardian left here long ago by the Vrans. It will greet us as the Chose One and ask us if we are ready to accept the legacy of its masters. If we confirm, we'll be able to reset our advancement tree and allocate all talents once more. If we say we're not ready yet, the Operator will say that we never will be ready and throw us through a portal back into the sewers. If we admit that we're not the Chosen One, the Operator will attack us. This is one of the game's toughest fights. **[Combat]** Its best to drink our favorite potions beforehand, prepare oils and bombs. The Quen Sign will also be invaluable. Defeating the Operator is best achieved by extinguishing all the torches in the chamber. This will prevent it from summoning gargoyles, and significantly decrease the fight's difficulty.

After the battle we should enter the portal that will appear in the chamber. It will bring us back to the sewers beneath the city.

New side quests from the Xbox and Enhanced Edition versions of the game

ACT II: Roche's Path

Lilies and Vipers

If we're allied with Roche, a woman named Brigid will approach our friend as we exit the Redanian camp. It appears that Roche ordered her to watch over Anais and Boussy, king Foltest's children. She says that there is a spy at the Temerian camp and asks us to help her leave the city. If we agree, we can go with her immediately or meet her later by the city gate.

Crown Witness

We're escorting Brigid through the camp of the Order of the Flaming Rose, and then through a gully and into a forest. We chat with the girl on the way. When we get near the river where Brigid's friend is supposed to wait for us, bandits will attack us. **[Combat]** This fight is not very difficult if we're cautious. All we have to do is remember to block incoming arrows. We continue through the forest to the spot where we are supposed to meet the girl's smuggler friend. The forest is not a safe place. Endregas crawl down from trees and attack us. **[Combat]** The best way to defeat them involves dodging their charges, flanking them and using strong blows. We also must take care of Brigid's safety, or the quest will fail. Then we make our way back to the stream. We can go through the cave to the left or directly to the right, but we'll face a fight either way. Nekkers will attack us in the cave, while bandits and endregas will do so if we chose the other path. **[Combat]** Monsters shouldn't be a problem by now, and the bandits will easily fall if we remember to use an oil that increases damage and the Axii Sign. We escort Brigid to the river. There, we find a dead smuggler, the one the girl was supposed to meet. Then bandits led by a mage attack us. **[Combat]** This fight may turn out to be difficult. We can't allow the mage and two archers to shoot us. It's a good idea to alternate your attacks on them to draw them away from Brigid.

After the fight, the girl will finally explain why she fled Loc Muinne. We'll have the option to learn more about the political intrigues of Baron Kimbalt and Count Maravel, learn the fate of king Foltest's children and of the attack on the caravan which was transporting them. Brigid sails away, and we should return to the city.

Brigid gave us a letter signed by Kimbalt. A letter containing the order to change the route of Boussy and Anais' convoy. Maybe we should start our investigation of possible traitors in the Temerian camp from the Baron. **[Choice] [A]** We use the letter as evidence and accuse Baron Kimbalt of treason before John Natalis. This will end the quest. **[B]** We can also try to learn something more. The Baron, if confronted in the camp, will deny everything. He'll also want to see the letter. It's up to us whether we agree, but that won't change much. In either case we'll have to confront the Baron's scribe and verify the letter's authenticity. The scribe is drunk, so won't be of much use. We'll have to examine the letter ourselves. The bookshelves contain **invi-**

sible dyes, the **scribe's drafts** and **notes for the scribe**. These items, and the things the scribe mumbles in his sleep, should help us to discover the proper order of operations needed to verify the letter's authenticity. We should first pour burnt lime into the bulb, then add water, then add cormorant droppings and finally heat the bulb, release the gas and add more water. The letter will be dyed orange, and that means it is fake and Kimbolt didn't have anything to do with it. We should share our discovery with the Baron. The noble will ask us to help him intercept Count Marvel's letter to the Nilfgaardian ambassador. A letter that supposedly proves the Count is a traitor. We can agree or not, but if we don't, we won't be able to learn the whole truth...

Pacta Sunt Servanta

As we leave Baron Kimbolt's house, Count Marvel's messenger will approach us and ask us to visit his master. Marvel tells us that Baron Kimbolt is being blackmailed. The Count claims he has just learned where the blackmailers are hiding. He asks us to find the blackmailers before the Baron's men can kill them.

We find the blackmailers where the Count said they would be, but Kimbolt's thugs found them, too. It's up to us whether we allow them to kill the blackmailers and bury their secrets with them, or if we face Kimbolt's men. If we help the blackmailers, their leader will tell us the Baron's secret. **[Combat]** Fighting Kimbolt's men is quite difficult, because we must keep the chief blackmailer alive. The Yrden and Axii Signs, which temporarily reduce the number of opponents, will be very useful.

When it's over, the chief blackmailer will tell us that Baron Kimbolt had hired him and his men to ambush a caravan and kill all its member. The attack never happened, however, since the caravan never came... The blackmailer agrees to tell everything to John Natalis. Now we have evidence that Baron Kimbolt was involved in the attack on Boussey and Anais. We can reveal everything we know to Natalis now, condemning Kimbolt and ending the quest. We can also continue our investigation and verify Count Marvel's alleged collusion with Nilfgaard.

The Messenger

The Baron asked us to intercept Count Marvel's letter to the Nilfgaardian ambassador. To that order we should talk to Aldrich at the Temerian camp, and then follow him. The Temerian will point out the messenger to us. We follow the messenger, but he quickly realizes we're doing so and flees, leaving his bodyguards to fight us. **[Combat]** By now such opponents should pose no threat. We just have to keep the Quen Sign in mind. After defeating the bodyguards, we run in the direction Marvel's messenger fled to. This brings us to the courtyard by the city's main gate, where we'll be attacked by Nilfgaardians protecting the messenger. **[Combat]** We defeat the Nilfgaardians, keeping the Quen Sign and dodging in mind. Incendiary bombs might also be of use. We again run in the direction the messenger fled to. We quickly reach the place the messenger chose to fight us. And it turns out he is a mage. **[Combat]** This fight may turn out to be very difficult and even irritating if we fail to use a trick. The mage teleports each time we approach him. We can't knock him down using the Aard Sign. The only thing we can do is note the places he teleports to, and place some Yrden Sign traps there. Once the mage teleports, he'll be immobilized and easily knocked down by the Aard Sign. Then we finish him off.

We search the messenger's corpse to find a letter for ambassador Shilard. The Count informs the Emperor's envoy that Anais has been handed over to the Kaedweni sorcerer Dethmold, as per agreement. The letter evidently spells out Maravel's treason.

With evidence of both Count Maravel's and Baron Kimbolt's treason in hand we can go to Constable John Natalis. We'll find him at the Temerian camp. We can indicate either of the nobles is guilty, or condemn both of them. If we condemn both, Natalis will ally with Kimbolt and arrest Maravel.

ACT II: Iorveth's Path

The Secrets of Loc Muinne

As we stroll along Loc Muinne's main square, we'll find a group of alchemists by the central tower. If we talk to them, we'll learn that the city's sewers hide the laboratory of a great sorcerer, one Dearhenna.

If we search the tower's cellar, we'll find a group of artifact hunters in the first room. Curiously, Cynthia leads them - the same Cynthia we met earlier in Vergen. She and another sorcerer want to strike a deal with us, and ask us for help in their search for Dearhenna's mysterious artifact.

[Choice] **[A]** We can accept the Nilfgaardians' proposal, or **[B]** decline, which will lead to a fight. **[B]** **[Combat]** Fighting the mages is not easy, but if we skillfully avoid their attacks and use the Aard Sign to knock them down, we should make it. If you kill them, however, you fail the quest.

[A] If we agree, we follow the mages through the sewers. Necrophages lurk beyond the grates we find, but at this point it shouldn't be a problem. We will, however, quickly die without using the Quen Sign. Then we'll be attacked by endregas led by their queen. **[Combat]** The Quen Sign will be also useful during this fight. Incendiary bombs, if we have them, might also help. It's best to flank the endregas and use short combinations of strong and swift blows. The queen is best dealt with when cornered and flanked. Gargoyles and draugirs will attack us in the next room. Incendiary bombs or the Igni Sign (if adequately advanced) will deal with them.

As we follow the sorcerers, we'll overhear a group of Redanians scouring the ruins for artifacts. Later Cynthia will manage to dispel an illusion protecting the entrance to Dearhenna's laboratory. The door's lintel contains a guardian eye, which will ask us a riddle. Gaspar, Cynthia's aide, will give a wrong answer and die before our eyes. The eye will give us another riddle. The answer is: "Fate", "Time" or "Dream", depending on the riddle. The chamber behind the door has already been breached by a group of Redanians. **[Combat]** The Quen Sign should make the fight easy, especially since we have two mages on our side. When it's over, Cynthia will activate another guardian eye. The room is filled with books that will help us to solve the next riddle. There are three groups of alcoves, with three frescoes each. We have to activate the correct fresco from each group. The proper combination is: the dragon constellation, the full moon and the mountain. As the door opens the other of Cynthia's aides will die, but we'll go through. Now we'll meet a guardian golem. If we succeed in tricking it to give up the password, we'll proceed without a fight. If we fail, we'll have to fight three golems. **[Combat]** The Quen Sign is of the essence, as is dodging and short combinations of attacks. It's best to flank the golems.

Next, Cynthia will cast a spell and remove an illusion, revealing Dearhenna's artifact. The mages indicate that it's a prototype megascope. An ideal espionage device, allowing to locate almost anyone. The Nilfgaardians thank us, and we can **[A]** leave, ending the quest, **[B]** fight Cynthia and the other sorcerer, or **[C]** get Cynthia to allow us to try out the artifact. This, however, will result in a fight with Abelard, as the sorcerer won't agree with her decision. **[Combat]** Fighting the mage should be easy as long as we dodge his attacks and knock him down with the Aard Sign. When it's over we can use the artifact to see what our friends are up to.

Cynthia teleports away, and we should check out every nook and cranny in the laboratory to find all of Dearhenna's notes. This will allow us to deduct the Nilfgaardian expedition's true goal. Additionally, If we find later meet Cynthia at the city square or at the inn and pick the right conversation options (including hugging her), we'll have the option to spend some time privately with her...