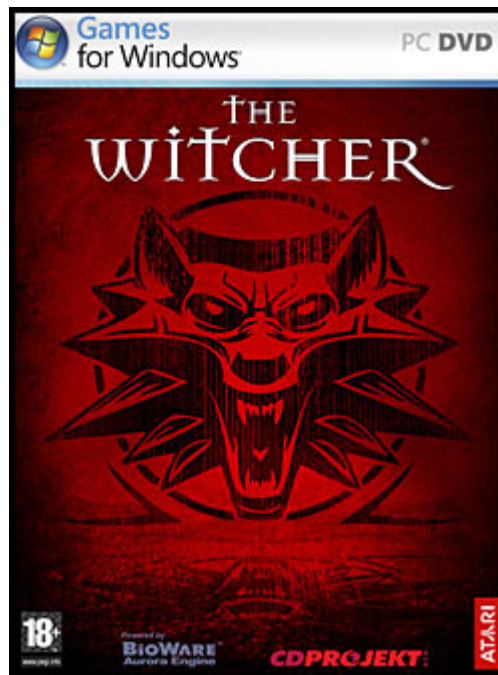


The Witcher

Game Guide

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Introduction

Important: The following guide is intended for mature audiences only, due to its content.



Preparation of this guide cost us a lot of work. Thus we'd like to confirm the fact that both witcher's swords are for monsters – with the steel one being intended for those in human flesh. For example the ones that like to point out a strategy guide's flaws and state that it sucks as a result of some minor omissions. Now that we have that clear, please enjoy the adventures of Geralt of Rivia.

Author: Borys „Shuck” Zajaczkowski

Translator: Krzysztof „Lordareon” Gonciarz

Hint 1: Knowing the books the game is based on is not necessary to enjoy it, but it will certainly make you appreciate some details a bit more.

Walkthrough

Prologue

The prologue is in a fact a tutorial. Remember, that you can die in it, as long as you loose your focus. Some more tutorial elements will appear later in the game, every time you encounter a new feature. It pays to go through this introduction with attention and learn everything it has to teach.



Choosing the difficulty level is essential – you won't be able to change it later on, and hours later it might turn out that some battles are too difficult for you. The differences between difficulty levels lay mostly in strength and vitality of opponents, as much as experience points you get for beating them. In fact, the higher the level, the less points you get. Combat is a frequent part of gameplay in The Wither, so higher difficulty level means more gametime. Every battle lasts longer and the risk of reverting to a previously saved game increases. Not surprisingly, it's best to start off with a medium difficulty setting.

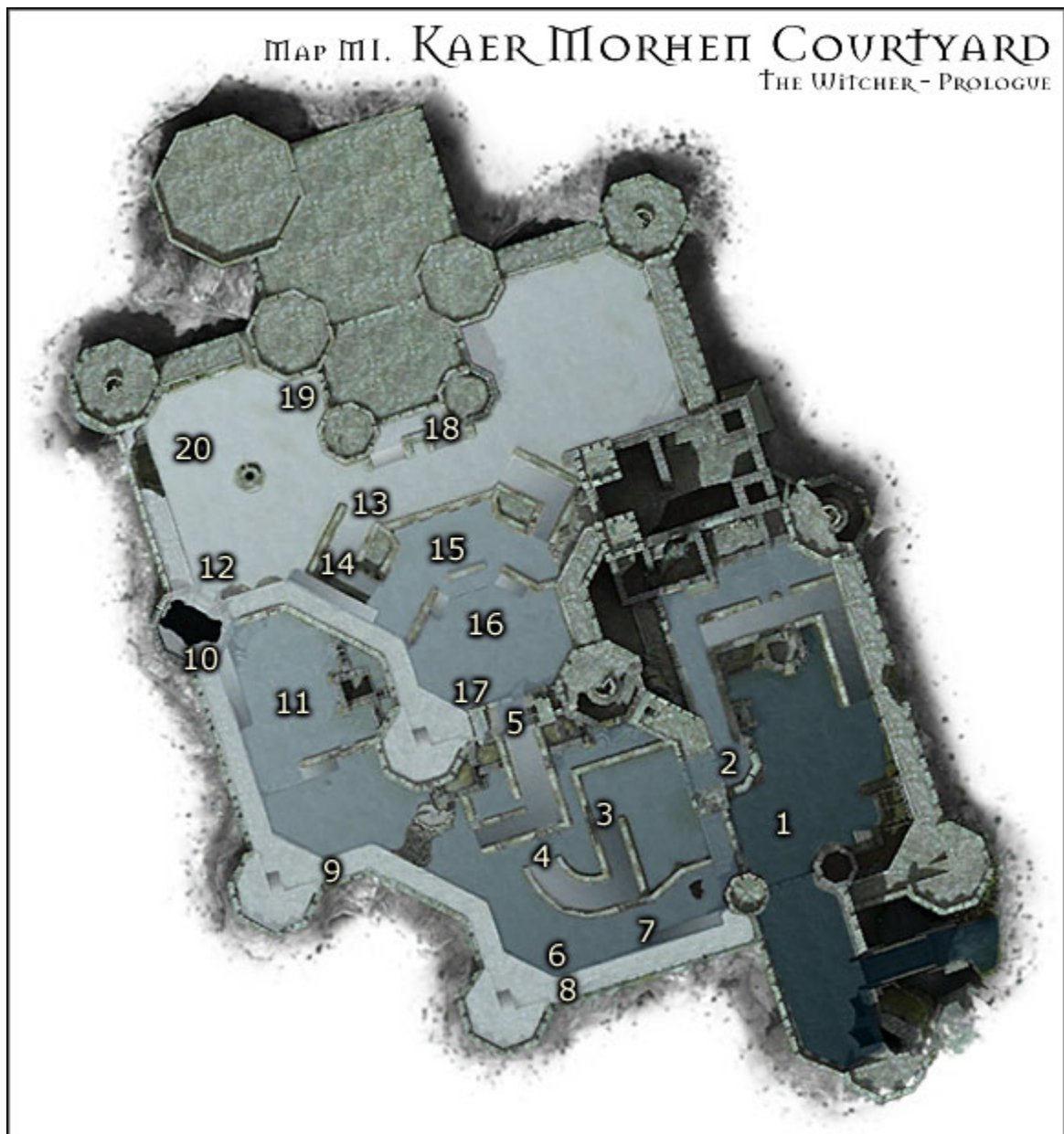
Hint 2: On a highest difficulty setting the information on when to click the mouse button to prolong the battle sequence is much less obvious. The cursor doesn't change its shape. Instead, you have to observe the blur following your sword.



Choosing control method at the beginning doesn't really matter – you can switch the mode any time using buttons **F1**, **F2** and **F3**. We found the over-the-shoulder camera (**F3**) to be the coolest and most helpful in battle.

Kaer Morhen Courtyard

Hint 3: All the maps in our guide are given numbers. Whenever we want to focus your attention on a certain spot, we use a blue marker such as this: (**Mx.y**), where **x** indicates the map number, and **y** indicates a certain spot on it.



You take over control of **Geralt** when some bandits enter the lower courtyard (**M1.1**) through the gate. Don't worry about them too much – your friends cannot lose this battle, even if you don't help them.

Hint 4: Use **Left Alt** key to turn on all the item and character names to appear on screen. If you want to make sure you never miss anything, enter the **game options** and **check Always show item names**.



Take the **Rusty Sword** from a dummy nearby and approach the battling characters.

Hint 5: At all times you can pause the game by pressing **space**. While in active pause mode, you can issue commands like weapon change, style change or target change – it will be executed as soon as you unpauses the game (**space** again).

Hint 6: Interface elements are unlocks gradually throughout the Prologue. Don't worry that you can't access the inventory or change styles at the start.



When you move your cursor over an enemy, it will take shape of a sword and a red circle will appear under the opponent's feet. It indicates the chosen character's health level. To attack him, click ONCE. Click again no sooner than the cursor takes shape of a sword again (or a flaming sword).

Hint 7: You can wave your sword only when your cursor is hovering over an enemy.

Hint 8: This might be the most important hint of all. Forget about hack'n'slash customs you might have and don't go berserk with clicking the mouse. If you click too fast, the sequence will be interrupted. With time, you will surely appreciate this battle system – even if it seems uncomfortable at the beginning.



When all the bandits are dead, listen to some dialogue and follow the witchers to the upper courtyard. They will be waiting for you by the entrance (**M1.2**).



At the end of a cut-scene **Vesemir** will tell you to open the gate (**M1.5**) at the upmost level of the keep. There are some easy opponents to be dealt with on your way up. The first one will attack you at once (**M1.3**). The other two can be found a little bit up ahead (**M1.4**).

Hint 9: Try to fight one enemy at a time and start attacking the other one after you finish with the first one. If you get surrounded, run away a few steps and attack the weakest enemy of the lot. You have yet to unlock your group battle style.

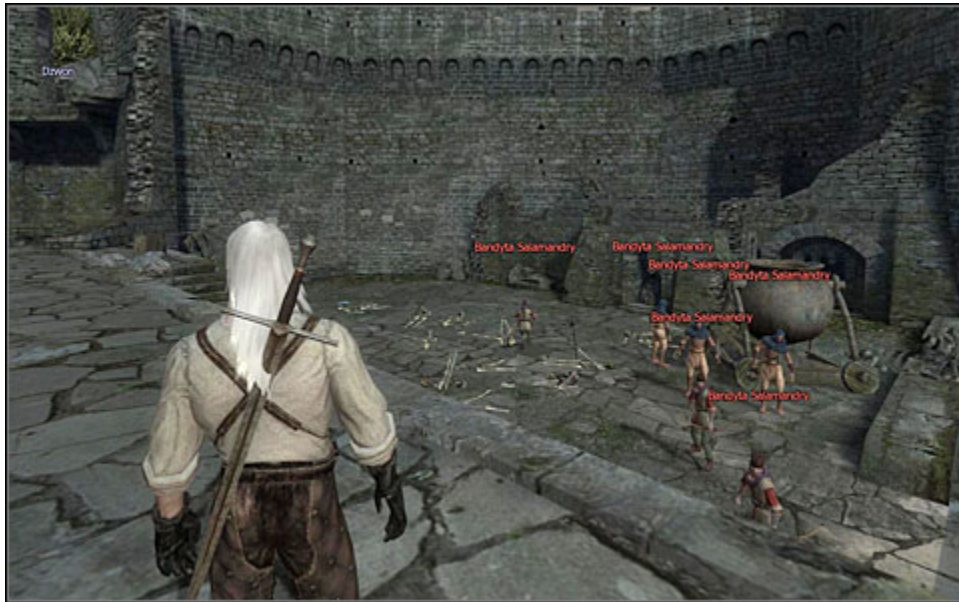


Defeat more enemies (**M1.6**, **M1.7**, **M1.8**, **M1.9**) and reach the tower (**M1.10**). Keep in mind that you have to diversify your fighting styles. Try to remember the keyboard shortcuts for weapon selection (**tab**, **Q**, **E**, **R**, **T**, **U**) and style selection (**Z**, **X**, **C**).

Hint 10: The enemies here don't leave any loot for you to find by their bodies. This will change when the tutorial comes to an end.



Hint 11: Don't worry that you fall off the walls – in *The Witcher* you can't fall off anything that hasn't been designed this way.



Don't trouble yourself with archers (**M1.11**) who try to shoot you from below – you can't harm them for now. Just run past them.



After a cut-scene another bandit will attack you (**M1.12**). Another one (**M1.13**) will engage in a moment.

Hint 12: Remember to adjust your fighting style to the enemy you are fighting. Use the fast style to attack the fast ones, and the strong one to attack the strong ones. Simple as that. If you see that your blows don't do much to a certain type of enemy, just switch to the other style.



Run to the archer (**M1.13**) – try to do this as fast as possible. Defeat some more bandits (**M1.14**, **M1.15**). Notice the barrel laying against the wall (**M1.19**) – it's the first container in the game that you can loot.



Deal with three bandits by the gate (**M1.16**) – it's easiest to keep them standing on the stairs so you can take them one by one. Remember to switch your style – there are two slow enemies and a fast one. Use the turnstile to open the gate (**M1.17**).



After a cut-scene you will get two potions: a **Thunderbolt** and a **Swallow**. As told by **Vesemir**, use the former at once. Leave the **Swallow** for later – you might not need it in tutorial at all.

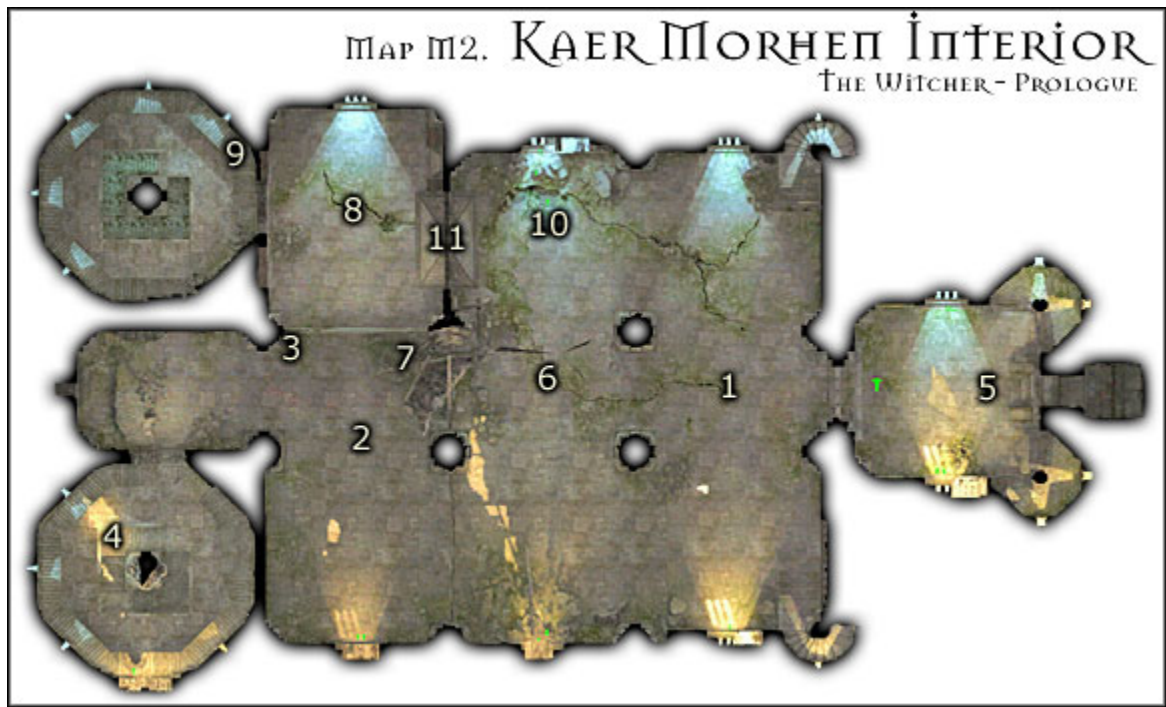


Hint 13: The **Swallow** (potion that helps you regenerate) is best held in a belt. This way you can access it during combat much easier.



When on your way to the entrance (**M1.18**) notice that there are some remains of the last archer you beat (**M1.15**) – loot them. Talk to **Triss** and other witchers to know more about potions, the **Professor** and **Savolla**. Click the gate (**M1.18**) or talk to **Leo** in order to get inside.

Kaer Morhen Interior



You start in **(M2.5)**. Four slow bandits will attack you when you enter the big hall. Follow **Leo**. In the other room **(M2.2)** you'll be able to learn the group fighting style at last. You'll be to face 6 weak enemies at once.

Hint 14: Use the group fighting style to deal minor damage to all enemies that surround you. This style will become unbelievably powerful once you learn some advanced techniques.

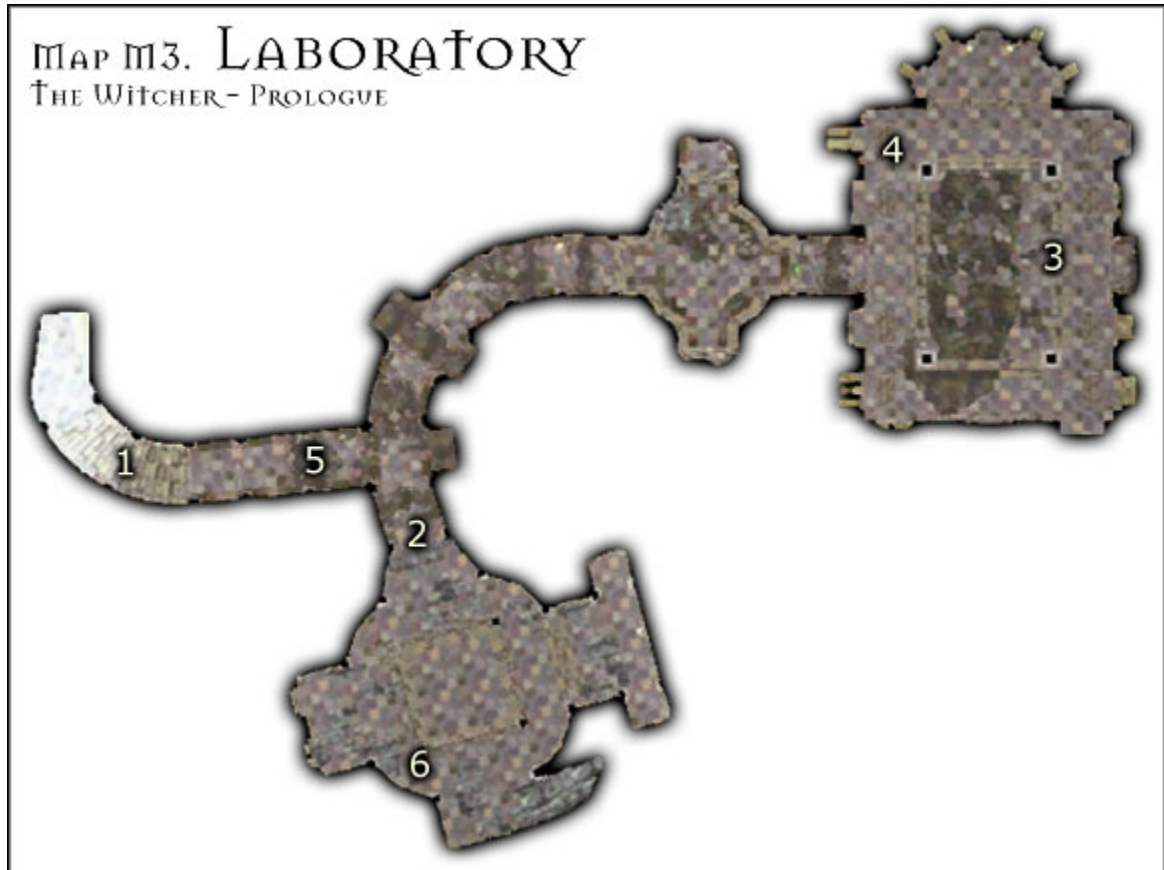


Under the wall (**M2.3**) there's another container (a barrel again) that you can loot.

Hint 15: In *The Witcher* you can loot anything you want, anywhere you want. Nobody will mind you searching through their belongings just before their eyes.

When you reach the stairs (**M2.4**) that lead to the Laboratory, you'll see a cut-scene. You will have to learn the first sign now.

The Laboratory



The stairs (**M3.1**) have been blocked, and a magical barrier keeps you from entering the lab (**M3.2**). The only thing you can do is to reach an alter (**M3.3**). When you touch it, you'll learn the **Aard** sign. If you touch it the second time, you'll get a +50% **Aard** strength bonus for a few hours.

Hint 16: The in-game time goes much faster than in reality. Approximately one hour of in-game time is one minute of real time.



When leaving the crypt, notice one more chest (**M3.4**).

Hint 17: The items in the game can be used only through the inventory screen (you can open it by pressing **I**). You can't use items when you move them from a container or a shop into your inventory.



Get back to the rubble (**M3.5**) and smash it using the **Aard** sign (press right mouse button when facing the rubble).



Talk to the other **witchers** and **Triss**. You will have to make your first decision in the game. You can run to the laboratory with **Triss** or accompany **Vesemir** in battling the **Frightener**. The choice is up to you, really. We found the laboratory quest a little bit more difficult, though.

If you decide to join Triss on the way to the Laboratory, in phase 2 of Q1.16. Buried Memories (chapter I) you will have to battle a mage and 4 mercenaries on a bridge near the city gates.

If you stay on the courtyard to fight the frightened, that battle on a bridge will be a bit tougher, because a mutated hound will join it instead of two mercenaries – and you won't possess a silver sword by then.

The way to the laboratory

If you decided to go with **Triss**, you'll be back inside the keep (**M2.5**) and **Triss** will give you the potion that enhances your energy regeneration rate. Thanks to it, you'll be able to use **Aard** more often. You don't have to drink it in order to beat **Savolla**. You can drink your **Swallow** potion, though. Go further to face Savolla (**M2.6**).



First kill 4 bandits who support **Savolla's** energy shield. Use strong fighting style against them.



The thing with **Savolla** is that he can teleport and use magic against you. Defeating him is based on preventing him from casting spells. When he disappears, carefully look around and quickly engage him with a strong style wherever he reappears. Now's a good time to check if you've caught the hang of combat system already. After defeating the wizard, don't forget to take the equipment from his body.



Run to Laboratory and to the stairs (**M2.4**). You'll see that Triss is hurt. You won't be able to help her for now.

Battle the frightener

If you've chosen to battle the **frightener**, you'll get the energy regeneration potion from **Vesemir**. It will come in handy during the following battle, as you'll be forced to use **Aard** a few times.



First help your mates to get rid of the bandits. They will all engage the **frightener** in a while. Unfortunately they won't be able to hurt it unless you help them out.



The **frightener** is vulnerable to sound. Make sure that all the cauldrons and the main bell make some noise at all times. You can make the bell sound by touching it, and the cauldrons require the use of **Aard**. When the bell and both cauldrons make noise, grab your sword and help your friends defeat the monster – your blows are stronger to theirs. You'll probably have to move the bell and the cauldrons a few times before it's over.



When the **frightener** is defeated, **Triss** will appear on the courtyard. You won't be able to help her for now.

Leaving Kaer Morhen

After defeating **Savolla** or the **frightener**, you'll go to the laboratory with **Leo**. The poor fellow will get himself killed. After a scene **Vesemir** will tell you to meditate.



While meditating, you can spend the talents you acquired to level up your character, as well as prepare potions. You'll get more information on these subjects in appropriate sections of the guide. Do what you will and click the hourglass to confirm your selection.

Hint 18: You can only meditate in safe spots, by the fire. You can light fire when outdoor by using a **flint** or an **Igni** sign. Remember that you can only use sign in locations marked as dangerous.



After meditating look through the locker (M3.6) and take three **Swallows** from it. Talk to **Vesemir** to know that the witchers are about to leave Kaer Morhen. Go back upstairs (M3.5).



You'll meet **Lambert** by the entrance to the kitchen (M2.7). He'll tell you the ingredients you need to prepare a healing potion for **Triss**. After the conversation he will open the door to the kitchen.

Hint 19: Dialogue options that you've already used are marked by grey color. If a dialogue option opens up a whole new tree, you have to use all of its branches in order to make it turn grey.



Loot the kitchen ([M2.8](#)). Go up the stairs ([M2.9](#)). There will be two remaining bandits for you to kill.

Kaer Morhen Interior, 1st Floor



Clear out the corridor (**M4.2**) by killing some more bandits, then focus on looting the area. In the fireplace room you'll find a chest (**M4.3**). There's a barrel in the corridor (**M4.5**) and a locker in the library (**M4.6**). In the opposite room search a wardrobe, a locker and a chest (**M4.7**). In Triss' room (stairs are in **M4.4**) there's a wardrobe and a locker. In the last room there's a barrel (**M4.8**).



Hint 20: It pays to pick up all the objects you find. **Geralt's** inventory is not limited by the weight of the objects, only by their number. When you run out of space, you can leave some objects in an inn and take them out in another inn – for free. The inn's container space is also limited.



In a chest (**M4.9**) there's some **Calcium equum** that you need. You'll also find a book on frighteners there. When you read it (right-click the book in inventory screen), you'll learn some info about that type of monster.

Hint 21: You should read all the books you can find. A lot of quests can only be completed when you have enough knowledge about a certain subject.

At the opposite end of the room there's another locker (**M4.10**).



In the armory there are three chests. The most interesting one for you is (**M4.11**) the one with the **White Seagull** and a **book** in witchers. There's some equipment in the remaining two chests.

Hint 22: You can't place weapons in your inventory – you have to equip it when you pick it up.



When you have all the ingredients, go back to **Lambert** (**M2.10**) and talk to him. You'll get a recipe. Now talk to **Vesemir** – try to use all the dialogue options to know some more about Kaer Morhen and a witcher named **Berengar**. You'll also get a **leather jacket**, a **witcher's steel sword**, a **witcher's medallion**, some **Celandine**, and a scroll on **frighteners**. Also, talk to **Eskel** if you want to know some more about the witchers' origins.

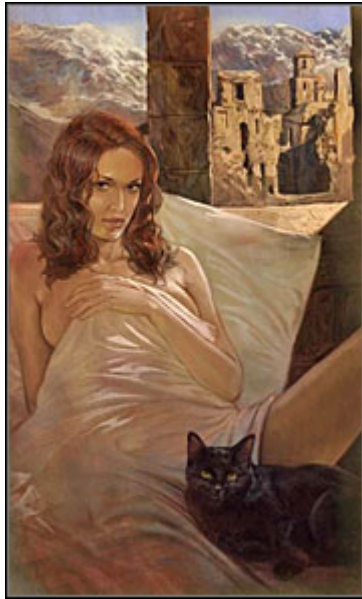


Leave through the gate (M2.5) to the courtyard and cut out a piece of the frightener's body (M1.20). You do that just as if you were to pick up an object from a container. You can talk to Lambert once more to know some stuff about fighting styles. Go back to the fireplace (M2.11) and meditate by it. You have to prepare a medicine for Triss. Click the alchemy icon in the upper-right corner, then choose the Cure for Triss recipe. The ingredients will be automatically added, you just have to click the Mix icon in the lower-right corner. At the end, enter meditation state by clicking the hourglass in the lower-left corner.



While you were meditating, Triss was moved to her room. Run to her (M2.9, M4.4) and start a conversation. Notice the “give item” icon near the dialogue options. Click it and then choose Cure for Triss.

Hint 23: Often in the game you have to offer a certain gift to someone before he wants to talk to you. Sometimes that object won't be as obvious as this one.



When you talk to **Triss**, you'll be able to make love to her. In order to do that, you have to agree to keep her company, and then choose the "nothing to forgive" option. This way you'll get your first collectable chick card. After the love scene, talk to **Triss** once more to get a book.

You can wait before going to the funeral. Tell **Triss** that you'll be back when you're ready and go to **Eskel**. You'll find him in the armory (**M4.11**). If you talked to **Lambert** about fighting styles, **Eskel** will offer you a lesson of hand-to-hand combat. This will commence a quest **Qp.22. Fistfight**. After the duel go back to **Triss** or talk to **Vesemir**.



All that's left for now is to take part in **Leo's** funeral and say goodbye to **Triss**. You are now finished with the following quests: **Qp.1. Defending Kaer Morhen** and **Qp.2. A Potion for Triss**. You also have the following quests started: **Qp.3. Berengar's Secret**, **Qp.4. Witchers' Secrets** and **Qp.22. Fistfight**.

Choices and consequences

At many occasions in the game you will have to make a choice – such as this when you were to decide whether to go to the laboratory or fight the frightener. Every choice has consequences, some of which appear much later in the game. Most of the time they're not essential to the game – it's just a matter of slight differences in certain quests.

There are choices, however, that alter the whole story of Chapter V, as well as the game's ending. Generally it's about whether you join the Scoia'tael, the Order of the Flaming Rose, or you decide to remain neutral:

- in chapter II: **Q2.59. Force Recon**;
- in chapter III: **Q3.88. Gold Rush**;
- in chapter IV: **Q4.107. Free Elves**.

Remember that certain decisions can cut you off from some options in the future – you can't just swerve between sides every time you are to make a choice. For example: choosing side in **Q3.88. Gold Rush** leaves you with a choice of supporting the same side in **Q4.107 Free Elves** or remaining neutral (you can't change sides).

Chapter I

The first chapter begins with a prolonged cut-scene – in a while you'll regain control of the hero.



First you have to deal with a pack of **Barghests**. Group fighting style is in order here. After the battle is over you'll have to talk to **Shani** – or leave it for later (she'll be in an inn **(M5.3)**). You now have two quests from chapter one in your journal: **Q1.5 Of Monsters** and **Men and Q1.6 The Salamander's Tail**.

Hint 24: Be mindful of what you say in conversations. Sometimes you can offend people if you're careless.

Hint 25: If a person gets angry at you, leave the area and enter it again (for example by entering one of the houses).

Map M5 - Outskirts of Vizima

MAP M5. OUTSKIRTS OF VIZIMA THE WITCHER - CHAPTER I



Plants: **Celandine**, **Balissa**, **White Myrtle**, **Berberk**, **Hellebore**. Monsters (night): **Barghests**, **Drowned dead**, some **Ghouls** and a **Nadir**. Also, there are two quest monsters: **Echinopsae**, **The Beast**.

1. Village gate.

2. Fireplace.

3. The inn with an announcement board by the entrance. There's a note about the **Professor** in there, as well as three quest-starting announcements. Pick them all up for the following quests: **Q1.7. Wanted**, **Q1.8. The Barghest Contract**, **Q1.9. The Drowner Contract**, **Q1.10. The Ghoule Contract**.

Inside the inn you'll meet **Olaf the Innkeeper**, **Vesna Hood**, **the Drunkard**, **the Antiquarian**, **the Gambler**, **a Bard**, and – after completing **Q1.16. Buried Memories – Kalkstein**, and after a meeting by the river (**M5.43**) **Zoltan**. Some of the people go to their

rooms at night. You can't access them then, so try to reach them during daytime. You can also raise some money for fistfighting here.

Search the inn, obviously. There are two barrels to loot by the entrance.

In the inn you can store your equipment for free. You'll have access to stored items in any other inn. You can also meditate here (for 5 orens).

4. Fireplace.

5. Blacksmith.

6. Abandoned house.

7. Abandoned house.

8. Chapels to the eternal fire (there are 5 of them).

9. Fireplace. Standing nearby is a **Hunter**.

10. Abandoned house. Wardrobe: **Silver ruby ring**.

11. Near the entrance to the house there's a barrel. The house itself is an entrance to Salamander's hideout. You'll get access to it in Phase 8 of the quest **Q1.6 Salamander's Tail**.

12. Place of power.

13. A dead body. You'll come across some **Tulips** on it.

14. Touch this stone to increase your **Aard** power by 50% for a few hours.

15. A cave. There's a fireplace inside.

16. A house.

17. A house. Inside there's a book on **swamp monsters** (**Drowners**, **Drowned Dead**, **Bloedzuiger**).

18. A house.

19. A house. There's a barrel nearby.

20. A house.

21. Militia. A guard will examine if you're healthy and let you through.

22. A shrine. You'll be able to enter it in phase 3 of **Q1.20. Dead hand of the past**.

23. Stall-keeper with suspicious meat.

24. **Vesna's grandmother's** house.

25. **Reverend's** house. Inside you'll find an **amber**, a book on **basics of alchemy**, and in the cellar – a book on **Itlina's prophecies**. There's a barrel near the entrance.

26. A house. A book on **basics of alchemy** to be found here (some additional ingredient info).

27. Barrels.

28. A house.

29. A house.

30. A house.

31. A barrel.

32. Abandoned house. There's a barrel nearby. Chest: **Silver ring**.

33. **Abigail's** house. A book on magic inside. You can meditate here.

34. A fireplace.
35. **Odo's** house.
36. A fireplace.
37. Place of power.
38. A fireplace.
39. Crypt entrance. It's closed until you get a quest from **Mikul** (M5.42). Inside there's a **glass vial**, by the girl's body. There's a magical ring here. You'll learn a new sign: **Igni**.
40. Abandoned house. Inside: **Lunar Shards**, **Quicksilver solution**, **Ducal Water**.
41. Abandoned house. There's a fireplace nearby, and inside you'll find a **Silver Amber Ring**.
42. Vizima. Gate is guarded by **Mikul** and two other guards.
43. Here you'll meet 4 racists who try to attack a dwarf, **Zoltan Chivay**. When you approach them, a dialogue will commence in which you'll be given a choice – you can either help **Zoltan** or leave him be. Either way you go, **Zoltan** will survive.
44. A fireplace.
45. A fireplace.
46. A house.
47. A house.
48. Two barrels.
49. **Haren's** house. There's a book inside: **Against Nonhumans**. At the back there are 3 barrels. You can meditate here.
50. A house.
51. A house.
52. Vizima gate.
53. After completing the **Q1.16. Buried Memories** quest, **Mikul** will guard it.
54. Here you'll meet **Nadir** during nighttime – a monster mentioned by a hunter (M5.9). Killing it opens up the quest **Q1.14. The Monster of the Lake**, and by its body you'll find a trophy: **Drowner's Head**.
55. A fireplace.
56. A cave.
57. A mill.
58. If you talk to **Vesna** inside the inn (M5.3), then you'll meet her in trouble here, and will have the opportunity to save her.

Map M6 - Crypt in the Outskirts



Monsters: **Ghouls**, **Ozzrel**.

1. **Ilsa's** body, **Mikul's** beloved. You'll find a Glass Vial by her body. The exit is nearby.
2. Place of power.
3. Here you'll learn the **Igni** sign.
4. Dead man's body.
5. Ruined passage. In order to unblock it, you have to perform a quest **Q1.16. Buried Memories**. If you venture deep inside the crypt, you should drink a **Cat** potion, as the torches seem to be quite uncomfortable.
6. A weak wall. Smash through it using **Aard**.
7. A chest.
8. A body.
9. A weak wall. Smash through it using **Aard**. Two **Ghouls** will attack you as soon as you do that.
10. A weak wall. Smash through it using **Aard**.
11. **Ozzrel** – a tough opponent. You'll find a trophy by his body: **Alghoul's head**. Picking it up activates a quest **Q1.17. King of the crypt**.
12. A chest. **Red meteorite** inside.
13. A chest.

Main quests

Main quests of this chapter are: **Q1.5. Of Monsters and Men** and **Q1.6. Salamander's Tail**. Additionally, **Q1.6** contains 3 other quests: **Q1.15. The Secret Garden**, **Q1.16. Buried Memories**, and **Q1.18. Strangers in the night**. You have to complete them all to finish the first chapter, but its official ending is phase 13 of **Q1.6. Salamander's Tail**, when **Mikul** lets you enter Vizima once he sees a pass from the **Reverend**. Also, there's a quest from prologue, **Qp.4. Witchers' Secrets** that's still in your journal.

Hint 28: Phase numbers can differ from one game to another. It's a result of freedom of choice that you have in the game. If you feel lost in these numbers, try to look for an appropriate phase name in the guide.

Qp.4. Witchers' Secrets

Phase 1. Stolen Secrets

Quest begins in the prologue.

Phase 2. Earning the Villagers' trust

This phase begins once you enter chapter I.

Phase 3. The Salamander Hideout

This phase begins once you talk to the **Reverend** about the origins of the **Beast** (Phase 11 of **Q1.5 Of Monsters and Men**).

Phase 4. Talking to the Salamander

Once you enter the house (**M5.11**) in phase 9 of **Q1.6. Salamander's Tail**, before you kill the gang leader, you'll hear a name of **Azar Javed** from him.

This quest will continue in chapter II.

Q1.5. Of Monsters and Men

Phase 1. The Beasts beyond the gate

You have to kill the monsters that entered the village at the beginning of chapter I (**M5.1**).

Phase 2. The good Shepherd

After defeating the **Barghests** (**M5.1**) you'll know that you should talk to the **Reverend** (**M5.22**, **M5.25**) about the **Beast**.

Phase 3. The Holy flame

When you talk to the **Reverend**, you'll get 5 candles from him. He'll tell you to light the fire in 5 chapels surrounding the village (**M5.8**). You have to do this during the night. Remember that it means a threat of being attacked by **Barghests**. Have a **Swallow** ready for that one.

Phase 4. The Dying of the light

Once you deal with the chapels, it'll turn out that it didn't actually help. Go back to the **Reverend** and tell him about it.

Phase 5. The Witch

The **Reverend** suspects that the witch is responsible for the **Beast's** activities. Go to **Abigail** (M5.33) and talk to her about the subject.

Phase 6. The Witch's Innocence

Abigail says that she has nothing to do with the **Beast**. Ask her about a demon Alzur to hear a riddle. If you want to impress her, answer "a man".

Phase 7. White Myrtle Petals

Abigail knows something about the **Beast** and is willing to share her knowledge. She thinks that **Alvin** is the key, but you'll need to prepare a potion in order to interrogate the boy. You are to find 5 petals of **White Myrtle**. If you don't have the proper ability to harvest them, you can buy them from a **shop** (M5.2). If you have the Herbalism skill, go ahead and harvest the plant near the Vizima gate (M5.1). **Abigail** will tell you how to recognise this plant.

Phase 8. Myrtle Gathered

Take the petals to **Abigail**.

Phase 9. Brewing

Go back to **Abigail** after a while. Just leave her house and enter it again.

Phase 10. A Prophecy

Alvin answered a few questions. You now have to go back to the **Reverend**. Besides, you got **Berengar's** notes from **Abigail**, as well as a recipe for a potion from the **Beast's** remains.

Phase 11. Waiting for a solution

Before you decide to talk to the **Reverend**, try to complete all the available sidequests. After this conversation some of them (especially those related to the inn (M5.3)) will become unavailable. The story is continued in phase 7 of **Q1.6. Salamander's Tail**.

Phase 12. The witch is cornered

When you meet **Abigail** in a cave behind the house (M5.11), you'll have to decide whether to defend her or turn her over.

If you turn her over, **Abigail** will be killed, and you'll get some support from the villagers in the following battle with the **Beast** (don't count on much, they die quickly). After defeating the **Beast**, the **Reverend** appears and you get a **pass to the city**.

If you save Abigail, she will help you in battle – by healing you. Afterwards, you'll have to battle the mob that's following you. Try to focus on enemies who attack Abigail. When you're done, take the money from their bodies. Also, there's a **pass** by the Reverend's body. Examine the Beast's body to find a **Silver Ring**, **Ectoplasm** and **Trace of the Beyond**.



The battle with the **Beast** can be troublesome, but there's a trick to it. Most of all, drink a **Swallow** before the battle. Some energy regeneration wouldn't hurt either. The **Beast** summons three **Barghests**. When you kill them all, the **Beast** will absorb their energy and regain its health points, then summon another three of them. So, the trick is to only kill two (fast style) and then focus on the **Beast** itself with a strong style. Use the **Aard** sign to keep away the dogs, but focus your swordfighting on the **Beast**.

Phase 13. The Beast is dead

Regardless of your decision in terms of **Abigail**, the **Beast** is dead. You got the **pass** from the Reverend or took it from him yourself.

Phase 14. Appreciation

If you saved **Abigail**, she'll thank you now.

Q1.6. Salamander's Tail

Phase 1. The Salamander

At the very beginning of Chapter I you'll find out that the **Reverend** is the person to talk to about the Salamander.

Phase 2-4. Distrustful Villagers

To advance the quest, you have to earn respect of certain villagers: **Odo** (M5.35), **Haren** (M5.49) and **Mikul** (M5.42). They won't talk to you unless you show them **Eternal Fire Ring**, which you get from the **Reverend**. The other way to get this ring is to help the **Beggar** (M5.18) by giving her **White Gull**. **Odo** gives you a quest **Q1.15. Secret Garden**, **Mikul** gives you **Q1.16. Buried Memories** and **Haren** gives you **Q1.18. Strangers in the Night**.

Phase 5. Trust Gained

When you finish all three quests, go back to the **Reverend**.

Phase 6. The Reverend's Trust

You have to complete the quest **Q1.5. Of Monsters and Men** in order for the **Reverend** to talk to you.

Phase 7. Salamander

You enter this phase when you talk to the **Reverend** about where the **Beast** came from (phase 11 of **Q1.15. Of Monsters and Men**). The key to an appropriate house is held by **Olaf** (M5.3).

Phase 8. The Key

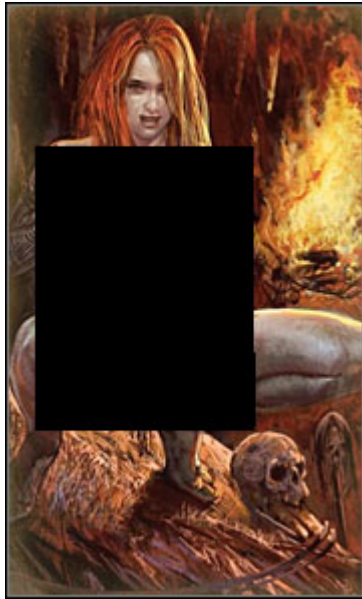
When you're at the inn, you'll see **Olaf** dead and **Shani** surrounded by scoundrels – you have to kill them all. After doing the job search the bandits and the innkeeper. You'll find a key to Salamander's hideout (M5.11).

Phase 9. The Hideout

Go to the hideout and kill both guards after failing to negotiate with them. Enter the house (M5.11) – be prepared to fight off 4 formidable swordsmen. Search their bodies, some barrels and containers around here. At the end go down through the hatch. One of the conversations here will advance the quest **Qp.3. Berengar's Secret**.

Phase 10. The Exit

Geralt is not much of a talker, so yet another conversation ends with a combat. Don't forget to search the bodies, especially the dead Salamander's leader. There's a **Silver Ring**, a **Tawny Owl**, a and a **book about the Tawny Owl**. Besides, in the cave there's one more **Silver Ring**, one **book of the Tawny Owl**, one **Silver Ruby Ring** and **Blue Meteorite**. In order to leave the cave, go where **Alvin** is standing and smash the wall using **Aard**.



Go further (children will follow you) to meet **Abigail**. If you want to make love to her, tell her she's beautiful. Regardless of whether you had sex with her or not, after leaving the cave you will have to make a choice: turn her over to the **Reverend** or defend her.

Phase 11. A Letter of Safe Conduct

When you defeat the **Beast** and end **Q1.5. Of Monsters and Men**, you'll get a **Letter of Safe Conduct** what will grant you access to Vizima. First you have to go to the inn (**M5.3**) to talk to **Shani**.

Phase 12. The Gate

Shani is waiting for you – after a short conversation to to the city gates (**M5.53**).

Phase 13. Vizima

Mikul lets you enter the city, but turns you over to the city guard...

Q1.15. Secret Garden

Phase 1. Plants

This quest can be started in the second phase of **Q1.6 Salamander's Tail**. When you ask **Odo (M5.35)** about how you can help him (first show him the **Eternal Fire Ring**), you'll know about the deadly plants which have grown in his garden – a few moments later you'll be taken there to fight them. There are two **Echinops** – use fast combat style and you'll be done in no time. Even the fact that you're a little drunk won't bother you. You're a pro after all.

Phase 2. Job Done

Kill two **Echinops**.

Phase 3. Odo's Trust

Go back to **Odo's** house and get your reward.

Q1.16. Buried Memories

Phase 1. Ghouls

Quest can be started in second phase of **Q1.6. Salamander's Tail**. Ask **Mikul (M5.42)** about how you can help him (show him the **Eternal Fire Ring**) and he'll ask you to kill the **Ghouls** in the crypt (**M5.39**). Accepting this quest automatically opens the entrance to the crypt.

Phase 2. Job Done

Kill all the **Ghouls** in the crypt and take a **Glass Vial** from the girl's body (**M6.1**) just past the entrance. Once you're back to the gate (**M5.39**), an alchemist named **Kalkstein** will meet you. You'll also be attacked by a mage and four Salamander mercenaries.

Flashback: If you decided to fight the frightener in the **prologue**, the two thugs will be replaced by a mutated hound. When you defeat them, you'll know that this battle was a result of your past choice.

Phase 3. The Second Post

You don't have to wait for Mikul to move to the other gate (**M5.53**) if you also completed **Q1.10. The Ghould Contract** simultaneously. Tell him you got rid of the **Ghouls** inside the crypt and you'll get 200 Orens. You'll know that the dead girls you saw was **Ilsa**, his beloved, and that his mates went there to look for treasures.

Q1.18 Strangers in the night

Phase 1. Drowners

Quest can be started in second phase of **Q1.6. Salamander's Tail**. Ask **Haren (M5.49)** how you can help him and he'll ask you to kill a pack of **Drowners** by the river, east of his house. You have to do this at night.

Phase 2. Drowners

When you deal with 8 **Drowners**, some elves and a dwarf will appear (Scoia'tael). They'll want to loot **Haren's** chests. You can let him do that or stop them.

If you let them take the cargo, in chapter II **Coleman** will get killed in Vizima and completing the quest **Q1.19. Hot Potato** will become unavailable and you won't be able to buy **Fisstech** from him – you'll have to loot it from some bandits.

If you kill them, in phase 3 of **Q2.29 A Mysterious Tower Golan Vivaldi** will be arrested and you'll have to pay a fine for him – 200 orens. However, you'll get the **Secret Gates** book for free instead of paying 100 orens for it.

Phase 3. Elves

If you kill the three elves and a dwarf, you'll find some random loot by their bodies, as well as **Beggartick Blossoms**.

Phase 4. Haren's Trust

After finishing the quest go back to **Haren** for your reward. If you killed the Scoia'tael, you can now ask him about the missing friend of **Zoltan's – Hoog**. **Haren** will promise to ask about him.

Side-quests

Qp.3. Berengar's Secret

Phase 1. Berengar

This quest is initiated by talking to **Vesemir** at the end of the prologue.

Phase 2. Berengar in the Outskirts

Talk to the **Reverend** (**M5.22**, **M5.25**) when you first have the chance.

Phase 3. Pursued by Salamander

When you enter the Salamander's hideout (**M5.11**) in phase 9 of **Q1.6 Salamander's Tail**, you'll know from one of the thugs that Berengar was being interrogated by them, but managed to flee to Vizima.

This quest is continued in chapter II.

Q1.7. Wanted

Phase 1. Proffesor

There's a wanted note on the announcement board (**M5.3**). When you read it, you'll know that there is a reward for catching the **Proffesor** – dead or live – of 1000 orens.

This quest is continued in chapter II.

Q1.8. The Barghest Contract

Phase 1. Barghest skulls

There's a note on the announcement board (**M5.3**). When you read it, you'll know that **Abigail** (**M5.33**) is to pay 100 orens for 10 **Barghest** skulls.

Phase 2. Loot

There should be no problem with finding 10 skulls – just wander around at night to find these fiery dogs and kill them. They're easiest to find around the chapels (**M5.8**). Take them to **Abigail** (**M5.33**).

Phase 3. Payment

Take the skulls to **Abigail** to get 100 orens and 2 **Mandrake Roots**.

Q1.9. The Drowner Contract

Phase 1. Drowner Brains

On the announcement board (**M5.3**) there's a note. When you read it, you'll know that the **Reverend** (**M5.22**, **M5.25**) offers a reward for 3 **Drowner** brains. To be able to collect a brain from a dead monster's body, you must possess the right knowledge (Bestiary entry). The book you need is in the nearby house (**M5.17**) or can be bought from **Abigail** (**M5.33**).

Phase 2. Loot

The **Drowners** can be found at night between **Haren's** house (**M5.49**) and Vizima gate (**M5.42**). When you get 3 brains, go back to the **Reverend**.

Phase 3. Payment

When you take the brains to the **Reverend**, you'll get 100 orens and a blessing of the Eternal Fire (it doesn't give anything).

Q1.10. The Ghoul Contract

Phase 1. Krew ghuli

On the announcement board (**M5.3**) there's a note. When you read it, you'll know that **Kalkstein** need three portions of 3 **Ghoul**s. First you need an entry in Bestiary on **Ghoul**s. You can get it from old women (**M5.16**, **M5.18**, **M5.20**) if you give them something to eat (for example **bread**) and say that you want to hear their story.

Phase 2. Loot

Ghoul's can be found inside the crypt (**M5.39**). To get inside, talk to Mikul (**M5.42**) to initiate a quest **Q1.16. Buried Memories**.

Phase 3. Payment

Tell **Kalkstein** that you have the blood for him. He'll pay you 100 orens and give you a book on **basics of alchemy**.

Q1.11. Racists

Phase 1. The Fight

Near the southern Vizima gate you'll meet **Zoltan** and four racists who want to attack him (**M5.43**). If you support him in the commencing conversation, this quest will be added to your journal.

Phase 2. Help

To end this quest, just help Zoltan defeat the racists and talk to **Zoltan**. Loot the bodies for some minor items, including a set of **dice**.

Q1.12. A Game of Dice

Phase 1. A Game of Dice

When you're after meeting **Zoltan** by the river (**M5.43**), you probably should have a set of dice you found by one of the attacker's bodies.

Phase 2. Zoltan

If you visit **Zoltan** inside the inn (**M5.3**), he'll teach you how to play (you have to ask him about the game).

Phase 3. The Basics

Learn how to play the dice from **Zoltan**.

This quest is continued in chapter II.

Q1.13. Dice Poker: Novice

Phase 1. Learning the basics

When you know the basics (**Q1.12**), ask **Zoltan** about other players to know that you can play with **Odo** (**M5.35**), **Haren** (**M5.49**) and **Mikul** (**M5.42**).

Phase 2. Zoltan

Beat **Zoltan** in the game of dice.

Phase 3. Odo plays poker

If you show **Odo** the ring of the eternal fire (**Q1.6. Salamander's Tail**), he will talk to you (you can also get him drunk). When you tell him **Zoltan** sent you, he'll admit that he's a poker player.

Phase 4. Odo

Beat **Odo** in the game of dice.

Phase 5. Mikul plays poker

Show the ring to **Mikul** as well, then tell him **Zoltan** sent you.

Phase 6. Mikul

Beat **Mikul** in the game of dice.

Phase 7. Winning streak

This phase is over when you beat three opponents (you might try different order, or try to beat **Haren** as well).

This quest isn't completed until in Chapter 2 you confront a professional player, for example **Thaler** (**M8.26**) and challenge him.

Q1.14. The Monster of the Lake

Phase 1. The Monster of the Lake

When you kill **Nadir** (**M5.54**) take the trophy from its body (**Head of the drowner**) and this quest will be initiated.

Phase 2. Collected by payment.

When you give the trophy back to the **hunter** (**M5.9**) he'll pay you 200 orens.

Q1.17. King of the Crypt

Phase 1. King of the Crypt

After completing **Q1.16. Buried Memories**, you can access the remaining part of the crypt (**M5.39**) and deal with **Ozzrel** (**M6.11**). Take **Alghoul's head** from its body to activate this quest.

Phase 2. Trophy

Take the head back to the **hunter** (**M5.9**) to get 200 orens.

Q1.19. Hot Potato

Phase 1. The Parcel

After completing **Q1.18 Strangers in the night** ask **Haren** if he has any more job for you. He'll give you a package to deliver to the Hairy Bear inn in Vizima.

This quest is continued in chapter 2.

Q1.20. Dead Hand of the Past

Phase 1. The Cave

You'll get this quest from a merchant **Leuvaarden**, whom you can meet inside the inn (**M5.3**). Look for his friend inside the cave (**M5.56**).

Phase 2. Remains

It's good to have a **Cat** potion with you on this one. Inside you'll have to battle some **Echinops**. You'll see human remains by one of them.

Phase 3. The Burial

Take them back to **Leuvaarden**, and he'll tell you that he wishes his friend to be buried in the **Reverend's** chapel. If you lit the fire in all chapels (phase 3 of **Q1.5. Of Monsters and Men**), then the **Reverend** will let you bury the man and enter the chapel (**M5.22**).



Go underground and place the remains in the sarcophagus. **The King of the Hunt** appears (a slight reference to the books). You can do the conversation in a few various ways, but if you don't deny the existence of fate, he'll force you to fight **Leo's** ghost. If you defeat it, you'll find **Red Meteorite** by its body.

Phase 4. Payment

Go to the inn to collect your reward.

Phase 5. Companion buried

You'll get 200 orens for your trouble.

Q1.21. She's no early bird

Phase 1. The Rape

If you compliment **Vesna** in the inn (**M5.3**), you'll meet her at the crossroads (**M5.58**), surrounded by thugs. If you decide to help her, you'll have to defeat them all. Search their bodies – you have a chance of finding some booze by them.

Phase 2. To Grandma's house

Vesna wants you to escort her to her grandma's house (**M5.24**) – agree to that.

Phase 3. Barghests attack

When you go past the second chapel, you'll be attacked by **Barghests**.

Phase 4. Another attack

More **Barghests** can be found by the next chapel. Try to concentrate on those who attack **Vesna** –she's much weaker than you, and if she dies, then the quest is lost. May we recommend group fighting style, as it will attract the enemies to you.

Phase 5. A Date



When you escort **Vesna** to her house (**M5.24**), don't forget to ask her for a meeting. She'll tell you to meet her in the mill (**M5.57**) after the sun goes down. You are to bring a bottle of wine.

Go to the mill after dusk (**M5.57**) and give her the bottle.

Qp.22. Fistfight (continued)

Phase 2. Fighting Fat Fred

Fred can be found inside the inn (**M5.3**). You can challenge him.

Phase 3. Fat Fred Defeated

When you beat him, you'll be able to choose a reward for you. **Silver Diamond Ring** seems to be the most valuable of the lot.

This quest is continued in chapter II.

Important Characters

Subchapters named „important characters” list mostly merchants and other people that you can trade or interact with, but it’s not related to any quests.

Hint 29: When you buy an item from a merchant, he’ll have another unit in stock the next day (the only exceptions are valuable items such as meteorites, runes or books).

Abigail (merchant)

She sells: **Saltpeter, Stammelford’s Dust, Goose Fat, Suer, Temerian Rye, Local Pepper Vodka, Cherry Spirit Cordial, Plum Cordial, Calcium Equum, Wine Stone, Ginatz’s Acid, White Vinegar, Naezan Salts, Zarrikanian Mix, Bear Fat, Lunar Shards, Powdered Pearl, Barghests, Wormwood Spirit, Sulfur, Phosphorus, Alchemists’ Powder, Alchemical Paste, Specter Oil, The Book of Animals, Swamp Monsters, Red Ribbon.**

Antiquarian (merchant)

You’ll find him in the inn (**M5.3**). He offers the following books: **Recent History, The history of the world, Barghests, Monstrum or a portrayal of the witchers, Fairytales and stories, The conjunction of the Spheres, Ithlinne’s Prophecy, An Invitation to Magic, Basics of Alchemy, Against Nonhumans, The Book of Animals, Field Plants, Zerrikanian Alchemy, Swamp Monsters, The Tome of Fear and Loaghint vol 1.**

Bard

You’ll find him in the inn (**M5.3**). If you pay him 5 orens you’ll find out about **Dandelion**.

Declan Leuvaarden (merchant)

You can’t trade with him until in chapter 2.

Haren Brogg (merchant)

He’s usually standing by his house (**M5.49**). You must have the **Eternal Fire Ring** put on for him to talk to you. You can get the ring from the Reverend (**M5.22, M5.25**) during **Q1.6. Salamander’s Tail**, or from a beggar (**M5.18**). He sells: **flint, whetstone, saltpeter, suet, goose fat, temerian rye, stammelford’s dust, grindstone, bear fat, zerrikanian mix, axe, temerian iron dagger, temerian steel dagger, small axe, temerian iron axe, temerian iron sword i blue meteorite.**

Kalkstein (merchant)

You won’t be able to trade with him until chapter 2.

Vendor (merchant)

She conducts business near Vizima gates (**M5.23**). She’ll tell you that **Berengar** probably went to Vizima. You can buy here: She sells: **chicken leg, mutton leg, łój, goose fat, pork, chicken i bear fat.**

Dwarven Blacksmith

He can be found in his workshop during the day (M5.5) near the inn. Blacksmiths can forge steel swords from meteorite parts and place runes on silver swords. If you talk to him about weapons, he'll sell you a recipe for **Crinfride Oil** for 35 orens. Don't ask him about Squirrels, because it will anger him.

Townswoman

You can find here near one of the gates (M5.26). She'll give you **tulips** in exchange for some field flowers.

Drunkard

He can be found in the inn (M5.3). If you can drink more than him (5 pints of beer or three bottles of wine should do the thing), he'll give you a **book** on **Ghouls** and **Graveirs**.

Traveller

He wanders around the road with the most chapels by it (M5.8). He'll give you 100 orens if you talk to him.

Elder townswomen

They're near the chapel (M5.22). In exchange for food they'll tell you a story about **Drowners**. You'll gain knowledge of new alchemical elements: **Ginatz's Acid**, **Drowner Brain Tissue**, **Cadaverine**. For some more food they'll teach you about **Ectoplasm**, **Werewolf Fur**, **Abomynation Lymph**.

Elders

They wander around the houses (M5.16, M5.18, M5.20). You must give them food if you want to talk to them (for example **bread**). Ask them for a story to know about **Ghouls**. Ask about herbs to know about **Balisse**.

Vesna Hood (merchant)

He works at the inn (M5.3). You can buy: **Bread**, **Kaedwenian stout**, **Visimian champion**, **Grapes**, **Pears**, **Goat's Milk**, **Cow milk**, **Mettina rose**, **Mahakaman mead**, **Toussaint red**, **Watermelon**, **Chicken leg**, **Cheese**, **Mutton leg**, **Redenian herbal**, **Goose fat**, **Temerian rye**, **Dried fruits and nuts**, **Cherry spirit cordial**, **Temerian spirit**.

Royal Hunter

He usually sits by the fireplace (M5.9). If you talk to him, you'll know that some monster is troubling the people by the river, near **Haren's** house (M5.49) and that inside the crypt (M5.39) there's something wrong going on.

A girl



She is walking around the houses (M5.16). If you want to make love to her, give her **Tulips** that you found by the dead body (M5.13), and then say “Let’s find someplace...”.

The Herbalist (merchant)

He’s usually near the inn (M5.2). He sells: **Raspberries**, **Blueberries**, **Apple Juice**, **Raspberry Juice**, **White Myrtle Petals**, **Hellebore Petals**, **Sewant Mushroom**, **Daisies**, **Balisse Fruit**, **Honeycomb**, **Orchids**, **Field Plants**.

Beggar

You’ll meet her near the houses (M5.18). Give her **White Gull**, and in exchange you’ll get **Eternal Fire Ring**. It might come in handy, if you want to talk to Odo, Mikul or **Haren**.

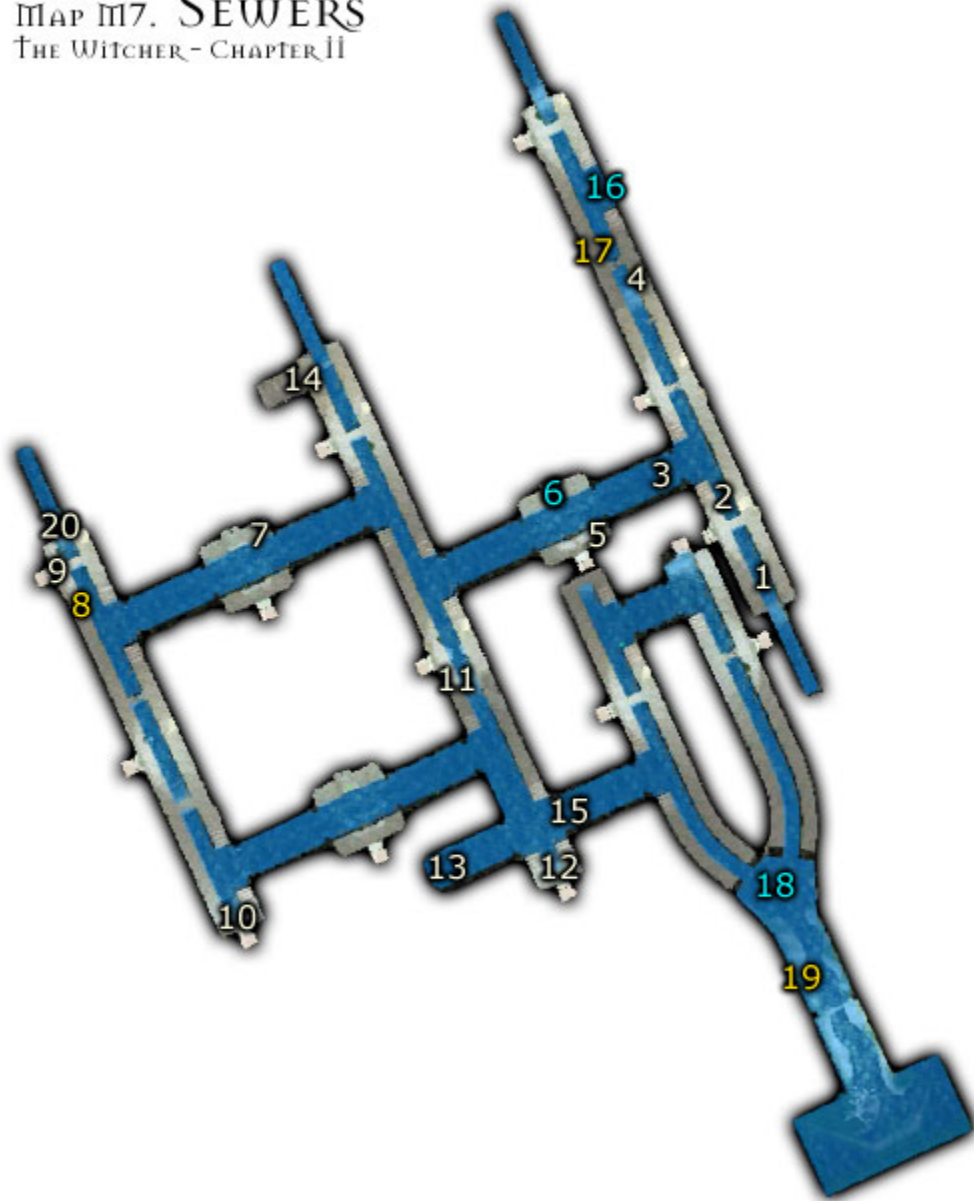
Chapter II



This chapter begins in a dungeon and your goal is to escape from it – it's a quest called **Q2.23. Prison Break**. It'll guide you through the dungeon and into the sewers. Just after leaving the sewers, go visit **Jethro** to get back your equipment (**M8.23**) – you won't be much of a Witcher without your sword.

Map M7 - Sewers

MAP M7. SEWERS
THE WITCHER - CHAPTER II



1. A barrel.
2. This is where you start – by a dead man's body.
3. At the junction you'll meet a knight from Order of the Flaming Rose – **Siegfried**.
4. Barrels. Use **Aard** sign here to open up the passage.
5. If you let the **Thug** beat you in the dungeon, you'll see his body here. Search it to find a **Rusty Sword**.

-
6. Place of power.
 7. Barrels.
 8. Fireplace.
 9. A barrel.
 10. Barrels.
 11. Barrel.
 12. A sack.
 13. Search it to find **Letter to Erick** and a **Key**. If you read the letter, you'll know that somewhere in the sewers there's a hideout of an occult group, worshipping a Lionhead Spider.
 14. Exit from the sewers. You'll get a key from **Siegfried** after defeating the **Cockatrice**.
 15. Steel bars.
 16. Steel bars and a place of power.
 17. Fireplace.
 18. Place of power.
 19. Fireplace.
 20. Lionhead Spider crypt (as described in chapter III – map M18). You'd better not try to enter it at the beginning of Chapter II. You'll need a good steel sword here.
 21. Entrance to **Con Artist's** crypt.

Map M8 - Temple Quarter

MAP M8. TEMPLE QUARTER THE WITCHER - CHAPTER II



1. Entrance to the sewers (it's where you enter the city for the first time). There's a statue near it – you'll use it in Chapter III.
 2. Detective's house. Here you'll find **Vizima Guide**. You can also meditate here (talk to Raymond first).
 3. Abandoned house. In the cellar there are 3 bottles of **Very Old Wine**. First you need to defeat 4 **Graveirs**.
 4. Gate to the Dike.
- Flashback:** You'll meet **Siegfried** here if you joined him in phase 4 of **Q2.23 Prison Break**.

He'll help you with the guards so that you can access the Dike at the beginning of the chapter. If **Siegfried** doesn't help you, you have to either bribe the guard (60 orens) or show him the **City Guard Signet Key** that you get from **Vincent Meis** at the end of **Q2.26. Suspect: Vincent Meis**.

5. Barrel.

6. Abandoned house.

7. Blacksmith. You must have **Zoltan's** recommendation if you want to trade with him. Just speak to **Zoltan** in Vizima for that.

8. **Vivaldi's** House.

9. **Kalkstein's** house. In here you'll find **Ithlinne's Prophecy**, as well as **Basics of Alchemy**. You can also meditate here.

10. Barrel.

11. **Vertzs'** house.

12. Barrel.

13. Nonhumans house. Inside you'll find **Against Nonhumans**.

14. House.

15. Antiquarian.

16. House.

17. Food stall.

18. Peddler.

19. Herbalist.

20. Announcement board. There's a note saying that **Kalkstein (M8.9)** is looking for a swordsman. Also, there's a barrel behind the board.

21. **Shani's** house (she's here only during nighttime). There's a barrel behind the corner. To get inside you'll have to deal with a **Grandma**. Don't drink with her, she'll throw you out if you get drunk. Just say you're here to see Shani and keep saying you're from a hospital. If she mentions the forthcoming cold, give her any type of alcohol (it's the best way to get rid of her, she won't bother you anymore). If she says that you're old and after skirts, then you say that she's a pain in the arse. There are several ways to get past her. There's **Grandma's Diary** somewhere on the ground level. You can also meditate here.

22. Northern gate. There's a barrel next to it.

23. City dungeon. There's an announcement board nearby. On it you'll find: The Wolf Contract, The Echonops Contract, The Alghoul Contract, The Dog Contract, and The Drowned Dead Contract. Inside you'll meet **Jethro** and **Vincent Meis**. Also, there's a hatch in the floor that leads to the sewers (**M7.2**).

24. Hairy Bear Inn. Inside you can meet: **Yamo Ryeboozer**, **Zoltan**, **Munro**, **Dhunda**, **Waitress**, **Innkeeper**, **Gambler**, **Coleman** and **Ramsmeat**. As always, you can meditate here for 5 orens and store your things for free. There's a notice board near the inn, with The Wolf Contract, The Echonops Contract, The Alghoul Contract, The Dog Contract, The Drowned Dead Contract (all notice boards generally keep the same notes at a given time).

25. Fireplace and a barrel.

26. **Thaler's** house. You can meditate here.

27. Barrels.
28. Gates to Trade Quarter. You can go there in chapter III.
29. Hospital grounds.
30. Lebioda's hospital.

Flashback: If you decided to fight the cockatrice alone (phase 4 of **Q2.23. Prison Break**), you'll meet **Siegfried** here. He'll let you inside the hospital

If **Siegfried** doesn't help you to enter the hospital, you can either bribe the guard (60 orens) or show him the **city guard signet ring** that you get from **Vincent Meis** for completing **Q2.26 Suspect: Vincent Meis**. In here you'll find a book **Cults and Religions of the Nordlings**. If you place an offering on the Melitele altar (it can be a chicken) then you'll get **Oth Sephirah**, **Veen'ah Sephirah** and **Ghe'vrath Sephirah**. For further offering you'll be getting some **Mistletoe**. During the day you'll find Shani and a Prisoner here. You'll need the latter during **Q2.28 The Witness**.

31. Barrel.
32. Barrel.
33. **Order Armorer** and **Order Merchant**. You must have good relations with the Order if you want to trade with the merchant.
34. Order Outpost. In here you'll find: **The Flower and the Flame**, **Specters, Whraiths and the Damned**.
35. Temple gate.
36. Cemetary gate. There's a **Gravedigger** nearby. You'll get there in phase 3 of **Q2.54 Gravedigger's Gratitude**.
37. **Ramsmeat's** house. There are two **thugs** by the entrance – both have keys to the door. You can just kill them during the night. When **Ramsmeat** is not in the inn, he's inside his house. We won't mind you killing the guards.
38. Eager Thigs Brothel. **Carmen** is standing by the entrance.
39. Storage.
40. House.
41. Abandoned house.
42. House (with two entrances).
43. House. Inside you'll find a book **Lara's Gift**.
44. **Vincent Meis'** outpost.

Map M9 - The Dike

MAP M9. THE DIKE THE WITCHER - CHAPTER II



1. Temple Quarter gate.
2. **Harbor Whore.**
3. Barrel.
4. Barrel.
5. Old Vizima gate. You won't have access there until Chapter IV.
6. Barrel.
7. Barrel.
8. Fireplace.
9. Fireplace.
10. **Declan Leuvaarden.**

11. Ferryman. Will take you to the swamp and back for 5 orens.



Map M10 - Swamp

MAP M10. SWAMP
THE WITCHER - CHAPTER II



Swamp is a dangerous location at all times. Before going there, try to train in group style combat with silver sword before venturing here.

Important: During your first visit here, you'll have to fight a special kind of **Archespore - Coccacidium**, which is a very tough monster to battle for this moment. It keeps appearing in various spots around the map until you finally kill it. Have some **Swallows** and **Golden Orioles** on you. **Book on Golden Orioles** can be found at Thaler's place (**M8.26**).

1. **Ferryman**. He'll take you back to the Dike.

2. **Jean Pierre**, headhunter. He can tell you about **Leo Bonhart** (a character from the original Witcher books).
3. **Gramps** – here is where you first meet him.
4. Fireplace.
5. Clay pits.
6. Mutilated corpses. Search them for: **Salamander Brooch**, **Split Salamander Brooch**, **2x De Vries' Extract**. Scars indicate that these people died by the sword.
7. Vodyanoi altar. You can place items on it, they'll be swapped for something else during the night.
8. **Coccacidium**. A very tough opponent – if you can do it, slay it the first time you see it. If you don't it'll reappear in various spots of the swamps. You'll find some **Archosphere** ingredients by its body.
9. Place of power.
10. Melitele shrine and a place of power.
11. Fireplace and an **Old Brickmaker**.
12. Hut. A book **Story of Lara Dorren and Cregan of Lod** is to be found here. A barrel is in front of the house.
13. Hut.
14. Hut. **Brickmaker** inside will tell you about swamp plants (**beggartick**, **fool's parsley** and **crow's eye**) for 50 orens, some **honey** or a **shawl** (choose either one). There are 3 barrels behind the hut.
15. Hut. Inside: **Ithlinne's prophecy**.
16. **Vaska's** hut.
17. Body.
18. Abandoned hut. Inside: **Ain Soph Aur**.
19. Stone tower. You'll get inside after completing **Q2.58. Monoliths**. Inside you'll see a power circle that'll teach you **Axii** sign. Also, there's a chest: **Tower Mage Book**, **White Raffard's Decoction**, **Red Meteorite**.
20. Cave (map M11). Inside there are **Wolves** and **Sewants**.
21. Fireplace.
22. Lumberjacks' Glade. One of the **lumberjacks** can sell you **Wives' Tears recipe**, **Sodden Mead**, and a **Silver Ring**, all for 200 orens (150 if you barter).
23. Fireplace. Nearby there are two bins to be searched. When you're here during **Q2.57. Worth its weight in gold**, you'll meet **Siegfried** and some of his men here.
24. Body.
25. Golem cemetery.
26. Fireplace and a body.
27. A lot of beggartick blossoms.
28. Fireplace and two bodies. Gold Sapphire Ring is on one of them. A lot of **Alghouls** appear here during the night.

29. Place of power.

30. **Wyvern** island. There's a body to be found, with some items on it: **Blood-stained letter**, **Silver ring**, **Silver Amber Ring** and a sword **Harvall**.

31. Body.



32. Druids' Grove. In here you'll meet some **druids**, an **elder druid**, **Morenn**, **Yaevinn** and some friendly beasts.

33. A power circle – you'll learn **Yrden** sign here.

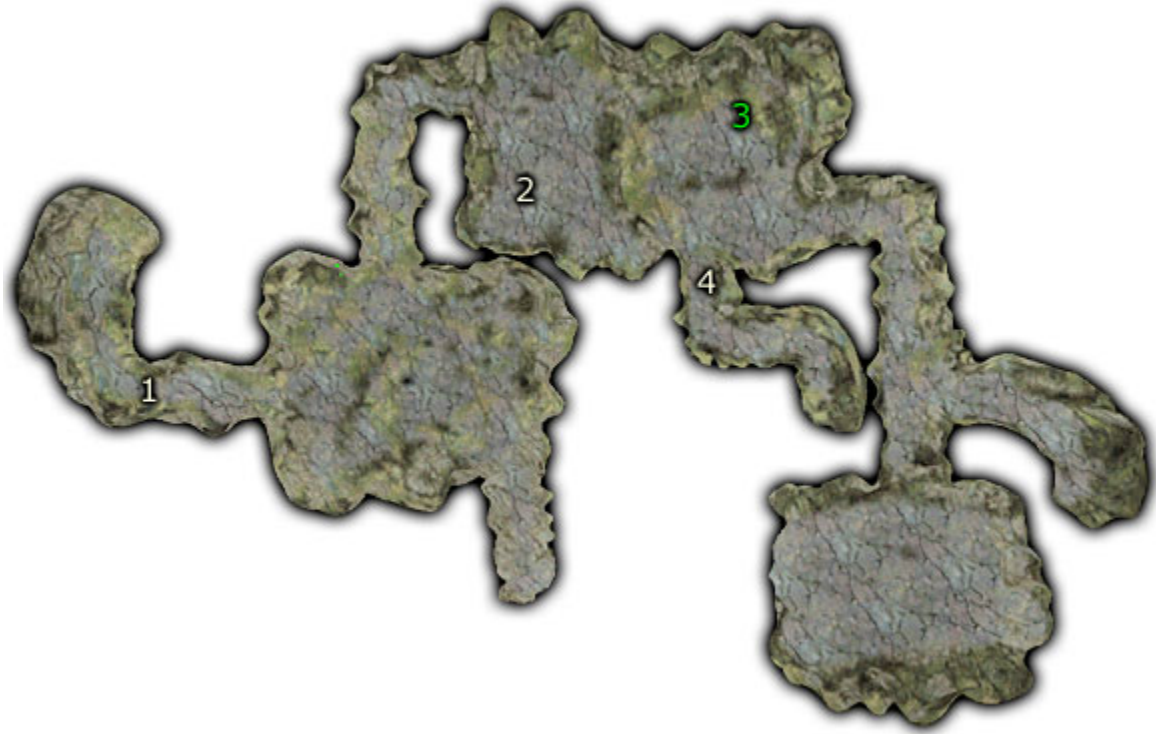
34. **Golem** surrounded by three pylons.

35. Nonhuman encampment with 4 fireplaces in it.

36. Ten monoliths, where you have to place the right Sefirahs at the end of **Q2.58. Monoliths**.

Map M11 - Swamp Cave

MAP M11. SWAMP CAVE THE WITCHER - CHAPTER II



1. Exit from the cave.
2. Sarcophagus. Inside you'll find **Golden Ring**, **Swallow** and **Y'esath Sefirah**.
3. Stone circle. In here you'll learn **Quen** sign. Just as with any other stone circle, touch it again to increase the sign's power for a few hours.
4. Stone pillars.

Map M12 - Vizima's Cemetery

MAP M12. VIZIMA'S CEMETERY THE WITCHER - CHAPTER II



The Cemetery is a dangerous location at all times.

1. Temple Quarter gate.
2. Thug's body.
3. Crypt entrance.
4. Trade Quarter gate – unavailable until Chapter III.

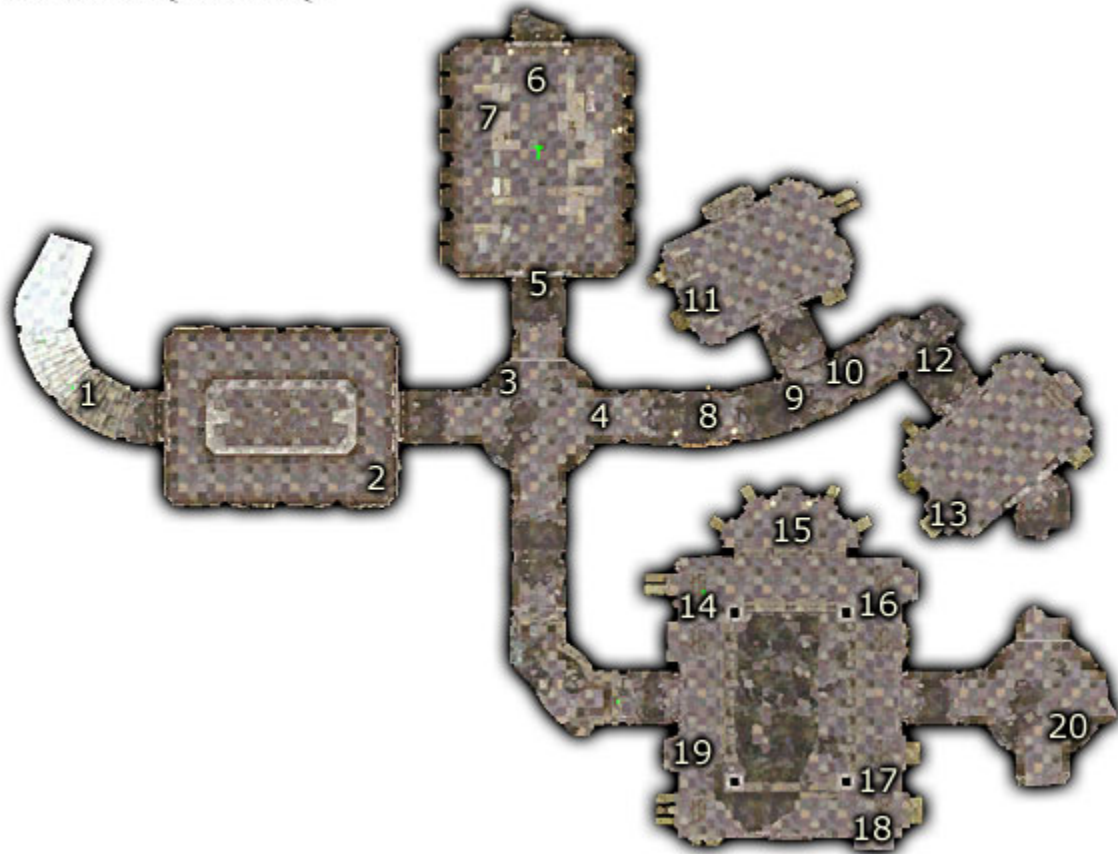
5. Chest: **Gold Sapphire Ring.**

6. Barrel.

7. Statue – used in Chapter III.

Map M13 - Vizima's Cemetery Crypt

MAP M13. VISIMA'S CEMETERY CRYPT THE WITCHER - CHAPTER II



1. Cemetery entrance.
2. Barrels.
3. Barrel.
4. Body.
5. Weak wall - use **Aard**.
6. Altar.
7. **Raymond's** body.
8. Body.
9. Four barrels.
10. Body.
11. Barrel.

- 12. Body.
- 13. Skeleton.
- 14. Old chest.
- 15. Sarcophagus: **Red Meteorite, Swarog rune.**
- 16. Old chest.
- 17. Old chest: **White Raffard's decoction.**
- 18. Bin.
- 19. Old chest.
- 20. Chest.

Investigation explained

Your main objective in chapter II is to investigate in order to find **Azar Javed**. Your investigation begins in cooperation with a local detective, **Raymond (M8.2)**, as a part of **Q2.27 Vizima Confidential**. In order to expose **Azar** you have to work on 6 suspects. These include: **Ramsmeat**, local underground leader, **Thaler** the fence, city guard captain **Vincent Meis**, alchemist **Kalkstein**, merchant **Leuvaarden** and a dwarf named **Golan Vivaldi**. Accusing any of them is always a mistake from your side – if you want to make things right, you have to prove their innocence. The guide doesn't follow all the wrong decisions you might take – but we have all the right ones in stock.

The funny thing is that all the suspects are innocent, and beginning from phase 15 of **Q2.27. Vizima Confidential**, **Raymond** is actually dead – **Azar** himself is impersonating him by using his magical skills. Your decisions determine whether you find out about his trick or not, and the consequences of your choices here will play their part at the end of chapter III. Here is probably the shortest way to deal with the problem:

- Finish the quest **Q2.23. Prison Break** and go to **Raymond's** house (**M8.2**), thus beginning **Q2.27. Vizima Confidential**.
- When conducting the research, finish **Q2.28 The Crown Witness** and gain **Kalkstein's** trust along with the quest **Q2.29 Mysterious Tower** (2 books for that).
- Take a suspect list from **Raymond (Ramsmeat, Leuvaarden, Thaler)** and talk to each of them. This way all the "Suspect" quests should enter phase 2.
- When Azar, impersonating Raymond from now on, tells you to perform autopsy, go to the **Gravedigger (M8.36)** and initiate **Q2.65. Gravedigger's Gratitude**.
- Now you will have to prove either **Thaler's** or **Vincent's** innocence (**Q2.31. Suspect: Thaler** or **Q2.26. Suspect: Vincent Meis**). **Thaler** will cancel the **gravedigger's** debt, and **Vincent** will give you a pass to the cemetery. Either way you'll get access to the graveyard.
- Go back to **Azar-Raymond (M8.2)** and don't tell him you found out the truth, in order to set a trap for him near the Stone Tower (**M10.19**) on the swamp.
- Finish the quest **Q2.29 Mysterious Tower** (and all the sub-quests related), and then **Q2.58 Monoliths**, then enter the tower.

After leaving the tower with the book you found there, you'll expose **Azar**. Chapter II will be over when you battle him and the **Professor**.

Main quests

This is the longest chapter in the game. Main quests that see you through it are: **Q2.23 Prison Break**, **Q2.27 Vizima Confidential**, **Q2.29 A Mysterious Tower** and **Q2.58. Monoliths**. Vizima Confidential has two side-quests: **Q2.28 The Crown Witness** and **Q2.49. Anatomy of a Crime**, and so does Mysterious Tower: **Q2.50 The Sentry** and **Q2.51 Clay Pits**. Also, there's still that **Qp.4. Witchers' Secrets** quest going on from the Prologue.

Qp.4. Witchers' Secrets (continued)

Phase 5. Detektyw

When talking to **Siegfried** in the sewers (phase 6 of **Q2.23 Prison Break**) you'll know that he knows a detective in Vizima who can help you.

Phase 6. Vizima Confidential

Detektyw mieszka w domu (**M8.2**) zaraz przy wejściu do Kanałów. Porozmawiaj z nim. Przy okazji rozpocznesz quest **Q2.27. Tajemnice Wyzimy**.

The detective lives in a house (M8.2) just by the entrance to the sewers. Talk to him. You'll start a new quest, Q2.27 Vizima Confidential.

Phase 7. Azar Javed

When you complete **Q2.27 Vizima Confidential** (thus going to chapter III), **Azar Javed** will have been exposed.

Quest will be continued in Chapter III.

Q2.23. Prison Break

Phase 1. Thug

Play the dice with **elven convict** (you'll get a set of dice from him if you don't have any). After the game **Vincent** will enter the dungeon. You'll have to beat a **muscleman** in hand-to-hand combat to win the right to fight the **Cockatrice**.



Phase 2. Victory (or Defeat)

Defeat the **muscleman** and talk to **Vincent** (if the **muscleman** beats you, speak to him as well). The conversation will advance **Qp.3. Berengar's Secret** and **Q2.24. Memory of a Blade**.

Phase 3. Sword

When you leave the dungeon, **Jethro** will give you a silver sword and 2 potions: **Cat** and **Blizzard**.

Phase 4. Cockatrice's Nest

In the sewers you'll meet **Siegfried (M7.3)** who also is hunting the **cockatrice**. If you ask him what he knows about them, you'll get an appropriate journal entry. You can join forces with him or decide to do this on your own. **Siegfried** is useful mostly due to the fact that he's holding a torch so that you don't have to use **Cat** here.

If you take him on your hunt, **Siegfried** will later be standing near the city gates (**M8.4**) and let you enter the Dike.

If you decide to take the monster by yourself, **Siegfried** will be standing near the hospital (**M8.30**) and let you enter without any problems.

Phase 5. Trophy

Defeating the **Cockatrice** is not difficult – silver sword and fast style should get you through. Just in case you might want to drink up one Swallow. When the monster hurls into the air to strike you, you can push it with **Aard**. From its dead body (its location is generally random, search for it in **M7.7** or **M7.10**) take the **Maal'kad Sephirah** and **Cockatrice's Head**. Picking up the trophy activates the quest **Q2.25. The Beast from the Sewer**. Even if you're not fighting along with **Siegfried**, he'll make his appearance – follow him and by the exit (**M7.14**) he'll give you a key to the gate.

Phase 6. Bandits

Near the exit two hired mercenaries will attack you. Defeat them. When you talk to **Siegfried** after beating them, you'll start to suspect that he was the one who framed you. This will activate **Q2.27. Suspect: Vincent Meis**.

Phase 7. Skoffin

All that's left for you now is to leave the dungeon, talk to **Vincent** and confiscate your belongings.

Phase 8. Deposit

Go to **Jethro** (**M8.23**) and talk to him. He'll officially discharge you and let you take your belongings from a chest. You can also check out the nearby barrel.

Q2.27. Vizima Confidential

Phase 1. The Investigations Begins

Talk to **Raymond** (M8.2) and you'll know that he has some info on Salamandra.

Phase 2. Money for the Detective

In order for **Raymond** to start his investigation, you have to pay him 100 orens (this phase doesn't even appear if you give him the money the first time you talk to him or if you mention **Azar Javed**).

Phase 3. Vincent

If during the conversation you ask him if that's a personal matter or a commission, he'll tell you a story from his life. He'll also tell you about a captured Salamandra member and about **Vincent's** weird behavior. This information will initiate **Q2.28 The Crown Witness**. Ask him about the prisoner to find out that he's probably one of the leaders. When you leave **Raymond's** house, you'll be attacked (it'll be tough without a silver sword – we recommend group style).

Phase 4. Witness

Before you deal with the bandits, you'll know about a trap set for you by one of the best Salamandra's agents.

Phase 5. Conclusion

This phase begins together with phase 5 of **Q2.28 The Crown Witness**.

Phase 6. The alchemist's trust

This phase begins together with **Q2.28 The Crown Witness**.

Phase 7. The alchemist's trust

You'll start getting trust by taking a quest from **Kalkstein**, such as **Q2.29. Mysterious Tower**.

Phase 8. Conversation with Raymond

When you have both books, read them and tell Kalkstein about it, go back to **Raymond** (M8.2) (if you did this part of **Q2.29. Mysterious Tower** earlier, you can talk to **Raymond** immediately after leaving his house for the first time).

Phase 9. Assault

When you enter **Raymond's** house (M8.2) you will have to defend him against three Salamandra bandits.

Phase 10. The Suspects

After you talk to **Raymond**, he'll give you his notes on main suspects: **Ramsmeat**, **Thaler** and **Leuvaarden**. These will initiate the appropriate quests (if you haven't started them in any other manner already). You'll have to interrogate them all.

Phase 11. Ramsmeat

This phase begins together with phase 2 of **Q2.38 Suspect: Ramsmeat**.

Phase 12. Thaler

This phase begins together with phase 2 of **Q2.38 Suspect: Thaler**.

Phase 13. Further interrogations

This phase begins after you interrogate two suspects. You have to talk to the remaining one: **Leuvaarden** (**M9.10**).

Phase 14. Contact

When you push all the **Suspect-quests** to phase 2, wait for **Raymond** to contact you.

Phase 15. The Meeting

When you get back to Temple Quarter from the Dike, a boy will approach you and say that you are expected at **Raymond's** house (**M8.2**). **Raymond** want you to pay him 200 orens for further work.

Phase 16. Autopsy

The detective (notice that your medallion is moving, and there's some **Fisstech** on the table) you'll know that the prisoner has been moved to the hospital after **Q2.28 The Crown Witness** and then died. To solve the mystery of his death, you'll have to perform autopsy with **Shani**. This initiates **Q2.49 Anatomy of a Crime**.

If you go to the cemetery – **Q2.54. Gravedigger's Gratitude** – and find **Raymond's** body in one of the crypts (**M13.7**), you won't have to perform autopsy anymore. Go to **Raymond-Azar** (**M8.2**) and move to phase 19.

Phase 17. Closer and closer

Autopsy is in phase 6 of **Q2.49 Anatomy of a Crime**...

If you are convinced that **Ramsmeat** is the culprit, you'll be moved to phase 25.

Phase 18. Azar Javed

If during the autopsy you guessed that **Azar** is impersonating **Raymond** (and if you're unsure of that, check out the crypt in the cemetery), pay a visit to false **Raymond** (**M8.2**).

Phase 19. Subterfuge

Tell **Raymond-Azar** that you weren't able to make any sense of the autopsy.

Phase 20. A Trap

Go to **Raymond** once more, listen to details of his plan and tell him that you'll take care of **Ramsmeat** by yourself (**M8.24**, **M8.37**).

Phase 21. The Tower

You don't have to harm **Ramsmeat**, but it's a good idea to tell him about **Javed**, if you haven't done that already. Tell **Raymond** that **Ramsmeat** is dead. In the next conversation, about a tower in the swamp, you'll get **Keth'aar Sefhirah**.

You can catch **Raymond-Javed** and expose him at once – in this case he'll kill you instantly and there's nothing you can do about it...

Phase 22. Fake no more

Now perform the quest **Q2.58. Monoliths** and enter the tower (**M10.19**).

Phase 23. The Secret within

Inside the tower, in a chest, there's a book that **Azar** wants.

Phase 24. Azar's escape

When you leave the tower you'll finally come to face **Azar** – take some time inside to prepare for battle. **Azar** will first summon an **Ifrit**, a fiery beast that you'll have to kill. Later, **Azar** and **Professor** will face you together. Strike them hard enough and they will paralyze you and run away.



When you lay unconcious by the tower, a battle between the Order and the Scoia'tael will take place. Chapter II comes to an end.

Phase 25. Autopsy results

So, you think that **Ramsmeat** is the culprit?

Phase 26. Ramsmeat Contract

When you go to **Raymond's (M8.2)** you'll get a quest to kill **Ramsmeat**.

Phase 27. Ramsmeat dead

Battle with **Ramsmeat (M8.37)** won't be easy, as 10 of his men will come at you the moment you threaten him (use steel sword, group style and swallow a **Swallow**). By his body you'll find 900 orens and **yellow meteorite**.

Phase 28. The Tower

Tell **Raymond** that you've killed **Ramsmeat** – you'll get **Keth'aar Sephirah** and arrange a meeting with him...

Phase 29. Opening the Tower

You now have to complete **Q2.58 Monoliths** to get inside the tower (**M10.19**).

Phase 30. Tower's Secret

Inside the tower you'll find a chest and inside it – a book. Take it with you.

Phase 31. The truth

When you go outside, **Azar Javed** will expose himself before you and take the book that you found. The remaining part of the quest is the same as in phase 24.

Q2.28. The Crown Witness

Phase 1. Prisoner

Quest begins when you talk to **Raymond** (M8.2) in phase 3 of **Q2.27. Vizima Confidential**.

Phase 2. Captain

If you ask **Vincent** about the prisoner, he won't tell you anything.

Phase 3. The Bribe

Jethro (M8.23) can give you some information, but you have to bring him a unit of **Fisstech**. You might have some of it that you've collected from bodies in phase 4 of **Q2.27. Vizima Confidential**. You can also buy it from **Coleman** (M8.24).

Phase 4. New source

If **Coleman** is dead...

Phase 5. Salamanders

... then you might have to find **Fisstech** by some bandits' bodies – you'll find bandits mostly in the nonhuman district (M8.6).

Phase 6. Fisstech for Jethro

Give the drug to **Jethro** (if he doesn't want to talk to you, leave the dungeon and enter it again).

Phase 7. Prisoner in the Hospital

Jethro will tell you that the imprisoned Salamander is in the hospital.

Phase 8. The Hospital Raid

To enter the hospital (M8.30), you have to either bribe the guard or show him the **city guard signet ring**. You'll get it from **Vincent Meis** at the end of **Q2.26. Suspect: Vincent Meis**. Go there at night and bribe one of the guards that look after the prisoner. After the prisoner whispers **Kalkstein's** and **Ramsmeat's** name, 5 thugs will attack you. Kill them. A short conversation with the **Prisoner** will advance the quest **Q2.27. Vizima Confidential** and initiate **Q2.38. Suspect: Ramsmeat** and **Q2.39. Suspect: Kalkstein**.

Phase 9. The Interrogation

Conversation with Raymond (M8.2) sums up the investigation to this point – main leads point you towards **Kalkstein** and **Ramsmeat**. When after the hospital raid you talk to **Shani**, she won't be happy about your dealings, and tell you that the prisoner has been taken to "a safe place".

Q2.49. Autopsy

Phase 1. Autopsy

Quest is initiated in phase 16 of **Q2.27 Vizima Confidential**.

Phase 2. Shani

If you tell **Shani** about the autopsy in the hospital (**M8.30**) you'll know that you can't talk about it in public. You are to meet her in her house (**M8.21**) in the evening.

Phase 3. Preparations for the Autopsy

Ask **Raymon, Vincent** and the **Gravedigger** (**M8.36**) about the autopsy. Also, read the books **Forensic Medicine** and **Zerrikanian Insects and Other Vermin**. You can buy both of them from the **Antiquarian** (**M8.15**).

Phase 4. The corpse

Ask the **Gravedigger** about the late prisoner.

Phase 5. The Bribe

If you want the **Gravedigger** to give you access to the body, you have to give him a bottle of some strong alcohol.

Phase 6. Autopsy

The body will be in the hospital (**M8.30**) in the evening – go there at midnight. **Shani** will be waiting for you near Melitele statue, and so will the corpse. Tell her to start the autopsy, and then begin a new conversation each time she approaches the body from a different angle. The way you talk to **Shani** is crucial to autopsy results. You can find an evidence of Kalkstein and **Ramsmeat's** fault, or.. you can find out something much more interesting.

If you want to frame **Kalkstein**, choose:

- “What do you think?”
- “His neck muscles and palms look tense.”
- “Can that be confirmed?”

If you want to frame **Ramsmeat**, choose:

- “What do you think?”
- “An Assassin's dagger.”
- “Indications point to Ramsmeat's men.”

And if you want to find out the truth...

- “What do you think?”
- “His neck muscles and palms look tense.”
- “This is too easy...”

This quest has several branches that appear later on in the game, but the most important thing is that you find out that **Azar** is behind it all. That’s why we recommend the third tree shown above.

Phase 7. Azar Javed

If you found out the truth about **Azar**, it’s time to use it.

Q2.29. A Mysterious Tower

Phase 1. The Books

To get this quest, you have to visit Kalkstein (M8.9) in Vizima and talk to him. You'll get a teleportation stone, that you can use to teleport from any place of power to his laboratory.

Phase 2. Antiquarian

The **Antiquarian** (M8.15) tells you that **The Secret Gates** is in possession of **Golan Vivaldi** (M8.8), and **Ain Soph Aur** can be found at the swamp (M10.18).

Phase 3. Vivaldi arrested (flashback)

When you visit **Vivaldi**, and in phase 3 of **Q1.18. Strangers in the Night** you decided to kill the **Squirrels**, **Vivaldi** will be arrested before your eyes.

Phase 4. Vivaldi released

To get **Vivaldi** out of the prison, you have to visit the dungeon (M8.23) and pay 200 orens to **Jethro**.

Phase 5. The Secret Gates

After freeing him, **Vivaldi** (M8.8) will be so grateful that he'll give you **The Secret Gates** and **Ain Soph Aur**.

Phase 6. Ain Soph Aur

If **Vivaldi** hasn't been arrested, both books can be bought from him. **The Secret Gates** costs 100 orens, and **Ain Soph Aur** – 300. It's expensive, so you'd better find **Ain Soph Aur** in the swamp (M10.18).

Phase 7. The Tower History

Read **The Secret Gates**.

Phase 8. The Sephirot History

Read **Ain Soph Aur**.

Phase 9. Information for Kalkstein

After reading the books, visit **Kalkstein** (M8.9).

Phase 10-16. Sephirot

Kalkstein tells you to find 10 sephirot. He'll also give you one of them (**Chocc'mah** Sephirah). You found **Maal'kad** by the **cockatrice's** body at the beginning of the chapter. **Ghe'vrath**, **Oth** and **Veen'ah** can be found at Melitele altar in the hospital (M8.30) if you

offer something to eat (for example a chicken) by placing it on the altar. **Tipperath** can be bought from **Leuvaarden (M9.10)** for 500 orens (it's done during the conversation). **Kezath** is given to you by **Vaska** as a reward for **Q2.51. Clay Pits**. **Y'esath** is to be found in the cave (**M10.20**) inside the sarcophagus (**M11.2**). **Neh'tza** is found in the last phase of **Q2.50. The Guardian**.

Phase 17. Keth'aar

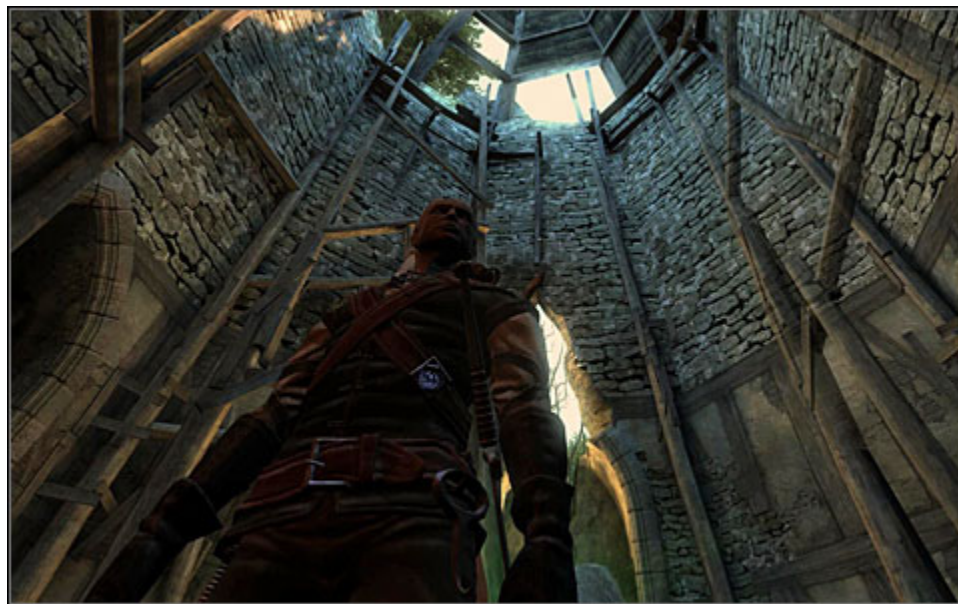
You get **Keth'aar** from **Raymond** in phase 20 of **Q2.27 Vizima Confidential**.

Phase 18. The Sephirot are in Place

This phase is entered by doing the **Q2.58 Monoliths** quest.

Phase 19. Opening the Tower

Go back to **Kalkstein (M8.9)** – remember that when you have the teleportation stone, you can use any place of power to get back to his lab. Tell him that you've opened the tower. You'll get 1000 orens, but'll loose the teleportation stone.



Q2.50. The Sentry

Phase 1. A Tarot Card

Ask **Vaska** (M10.16) about the mage tower and you'll learn a new chapter in its history. She'll also give you a tarot card.

Phase 2. The Lightning Rod

Kalkstein (M8.9) tells you to find a **Lightning Rod** and gives you a **Golem's Heart** scroll.

Phase 3. Money for the Dwarf

The **blacksmith** (M8.7) will make a **Lightning Rod** for 50 orens. If you want to trade with him, you must have **Zoltan's** recommendation (he'll grant it to you by the end of Q2.24. **Memory of a Blade**).

Phase 4. The Storm

Pay the **Blacksmith** to get the **Rod**.

Phase 5. Money for the Druids

Well, now you have to get yourself a storm. Go to Druids' Grove (M10.32) and ask the **elder druid** if it's true that they can control the forces of nature. Pay him 500 orens to cover the expenses.

Phase 6. The Golem

After talking to the **Elder Druid**, go to the **Golem** (M10.34) and stick a **Lightning Rod** on its head.

Phase 7. Waking the Golem

When a lightning strikes the **golem**, it will wake up. Now you have to defeat it – it's quite simple, most surprisingly. You can't do much with your swords or signs – you have to use pylons. Notice that you can activate two pylons, and when you activate the third one, they all go out. The trick is to activate the third one in the exact moment when the **Golem** is inside the triangle – a lightning will strike it. The **Golem** is always heading towards you, so you won't have any problems with guiding it in the desired direction. Repeat the operation before the monster drops dead.

Phase 8-9. The Sephirah

Search **Golem's** body for **Golem's Obsidian Heart** and **Neh'tza Sephirah**.

Q2.51. Clay Pits

Phase 1. Drowners

When you ask **Vaska** (M10.16) about the problems, she'll ask you to kill the **Drowners** that lurk in the Clay Pits (M10.5).

Phase 2. More Drowners

Kill some **Drowners**...

Phase 3. Success

... and when you're done with all of them, go back to **Vaska**.

Phase 4. Payment

Vaska doesn't have any money to pay you – instead, you get **Kezath Sephirah**.

Q2.58. Monoliths

Phase 1. The Monoliths

When you get all the sephirot in **Q2.29. Mysterious Tower**, this quest gets activated.

Phase 2-11. Sephirah in the monolith

Run around the swamp and place the right sephirot in their spots (**M8.36**) (the name of a sephirah is the same as the monolith's).



When you place all the sephirot in their right locations, this quest will be over and you'll be able to enter the tower (**M10.19**).

Side-quests

Qp.3. Berengar's Secret (continued)

Phase 4. Witcher's Sword

In phase 2 of **Q2.23. Prison Break** you find out that **Thaler** the fence is in possession of a Witcher's sword.

Phase 5. Berengar's Equipment

When you ask **Thaler** (**M8.26**) about where he found the witcher's sword, he'll tell you that the blade itself wasn't **Berengar's**, but he has some other equipment that he owned.

Phase 6. Hired by Kalkstein

Tell **Thaler** that you need info on **Berengar**, and you'll know that he was employed by **Kalkstein**.

Phase 7. Coleman

Persuade **Thaler** a little bit more about **Berengar** to find out that he bought his things from Coleman, whom you can find in the Hairy Bear.

If Coleman is dead, another phase will commence – **Coleman's Death**. It's not important actually.

Phase 8. Brickmakers

Ramsmeat in the inn (**M8.24**) tells you that **Berengar** was found at the swamps (if **Ramsmeat** doesn't want to talk to you, leave the inn and reenter it).

Phase 9. Clay Pits

Vaska (**M10.16**) tells you that she last saw **Berengar** near the Clay Pits (**M10.5**).

Phase 10. Berengar's Death

Dead bodies near the clay pits (**M10.6**) seem to be a proof of **Berengar's** death.

Phase 11. Berengar is alive!

At the end of **Q2.59. Force Recon** you find out (from either **Yaevinn** or **Siegfried**) that **Berengar** is alive.

Quest will be continued in chapter III.

Q1.7. Wanted (continued)

Phase 2. A Reward for the Brooches

When you're in Vizima in chapter II, tell **Jethro** (M8.23) that Salamandra had to anger Foltest, and he will tell you that it wasn't the king who put a bounty on the **Professor**. (if **Jethro** doesn't want to talk to you, leave the dungeon and enter it again).

Phase 3. Messenger

Salamandra Brooches can be sold to the **messenger** who can be found in the Hairy Bear. He won't be too talkative until you drink with him (5 pints of beer should do it). You'll find out that he's working for **Leuvaarden**.

Phase 4. Brooches

Go to **Leuvaarden** (M9.10) and tell him that you know that he's the one paying for the brooches. He won't talk to you if you don't bring him three of them. You should have more than enough with you now, and if you don't, just walk around the Temple Quarter at night and slay some bandits.

Phase 5. Brooches

When you have three **Salamandra Brooches**, take them to **Leuvaarden** (M9.10).

Phase 6. A Reward for the Brooches

The merchant will pay you 200 orens for each brooch. Quest will be continued at the end of chapter III.

Q1.12. Dice Poker (continued)

Phase 4. First matches

Tell **Zoltan** that you've already won some matches. You'll know that there are some professionals in the Hairy Bear (M8.24). You should beat all 4 of them to win their respect.

Phase 5. Going pro

This phase begins once you finish quest **Q2.32 Dice Poker: Professional**

Quest will be continued in chapter III.

Q1.19. Hot Potato (continued)

Phase 2. Missing Parcel

When you're in Vizima in chapter II and you get your things back from **Jethro** (M8.23) you'll see that the parcel is missing.

Phase 3. The Missing Parcel

Jethro (M8.23) tells you that it's been confiscated.

Flashback: If in **Q1.18 Strangers in the Night** you let Squirrels live, they later kill **Coleman** and make this quest impossible to finish.

Phase 4. The Parcel

When you ask the **Innkeeper (M8.24)** about the address, be sure that it's sent to **Coleman**. He's also in the inn, near the fireplace.

Phase 5. Fiasco

If you admit to **Coleman** that the guards took away your parcel, but he won't be too happy with it (and the quest is over).

Phase 6. Compensation

You can offer **Coleman** a compensation of 100 orens.

Phase 7. Payment

Pay **Coleman** 100 orens.

Phase 8. A Threat

You can play hard with him and tell **Coleman** that he can forget about his parcel. Quest won't be over yet if you do that ...

Phase 9. The Witcher's Threat

When you approach the Hairy Bear at night, three bandits will attack you. Kill them and talk to **Coleman** once more.

Phase 10. Coleman Trembling

Coleman can be found either in the inn (**M8.24**) or at the Dike (**M8.4**). Talk to him about the bandits and the quest will be finally over.

QP.22. Fistfight (continued)

Phase 4. Fighting Dhunda

Dhunda is in Temple Quarter, in the Hairy Bear inn (**M8.24**). Challenge him – you have to pay 75 orens for that.

Phase 5. Dhunda Defeated

When you defeat him, you can choose your reward: **150 orens**, **Golden Necklace** or two bottles of **Mandrake Cordial**.

You'll meet your next opponent in chapter III.

Q2.24. Memory of a Blade

Phase 1. The Sword at Thaler's

Vincent tells you that **Thaler** own a witcher's sword in phase 2 of **Q2.23. Prison Break**.

Phase 2. The Mysterious Owner

Ask **Thaler** (**M8.26**) about the sword and he tells you that it's not **Berengar's** blade.

Phase 3. The Dice Player

Ask **Thaler** where he got the sword. You'll know that he bought it from the **Gambler** who can be found in the Hairy Bear (**M8.24**).

Phase 4. The Gardener

The **Gambler** tells you that he won the sword from the **Gardener** (**M8.29**).

Phase 5. Shani

Gardener tells you that the sword was in possession of a witcher named **Coen**, who died in the battle of Brenna. Ask **Shani** about him. You can access her house (**M8.21**) during the night (see the map description for the right marker to know how to get pass the grandma).



Phase 6. Zoltan

Shani tells you that you should talk to **Zoltan** about the sword.

Phase 7. The Appraisal

Zoltan can be found in the Hairy Bear (**M8.24**). He'll tell you that your sword is nothing to be ashamed of. This will end the quest, and also you'll get an **Earth Rune** from him.

Q2.25. The Beast of the Sewers

Phase 1. The Skoffin

Quest is activated after you kill the **Cockatrice** in the sewers (**M8.1**) at the beginning of Chapter II. You are to go back to **Vincent** for your reward.

Phase 2. Proof

Tell **Vincent** (**M8.23**) that you have the proof you killed the **Cockatrice** and he'll buy the trophy from you for 400 orens.

Q2.26. Suspect: Vincent Meis

Phase 1. Suspicion

When you talk to **Siegfried** in the sewers (phase 6 of **Q2.23. Prison Break**), **Vincent** will be mentioned as a suspect in the Salamandra case.

Phase 2. Warehouse

If you ask **Vincent** (**M8.23**) about his investigation with Salamandra, you'll find out that his does some work in one of the warehouses at midnight.

Phase 3. Salamanders

Go to the warehouse (**M8.39**) at midnight. Regardless of what you say, you'll have to fight the bandits. If you support **Vincent**, you'll know a bit more about the situation.

Phase 4. Bits and Pieces

After talking to **Vincent** (no matter what you said) you'll find out that there is no evidence against him.

Phase 5. Innocent

In phase 4 of **Q2.36 The Rat** – when going to the Dike (**M8.4**) – you'll hear that **Meis** is really working on exposing the Salamandra.

Phase 6. Innocent

Go back to Vincent (**M8.23**, **M8.44**) and tell him that you know about his work on the Salamandra. You'll also hear some things about **Javed** and receive a **City Guard Signet Ring**.

Q2.30. Suspect: Vivaldi

Phase 1. A New Suspect

This quest is activated when you talk to **Jethro** (**M8.23**) about the **Professor**.

Phase 2. Innocent

Vivaldi (**M8.9**) is innocent, because he lost control of his bank and thus couldn't have paid the fine for the **Professor**. **Zoltan** will tell you about it (**M8.24**).

Phase 3. Innocent

Talk to **Vivaldi** to find out that **Azar Javed** is a renegade wizard, one of the ones who were responsible for witcher mutations.

Q2.31. Suspect: Thaler

Phase 1. Thaler

Give **Jethro** (**M8.23**) some **Fisstech** (loot bodies of bandits to find it, for example in phase 4 of **Q2.27. Vizima Confidential**) and he'll tell you that **Thaler** might have something to do with Salamandra (if **Jethro** doesn't want to talk to you, leave the dungeon and reenter it).

Phase 2. Lack of Evidence

Thaler won't tell you anything about his contacts with Salamandra – you need proof.

Phase 3. Innocent

In phase 6 of **Q2.49. Anatomy of a Crime** he will be considered innocent. Proof of his innocence can also be found at the end of **Q2.37. Old Friend of Mine**.

Phase 4. Innocent

Go to **Thaler** (**M8.26**)...

Phase 5. Innocent

... and tell him that **Azar** is impersonating **Raymond**.

Q2.32. Dice Poker: The Professional

Phase 1. Thaler Plays Poker

Visit **Thaler** in chapter II (**M8.26**) to challenge him.

Phase 2. Thaler

Beat him.

Phase 3. Munro Rolls the Dice

Challenge **Munro** inside the inn (**M8.24**).

Phase 4. Munro.

Beat **Munro**.

More opponents can be found in chapter III.

Q2.33. Safe Haven

Phase 1. The Merchant

Ask **Zoltan** about a job and he'll tell you to see **Leuvaarden** (**M9.10**).

Phase 2. Drowners in the Swamps

The Merchant will offer you 400 orens for getting rid of the **Drowners** at the swamp.

Phase 3. The Reward

Drowners can be found at the Swamp, near the fireplace (**M10.4**) – be sure to kill them at night (there are numerous enemies also during the day, but they're not the ones related to this quest).

Phase 4. Quest Completed

Go to **Leuvaarden** (**M9.10**) who is wandering around the Dike.

Q2.34. Working Girls

Phase 1. Help for the „girls”

Ask Carmen (**M8.38**) about a job and accept it.

Phase 2. Fighting Bandits

First two bandits can be found near the hospital entrance (**M8.31**). Kill them.

Phase 3. Fighting Bandits

Another two bandits can be found near **Vivaldi's** house (**M8.8**). Kill them.

Phase 4. Fighting Bandits

Another two bandits can be found near the market square house (**M8.17**). Kill them.

Phase 5. Payment

After doing the job go back to Carmen (**M8.38**) for your reward.

Phase 6. Payment

If you don't take money for this quest, from now on all of her girls will sleep with you just for a flower.

Q2.35. A Ghost Story

Phase 1. A Ghost Story

This quest is given to you by a completely usual **Thug** whom you can meet in a house opposite the warehouse (**M8.43**).

Phase 2. The Half-Elf

In so-called haunted house (**M8.41**) you'll fall into a trap. These bandits were really stupid, weren't they? Loot their bodies to find a **key**.

Phase 3. Reward



Talk to the **Half-Elf** you saved. She'll promise you a reward, but you have to meet her at nonhumans' house (**M8.13**). In order to get the "reward", choose the following answers:

"You are... the Sun Child."

"You come... from the land on the river of... alabaster... bridges".

"You are right (...)"

Q2.36. The Rat

Phase 1. The Haunted House

You get this quest from **Coleman**, whom you can find at the inn (**M8.24**). Your goal is to check what's going on in the haunted house (**M8.3**).

Phase 2. Ghosts

At the spot you in fact see two wraiths. Defeat them.

Phase 3. The Dike

The **innkeeper** (**M8.24**) tells you that **Coleman** is to be found at the Dike (**M8.4**).

Phase 4. Snitch

When you enter the Dike, you'll see a scene with **Coleman** apparently working as a snitch for **Vincent**. You can tell the **innkeeper** about that or not.

Phase 5. Snitch

If you tell the **innkeeper** (**M8.24**) about **Coleman**, you'll know that **Ramsmeat** may pay up to 500 orrens for his head. **Coleman** will disappear.

Phase 6. A Secret Kept

If you don't expose **Coleman**, there is a chance that **Vincent** will appreciate it.

Phase 7. Decision

Regardless of your decision, the case is closed now.

Q2.37. Old Friend of Mine

Phase 1. Shani

Go to **Shani's** house at night (**M8.21**) and deal with the grandma (check out the map marker description in our maps section). **Shani** is sleeping in the room upstairs. Talk to her (don't be too harsh on grandma) to activate this quest. You can also please her by letting her speak her mind.

Phase 2. Celandine

Meet **Shani** at the hospital (**M8.30**) (you have to bribe the guard or show him the signet ring that you get from **Vincent Meis** at the end of **Q2.26. Suspect: Vincent Meis**). Ask her if you can help her in any way to know that she is in need of Celandine, that's growing on the Swamps. To gather it, you must have the proper journal entry. It can be found in a book on field plants (you probably have it already).

Phase 3. To the hospital

When you have five units of this herb (you can also buy it from the gardener near the hospital), bring them back to **Shani** (M8.21, M8.30).

Phase 4. A Favor

Shani will be grateful for the herbs.

Phase 5. The Autopsy

When in phase 6 of **Q2.49. Anatomy of a Crime** you conduct the autopsy, you'll feel that **Shani** needs some sign of gratitude from your side.

Phase 6. The Party

Go to Shani (M8.21) after dark and ask her if you can help her in any way. You'll crash a party. You have to bring her: **Temerian Rye**, **Cherry Spirit Cordial**, **Mettina Rose**.

Phase 7. Alcohol

Find **Temerian Rye**, **Cherry Spirit Cordial**, and **Mettina Rose**.

Phase 8. Invitation

Bring the bottles to **Shani** (M8.21) and think about who to invite...

Phase 9. To Shani

If you don't know who to invite, try **Carmen** (M8.38). On the way to the party be sure to grab **grandma's diary** (it's on the bottom floor of **Shani's** house) and **Red Roses**. You'll be in no condition to be walking around in a while...

Phase 10. Dandelion

Go back to Shani (M8.21) and convince **Grandma** that you are here to keep the party safe, then go upstairs and say hello to... **Dandelion**. The game wasn't filled with references to books up to now, but this time you might feel a little lost if you haven't ever read them. It won't impact the game in any way, however. After talking to **Dandelion**, you'll really need to have a drink.



Phase 11. The Discussion

Talk to **Shani** and to **Dandelion**. After a conversation about the vampires, **Carmen** makes her appearance. Don't talk to either **Shani** or **Dandelion** a few times in a row, because each dialogue is ended by a drink and you might pass out too soon.

Phase 12. Fast Pace

Drink one more round with **Dandelion** and **Shani**. **Carmen** will propose a little party game.

Phase 13. Something Interesting

Regardless of options you chose, you'll have to go down to find some private possessions of **Grandma**. You can, but don't have to, ask **Shani** about what happened in Oxenfurt.

Phase 14. Loot

Grandma's Diary is in a locker near Grandma's bed at the bottom floor. Take it to **Carmen**.

Phase 15. A Song

After looking through the diary, **Dandelion** will start to sing. Approach him and talk to him. A cut-scene follows.

Phase 16. Flowers

Shani will get mad and say that the party is over. Give her **Red Roses** to calm her.



If you haven't brought the flowers with you, meditate to the next evening (choose it when talking to **Shani**) and visit the **Herbalist** (**M8.19**) to buy the roses. Go back to **Shani** and say something charming...

Phase 17. Reminiscences

Before you make love, **Shani** will tell you some more about the events from the past.

Q2.38. Suspect: Ramsmeat

Phase 1. Clues

The **Prisoner** in the hospital (**M8.30**) in phase 5 of **Q2.28**. **Crown Witness** makes you include **Ramsmeat** on the suspect list.

Phase 2. Lack of Evidence

Just as with any other suspect, in this case (**M8.24**) you must have evidence. Talk to **Ramsmeat** to know some more about **Kalkstein** and **Berengar**.

Phase 3. Innocent

If in phase 6 of **Q2.49. Autopsy of the Crime** you don't accuse **Ramsmeat**, he'll be automatically considered innocent.

Phase 4. Innocent

Visit **Ramsmeat** (**M8.24**, **M8.37**) and tell him that you've exposed **Javed**. You'll get some more info on this mage and gain **Ramsmeat's** gratitude.

Q2.39. Suspect: Kalkstein

Phase 1. Suspected Alchemist

The Prisoner in the hospital (**M8.3**) from phase 5 of **Q2.28. Crown Witness** makes you include **Kalkstein** on the suspect list.

Phase 2. Lack of Evidence

Visit **Kalkstein** (M8.9) and accuse him of cooperation with Salamandra. You can't prove anything without the evidence.

Phase 3. Innocent

If you don't accuse **Kalkstein** in phase 6 of **Q2.49. Autopsy of a Crime**, he'll be automatically relieved.

Phase 4. Innocent

Visit **Kalkstein** (M8.9) and tell him that you believe in his innocence.

Q2.40. What Lies Beneath

Phase 1. Tropy

This quest begins when you complete one of the „Suspect” quests and the man you proved innocent tells you some more about **Azar Javed**.

Phase 2. Detektyw-Azar

If in phase 6 of **Q2.49. Autopsy of a Crime** you choose to accuse **Azar**, things will get complicated, but the quest will be advanced. The other way to advance it is to find **Raymond's** body in the cemetery (M13.7).

Phase 3. Sojusznik: Kalkstein

Tell **Kalkstein** (M8.9) that you know about **Azar** impersonating **Raymond**. He'll give you a hint on how to force the mage into a trap.

Q2.41. Suspect: Leuvaarden

Phase 1. A New Suspect

This quest will be started when you talk to **Raymond** in phase 10 of **Q2.27. Vizima Confidential**.

Phase 2. Lack of Evidence

Go to the Dike (M8.4) and talk to **Leuvaarden** (M9.10), then accuse him of contacting Salamandra. You can't do anything without the evidence.

Phase 3. Innocent

Reach phase 6 of **Q1.7. Wanted** to know that **Leuvaarden** is innocent.

Phase 4. Innocent

Tell **Leuvaarden** (M9.10) that you believe in his innocence to finish this quest, get 500 orens, and know something interesting about **Javed**.

Q2.42. The Wolf Contract

Phase 1. Wolf Skins

Take a note about this quest from one of the announcement boards (M8.24, M8.23).

Phase 2. Loot

The Wolves can be found in a cave in the swamps (M10.20). Read the **Book of Animals** if you want to find out about the wolves, but it's not necessary.

Phase 3. Payment

Bring the 10 hides to **Jean Pierre** at the bay (M10.2) to get 150 orens.

Q2.43. The Echinops Contract

Phase 1. Echinops Rootstocks

Take a note about this quest from one of the announcement boards (M8.24, M8.23). You'll get an appropriate journal entry from **Curses and the Cursed**.

Phase 2. Loot

Echonops grow at the Swamp. Especially to the south. If you decide to kill **Gramps** in **Q2.53 Cannibal**, you'll confront a sufficient number of **Echinops** then. You need 3 **rootstocks**.

Phase 3. Payment

3 **Echinops Rootstocks** are to be delivered to the Gardener (M8.29) in Temple Quarter. He'll buy them for 100 orens.

Q2.44. The Alghoul Contract

Phase 1. Alghoul Marrow

Take a note about this quest from one of the announcement boards (M8.24, M8.23). Read The **Tome of Fear and Loathing volume 2** for an appropriate journal entry.

Phase 2. Loot

Alghouls can be found during evenings near human bodies. There are a few around the swamp, but an especially good spot to find them is a group of bodies near the fireplace (M10.28).

Phase 3. Payment

Bring **Kalkstein** (M8.9) 3 units of **Alghoul Marrow** for 150 orens.

Q2.45. The Dogcatcher of Vizima

Phase 1. Dog Tallow

Take a note about this quest from one of the announcement boards (M8.24, M8.23).

Phase 2. Loot

There aren't many dogs in Vizima, but if you show some patience (hunt them during the night), you'll get enough **lard** for the **Gravedigger**.

Phase 3. Payment

Bring the **Gravedigger** (M8.36) 6 jars of **dog lard** to get 100 orens.

Q2.46. The Drowned Dead Contract

Phase 1. Drowned Dead Tongues

Take a note about this quest from one of the announcement boards (M8.24, M8.23).

Phase 2. Loot

Drowned Dead are living in the Swamps. To get their tongues, you must have a journal entry about them – you'll get it from reading **Swamp Monsters**.

Phase 3. Reward

Bring the tongues to **Siegfried** (M8.34) for 150 orens.

Q2.47. A Pilgrimage

Phase 1. Escort

Get this quest from **Gramps** (M10.3) who's standing in the Swamps.

Phase 2. Vodyanoi

When you reach the Clay Pits (M10.5), **Gramps** will tell you about a strange occult that is popular among the Brickmakers.

Phase 3. Shrine

Safely get **Gramps** to Melitele Shrine (M10.10). Along the way be wary of the **Coccacidium** (M10.8), which you'd better avoid for now.

Phase 4. Berengar

Gramps will also tell you that he saw **Berengar** at the swamps, who was after the mysterious tower and the clay pits. Besides, you can visit **Gramps** in his hut later on.

Q2.48. Bloodthirsty Vegetation

Phase 1. Archespore

Coccacidium is a deadly plant that you can find at the Swamps (**M10.8**). It's a nasty opponent, to say the least, especially at this early stage of the game. Drink a **Swallow** and a **Golden Oriole**, then use the silver sword against it (strong style, also use Igni sign). Loot the body to get a trophy for **Vincent**.



Phase 2. A Reward

Give the trophy to **Vincent** (**M8.44**, **M8.23**) to get 400 orens.

Q2.52. A Lost Lamb

Phase 1. Lost Boy

This is the second quest you get from **Vaska** (after doing **Q2.50. The Sentry**). Go to Druids' Grove to look for the missing boy.

Phase 2. The Dryad

Go to Druids' Grove (**M10.32**) and ask the **Druids** about the boy. They'll tell you to ask **Morenn** about that.

Phase 3. To Vaska

Morenn (M10.33) tells you that dryads only kidnap little girls and are not interested in boys – little boys, at least.

Phase 4. A Promise

Tell **Vaska (M10.16)** that the druids don't have the boy. Promise her that you'll bring him back if you find him.

This quest is continued in chapter III.

Q2.53. The Cannibal

Phase 1. Maneater

When you enter the abandoned hut (M10.18) and approach the table, you'll notice that a maneater is living here.

Phase 2. Cannibal Gramps

After doing **Q2.47. Pilgrimage**, **Gramps** will be back in his hut – talk to him and he'll admit that he's the cannibal.

Phase 3. A Life Spared

You can let him live...

Phase 4. Information

... and in this case he'll give you a recipe for **Hanged Man's Venom** (quest ends).



Phase 5. Monster

You can also kill **Gramps**...

Phase 6. Death of a Cannibal

... and in this case he'll run away and join forces with a group of **Echinops**. Move away from the plants and kill **Gramps** when he approaches you. Loot his body for a potion and an amber.

Q2.54. A Gravedigger's Gratitude

Phase 1. The Permit

Ask the **Gravedigger** if he can let you into the cemetery (you can do that in phase 3 of **Q2.49. Anatomy of the Crime**).

Phase 2. The Pass (or Thaler)

If you finished the quest **Q2.26 Suspect: Vincent Meis**, go to **Vincent (M8.44)** and ask him for a pass to the cemetery. If you finished **Q2.31. Suspect: Thaler**, deal with the matter of **Gravedigger's** debts with him (**M8.26**).

Phase 3. The Entry to the Cemetery

Go back to the Gravedigger and tell him that you can now enter the Cemetery. You'll get a key and a **recipe for Petri's Philter**.

Phase 4. The Cemetery is Open

You can now enter.

Phase 5. The Discovery

Inside the crypt (**M12.3**) in the graveyard you'll find **Raymond's** body (**M13.7**). True **Raymond's** body. Search it to automatically finish all the "suspect" quests.



Phase 6. Raymond's Body

Give the key back to the **Gravedigger** (M8.36) (you'll still be able to enter the cemetery) and tell him about your findings.

Q2.55. A Most Uncommon Wine

Phase 1. Good Wine

You can meet **Conrad** during the night at the Hairy Bear (M8.24). The youngster will tell you to find a particular type of wine.

Phase 2. To the Inn

You have to find a bottle of **Very Old Wine**. It's in an abandoned house's cellar (M8.3). You have to defeat **Graveirs** to get rid of them.

Phase 3. Quest Completed

Give the wine back to **Conrad**. There's no reward whatsoever.

Q2.56. Flowers and Gold

Phase 1. Beggartick Flowers

Yaren Bolt (M10.22) tells you about valuable **Beggartick Flowers**. You have to find 5 of them for him. If you didn't have the appropriate journal entry, you'll get the necessary info from **Yaren** himself.

Phase 2. The Ferryman

The necessary **Beggartick Flowers** can be found at (M10.27).

Phase 3. Cash Settlement

Give 5 **Beggartick Flowers** to the **Ferryman (M10.1)** for 400 orens.

Phase 4. Share in the Profits

Go back to **Yaren (M10.22)**. If you decide to share the money with him, you'll part as friends. If you don't, you'll have another enemy on your list.

Q2.57. Worth its Weight in Gold

Phase 1. Letter

Yaevinn asks you to deliver a letter to **Vivaldi (M8.8)** in Temple Quarter.



Phase 2. Reply

Tell **Vivaldi** that you have a message from **Yaevinn**. Regardless of what you answer to his question, you have to leave his house and reenter.

Phase 3. Messenger

Vivaldi gives you a note for **Yaevinn**.

Phase 4. Elven Encampment

When you ask the **Druids (M10.32)** about where to find **Yaevinn**, you'll know that he's moved to the Squirrel encampment (**M10.35**).

Phase 5. Quest Completed

Bring the letter to **Yaevinn** in nonhuman camp (**M10.35**).

Q2.59. Force Recon

This quest in its two forms is initiated in phase 3 of **Q2.57. Worth its Weight in Gold**. On the one side of the forest (**M10.35**) Squirrels are readying for battle, led by **Yaevinn**. At the other side there is the Order (**M10.23**) led by **Siegfried**. You can choose which side to support.

If you decide to help **Yaevinn**...



Phase 1. The Guide

Yaevinn asks you lead his men to the golem cemetery (**M10.25**).

Phase 2. Reconnaissance

At the spot there will be 7 Order scouts – kill them all. You'll find some weaponry and 350 orens by their bodies.

Phase 3. Success

Go back to **Yaevinn** (**M10.35**) and deliver the good news to get 200 orens and know that **Berengar** is still alive.

If you decide to lead the Order, be sure to complete **Q2.57. Worth its Weight in Gold** – or you'll lose the opportunity to do it.



Phase 1. The Guide

Siegfried asks you to lead his men to the golem cemetery ([M10.25](#)).

Phase 2. Reconnaissance

At the spot you'll see 6 Scoia'tael – kill them all and loot their bodies for some weapons.

Phase 3. Success

Go back to **Siegfried** ([M10.23](#)) and tell him the good news. You'll get 200 orens and he'll tell you that **Berengar** is still alive.

Q2.122. Finders Keepers

Phase 1. Family Heirloom

Every morning you'll meet a **Con Artist** near the entrance to the sewers ([M8.1](#)). If you talk to him, you'll be able to accept this quest.

Phase 2. Key

The **Con Artist** will give you a key to a gate in the sewers ([M7.21](#)). You'll access the crypt from there – be prepared to fight off **Graveirs** and **Ghouls**.

Phase 3. Success

Search the crypt to find a chest – take its contents.

Phase 4. Loot

Give back the family heirloom to the **Con Artist** (if you met him in the morning and did the quest quickly, he might still be there; if not, wait until sunrise). It seems he kind of pulled your leg on this one, but the important thing is you completed the quest.

Q2.123. A Long Way from Home

Phase 1. Monsters

When you complete **Q2.56 Flowers and Gold**, you can take another quest from **Yaren (M10.22)** – kill some monsters and deal with the vodyanoi.

Phase 2. Bloedzuigers

Run down the road towards the shore. When you approach the cave (**M10.20**), you'll meet three **Bloedzuigers** to kill.

Phase 3. Drowners

When you go past Melitele shrine (**M10.10**) you'll have to kill three **Drowners**.

Phase 4. Echinopsae

A little bit up ahead, at the turn, two **Echinopsae** will appear. At the end go visit **Vaska (M10.16)**.

Phase 5. Fishpeople

When you talk to her, you can choose to kill the vodyanoi...

Phase 6. Vodyanoi killed

.. if you choose that, go to Vodyanoi Altar (**M10.7**) around midnight and kill the **warrior** who's lurking there.

Phase 7. Reward

At the end go back to **Yaren (M10.22)** and tell him about your deeds. If in **Q2.56. Flowers and Gold** you didn't cheat on **Yaren**, you'll get 400 orens. (quest is over)

Phase 8. Yaren's Axe

If you decide to make peace with the vodyanoi, **Vaska** tells you to place **Yaren's weapon** on their altar.

Phase 9. Offering

Go to **Yaren (M10.22)** and convince him to give you his **axe**.

Phase 10. Quest completed

Place the **axe** on the altar (**M10.7**) and wait until midnight. A **Vodyanoi Warrior** appears and swaps the **axe** for **Vodyanoi Amulet**.

Phase 11. Reward

Give the amulet to **Yaren** (**M10.22**) as a sign of peace (you can also kill the warrior after you get it). The reward is the same as if you were to kill the fishman.

Important Characters

Antiquary (merchant)

This dwarf can be found on the market square (M8.15). You can buy the following books from him: **Recent History**, **The History of the World**, **Fairytales and Stories**, **The Conjunction of the Spheres**, **Monstrum or a portrayal of Witchers**, **Ithlinne's prophecy**, **The Story of Lara Dorren and Cragen of Lod**, **Basics of Alchemy**, **An Invitation to Magic**, **Lara's Gift**, **Against Nonhumans**, **Transmutations and Metamorphoses**, **Cults and Religions of the Nordlings**, **The Book of Animals**, **Zerrikanian Insects and Other Vermin**, **Animating the Inanimate**, **The Road of No Return**, **Forensic Medicine**, **Field Plants**, **Swamp Monsters**, **Dragon's Dream**, **Zerrikanian Alchemy**, **The Tome of Fear and Loathing vol 1**, **Faeinnewedd**, **Subterranean Plants**, **A Small Book of Minerals**, **Ritual Plants**, **Swamp Plants**, **Specters Wraiths and the Damned**, **Ornithosaurs**, **Curses and the Cursed**, **The Tome of Fear and Loathing vol 2**.

Brickmaker

You'll meet her in her hut (M10.14) – she can tell you about swamp plants.

Peasant trader (merchant)

He has a stall on the market square (M8.17). He sells: **Pear**, **Raspberry Juice**, **Goat's Milk**, **Cow's Milk**, **Chicken Leg**, **Watermelon**, **Mutton Leg**, **Temerian Rye**, **Pork**, **Local Pepper**, **Vodka**, **Suer**, **Goose Fat**, **Honeycomb**, **Chicken**, **Cherry Spirit Cordial**.

Coleman (merchant)

You can find him in the inn (M8.24) or on the Dike (M8.4). He sells **Fisstech**. Don't ask him about Salamandra's symbols, because he won't be willing to talk to you anymore.

Declan Leuvaarden (merchant)

You'll meet him at the Dike (M9.10). He sells: **Flint**, **Mettina Rose**, **Daisies**, **Tulips**, **Zerrikanian Spirit**, **Amber**, **Storczyki**, **Sapphire**, **Ruby**, **Silver Ring**, **Golden Ring**, **Silver Amber Ring**, **Silver Ruby Ring**, **Gold Sapphire Ring**, **Silver Necklace**, **Silver Amber Necklace** and **Golen Necklace**.

Peddler (merchant)

He does his business on the market square (**M8.18**). He sells mostly gifts: **Flint, Daisies, Tulips, Yellow Roses, White Roses, Silk Scarf, Red Shawl, Orchids, Silver Ring, Gold Women's Gloves, Red Women's Gloves, Gold Ring, Silver Ruby Ring, Gold Sapphire Ring, Shawl.**

Kalkstein (merchant)

He has a house in Vizima (**M8.9**) where you can trade with him for: **Saltpeter, Stammelford's Dust, Suet, Goose Fat, Temerian Rye, Calcium Equum, Wine Stone, Ginatz's Acid, Dwarven Spirit, White vinegar, Powdered Pearl, Naezan Salts, Zerrikanian Mix, Bear Fat, Alcohest, Quicksilver solution, Ducal Water, Phosphorus, Fifth Essence, Alchemists' Powder, Alchemical Paste, Red Ribbon and Garlic,** as well as books: **A Small Book of Minerals, Specters Wraiths and the Damned, Ornithosaurs, The Tome of Fear and Loathing vol II, Basics of Alchemy, The Book of the Tawny Owl.**

Waitress (merchant)

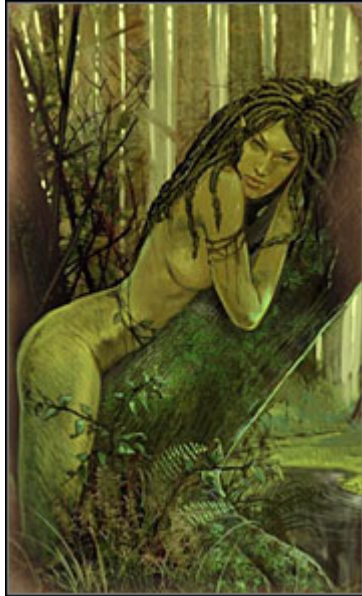
Works in the Hairy Bear (**M8.24**) and sells: **Bottled Water, Bread, Rivian Kriek, Kaedwenian Stout, Viziman Champion, Apple Juice, Cow's Milk, Mettina Rose, Mahakaman Mead, Beauclair White, Cheese, Mutton Leg, Pork, Suet, Goose Fat, Soldier's hooch, Temerian Rye, Nilfgardian Lemon, Chicken, Cherry Spirit Cordial, Bear Fat.**

Order Merchant (merchant)

He's near the entrance to the poor side of the city (**M8.33**). He sells: **Flint, Saltpeter, Whetstone, Stammelford's Dust, Suet, Goose Fat, Grindstone, Bear Fat, Zerrikanian Mix, Blue Meteorite (2 units), Temerian Iron Dagger, Temerian Steel Dagger, Torch, Temerian Battle Flail, Axe, Temerian Iron Axe, Two-Handed Steel Axe, Temerian Steel Axe, Excellent Leather Jacket.**

He only trades with friends to the Order. If you want to be considered a friend, just join forces with **Siegfried** in phase 4 of **Q2.23 Prison Break**. At the end of chapter II you'll have another opportunity to get some reputation, by doing the quest **Q2.59 Force Recon** when hired by the Order.

Morenn



You meet her in druids' grove (**M10.32**). If you want to prove your physical ability to her, you have to bring her a **wolf's pelt**. You can find one a little bit to the north (**M10.33**). When you are back with the hide, ask her about where little dryads come from. Then give her the pelt and say that even sex without procreation is good, because it helps you ease tension. Yup, *The Witcher* is really one-of-a-kind cRPG. :)

Gardener (merchant)

He's in the garden (**M8.29**). He sells: **Hellebore Petals**, **White Myrtle Petals**, **Daisies**, **Celandine**, **Balisse Fruit**, **Wolfsbane**, **Tulips** **Red Roses**, **Yellow Roses**, **White Roses**, **Orchids**. You can play poker with him. Give him something to eat and you'll hear a story about Zerrikania.

Gossip



She wanders around between the hospital (**M8.30**) and **Raymond's** house (**M8.2**). It's not easy to talk to her, but have a go. For us the following choices saw us going to bed with her:

"Have you heard news of a witcher in town?", "He fancies women with or without magical abilities", "Some sort of Frock?" – and then give her any type of gloves. You have to try it a few times before the appropriate dialogue options appear.

Order Armorer

He's at (M8.33). Can forge swords from meteorite parts.

Prostitutes: Hookers, Harbor Whore, Courtesan



In Temple Quarter there are two **Hoers**. One is wandering around **Vivaldi's** house (M8.8), and the other is near **Ramsmeat's** house (M8.37). The amount of money you pay for their services varies from time to time, but 250 orens should do the thing at all times. There's also a **Courtesan** near the brothel (M8.38). When you complete **Carmen's** (M8.38) quest Q2.34. **Working Girls** and don't accept payment, each girl will make love to you just for a flower. **Harbor Whore** is at the Dike (M9.2). All prostitutes will reject you as a client if in Q3.88. **Gold Rush** you support the Squirrels.

Bootblack

He's on one of the city streets (M8.5). Polishing shoes costs 2 orens – if you agree, he'll tell you some things about situation in Vizima.

Scoia'tael

Scoia'tael (Squirrels) can be found in nonhuman encampment (M10.35) in the swamp. When you tell one of them that you don't remember the elven history, she'll give you a book (**Lara's Gift**). To prove that you're not as primitive as you look, give her a flower of **Feainnewedd** (you find out this plant from a book that goes by the same name, to be bought for example from **Elder Druid** (M10.32)). If you then tell her that you're not an expert in swamp plants, she'll tell you about **Beggartick**.

Trader (merchant)

Blacksmith's assistant (M8.7). You must have **Zoltan's** recommendation if you want to trade with him. He sells: **Flint, Grindstone, Saltpeter, Stammelford's Dust, Suet, Goose Fat, Zerrikanian Mix, Bear Fat, Blue Meteorite** (2 sztuki), **Temerian Iron Dagger, Small Axe, Temerian Steel Dagger, Torch, Temerian iron axe, Temerian Battle Flail, Temerian Iron Sword, Temerian Steel Sword, Excellent Leather Jacket**.

Elder Druid (merchant)

Wanders around the Druid Grove (**M10.32**). He's selling: **Grapes, Raspberries, Blueberries, Dried Fruit, Balisse Fruit, Beggartick Blossoms, Allspice Root, Verbena, Crow's Eye, Wolfsbane, Fool's Parsley Leaves, Local Pepper Vodka, Dried Fruit and Nuts, Honeycomb, Plum Cordial, Mandrake Cordial, Formula for Maribor Forest, Feainnewedd, Ritual Plants, The Druid's Herbarium.**

Thaler (merchant)

A fence. He wanders around the city during the day, and nightfalls goes back to his house (**M8.26**). You can meditate there. He sells: **Saltpeter, Grindstone, Goose Fat, Suet, Stammelford's Dust, Zerrikanian Mix, Bear Fat, Gold Ring, Forensic Medicine, Sun Rune, Blue Meteorite, The Book of the Golden Oriole, Temerian Steel Dagger, Temerian Steel Dagger, Temerian Battle Flail, Two-Handed Morning Star, Temerian Iron Axe, Torch, Two-handed Steel Axe, Temerian Steel Dagger.** He's a professional dice player.

Vaska (merchant)

The elder in brickmaker village (**M10.16**). You can buy: **Bread, Kaedwenian Stout, Viziman Champion, Grapes, Pears, Goat's Milk, Cow's Milk, Mettina Rose, Mahakaman Mead, Toussain Red, Watermelon, Chicken, Cheese, Mutton Leg, Redanian Herbal, Goose Fat, Temerian Rye, Bakalie, Cherry Spirit Cordial i Temerian Spirit.** You can also play dice with her.

Herbalist (merchant)

Does business at the market square (**M8.19**). Sells: **Grapes, Dried Fruit, Blueberries, Raspberries, Hellebore Petals, White Myrtle Petals, Daisies, Celandine, Balisse Fruit, Allspice Root, Wolfsbane, Tulips, Red Roses, Yellow Roses, White Roses, Orchids, Field Plants, Subterranean Plants.**

Siegfried

He's holding a post near the Order's HQ (**M8.34**). He wants you to join the Order – better not talk to him about that, because he will be most disappointed if you reject (and you WILL reject) – and you'll no longer be treated as a friend by the Order.

Chapter III



You'll be saved from the swamps by **Triss**, who afterwards takes you to her house in the Trade Quarter. Third chapter begins with 4 new quests: **Q3.60. Posh Reception**, **Q3.61. Identity**, **Q3.62. All the King's Men** and **Q3.63 The Source**. In this chapter you can use teleports: in Triss's house (**M14.1**), in the tower at the swamp (**M20.6**), in the sewers (**M16.12**) and in Kalkstein's lab (**M15.4**).

Map M14 - Trade Quarter

Trade Quarter is a safe location at all times. Some Salamanders are to be found on the streets, as well as a **Kikimore** or two. If you are caught during nighttime without the pass allowing to violate the curfew, promise to the guard that you'll kill all the **kikimores** in exchange for a pass – you'll get it.

MAP M14. TRADE QUARTER THE WITCHER - CHAPTER III



1. **Triss'** house (two entrances). On the bottom floor there are books: **Monstrum or a portrayal of Witches** and **Rivian Pogrom**. Upstairs there's a book on sorceresses and wizards. Also, one of the teleports is here. You can meditate in here.
2. Barricade.
3. House.
4. Manufacture.
5. Night House. A bouncer is guarding the entrance – provoke him to engage him in a fist-fight.
6. Barricade.

7. Temple Quarter gate.
8. Warehouse.
9. Cemetery gate.
10. **Royal Huntsman**.
11. Guardhouse.
12. **Armorer's**.
13. New Narakort inn, with an announcement board in front of it. There are numerous contracts to take there: archespires, graveirs, cockatrices, fleders, ghouls, kikimores and wyverns. One of the **women** tells you about the **Basilisk** for a pint of beer. Talk to the **Waitress** a few times and she'll tell you about her problem: give her **red woman's gloves** to get two flasks of **Wives' Tears**. If you listen to her story about her grandma, you'll also get a **recipe for Wives' Tears**.
14. House.
15. **Herbalist's** house.
16. Maribor gate.
17. Sewer entrance.
18. Merchant's house – two entrances here. **Hobbs Pankiera** is living here – you have to fist-fight him the first time you enter. You'll find **Dandelion's Lute**. You can also sleep with his daughter if you do the conversation with her right.
19. House.
20. Town hall.
21. City gate.
22. House – two entrances. In a chest there's a book.
23. Swordsman. He can place runestones in your blades, as well as forge swords from meteorite parts. Convince him to work by giving him a valuable stone (sapphire, ruby, diamond).
24. Blacksmith's house.
25. Gambler's den. Two entrances here. You can meet the people there during the night. You can meditate here.
26. House.
27. City gate.
28. House.
29. Statue.
30. **Vivaldi** bank.
31. **Radovid's** hideout.
32. House.
33. **Zerrikanian merchant's** stall.
34. **Alchemist's** stall.
35. Alcohol store.

36. Merchant – deals with gifts.

37. Weapon salesman.

38. Fish salesman.

39. Warehouse. You'll get the key from Velerad in Q3.88. Gold Rush. Watch out for Fleders inside. In a chest there's a book **The Conjunction of the Spheres.**

40. Book stall.

41. Sewer entrance.

42. Salamandra hideout.

43. Old forge – werewolf's hideout. Sewer entrance below.

Hint 30: When previously visited locations play their role in next chapters, we stick to map markers that have meaning in the new chapter itself. New people, new items and new quests, that it.

Hint 31: It's good to check out all the previous locations to find new items in chests and barrels.

Map M15 - Temple Quarter

MAP M15. † TEMPLE QUARTER
THE WITCHER - CHAPTER III

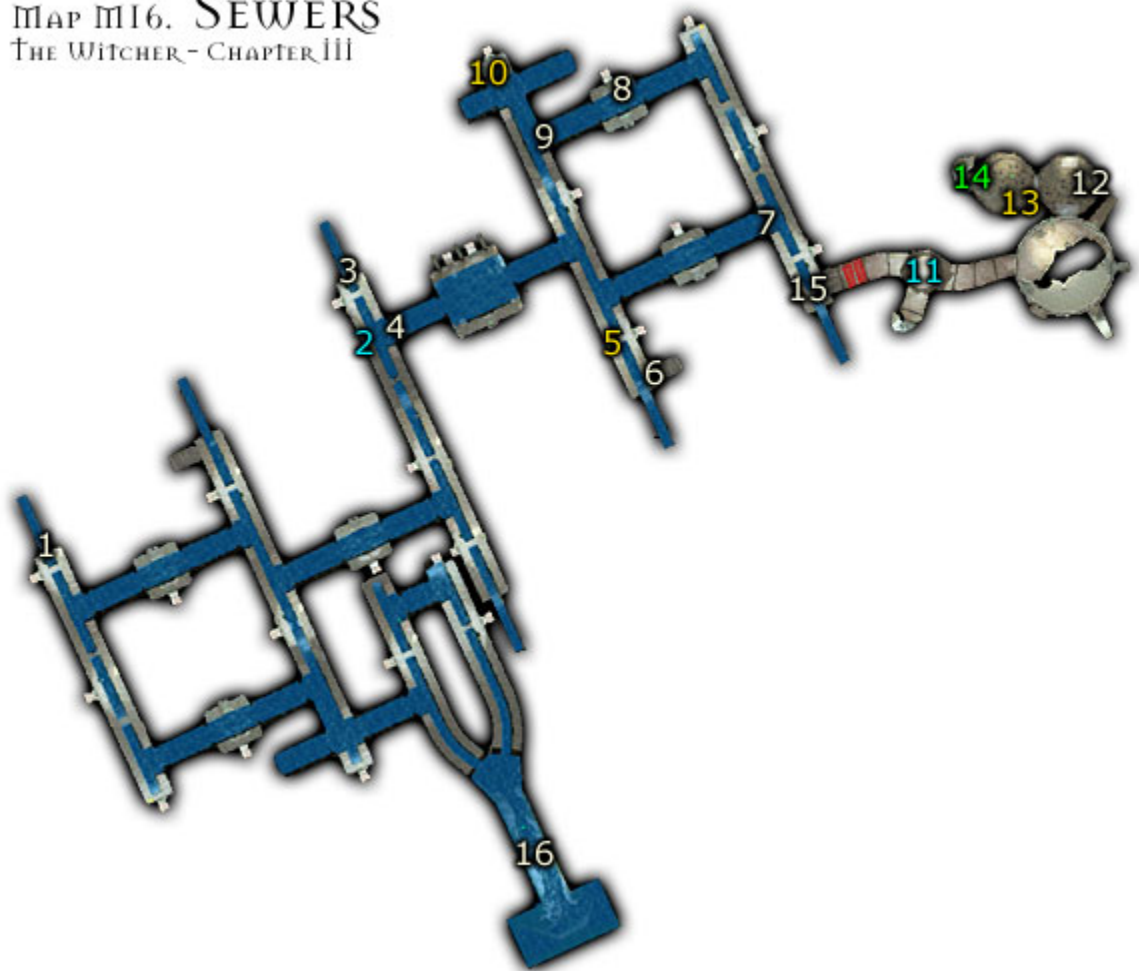


1. Dungeon – **Jethro** is inside.
2. **Grandma's** house.
3. **Shani's** house. **Grandma** doesn't live there anymore. Search the wardrobe on the upper level for **Forensic Medicine** and a book on **love songs**. Also, in a nightstand there's **Recent History**, and in the locker – an **amber**.
4. W skrzyni w piwnicy domu **Kalksteina** znajdziesz ksi¹ę **Potwory bagienne**. Ponadto dzia³aæ tu będzie jeden z teleportów. In a chest in Kalkstein's basement you'll see Swamp Monsters. Besides, one of the teleports is here.
5. Search a chest in **Vivaldi's** house to find **Ithlinne's Prophecy**.

6. In a locker there's a book **Against Nonhumans**.
7. Dentist **Zahin Schmartz**. (formerly **Raymond's** house).
8. Trade Quarter gate.
9. Sewer entrance, and a statue.
10. **Siegfried** conducts training here.
11. Gate to the Dike.
12. Gate to the Cemetery.
13. New **Vertz's** house. In a locker there's a **Silver Amber Ring**.
14. Sewer entrance.
15. House (two entrances). In a chest there's **Elder Blood**.
16. **Angus**.
17. **Angus'** hideout.
18. Brothel.
19. Lebioda's hospital.
20. **Vivaldi's** house.

Map M16 - Sewers

MAP M16. SEWERS
THE WITCHER - CHAPTER III

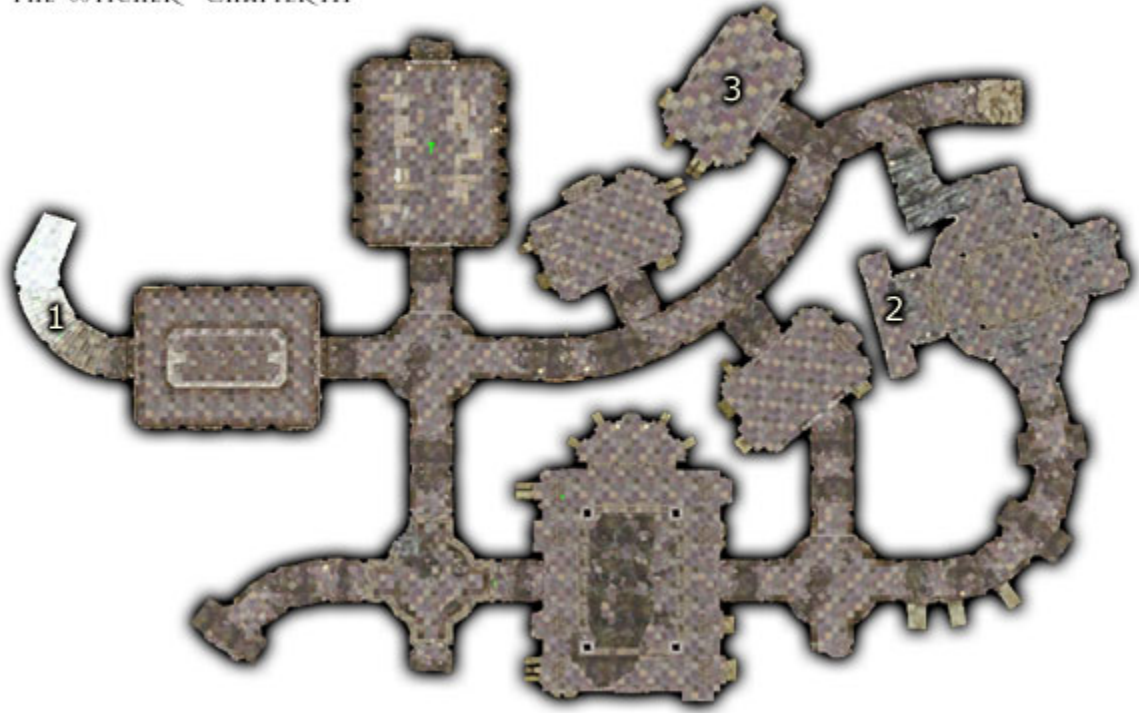


1. Lionhead Spider crypt.
2. Place of power.
3. Salamander hideout.
4. After completing **Q3.64. Following the Thread** you'll be able to open it.
5. Fireplace. There's a body nearby, loot it to find a key to Trade Quarter sewers.
6. Trade Quarter.
7. Gate.
8. Beggartick blossom...
9. Gate.
10. Fireplace.
11. Place of power.

12. Teleport.
13. Fireplace. Nearby you can find: **White Raffard's Decoction** and **Wodo rune**.
14. This rock increases your **igni** power by 50% for 6 in-game hours.
15. Elven ruins entrance.
16. Salamandra hideout leader.

Map M17 - Salamandra Hideout

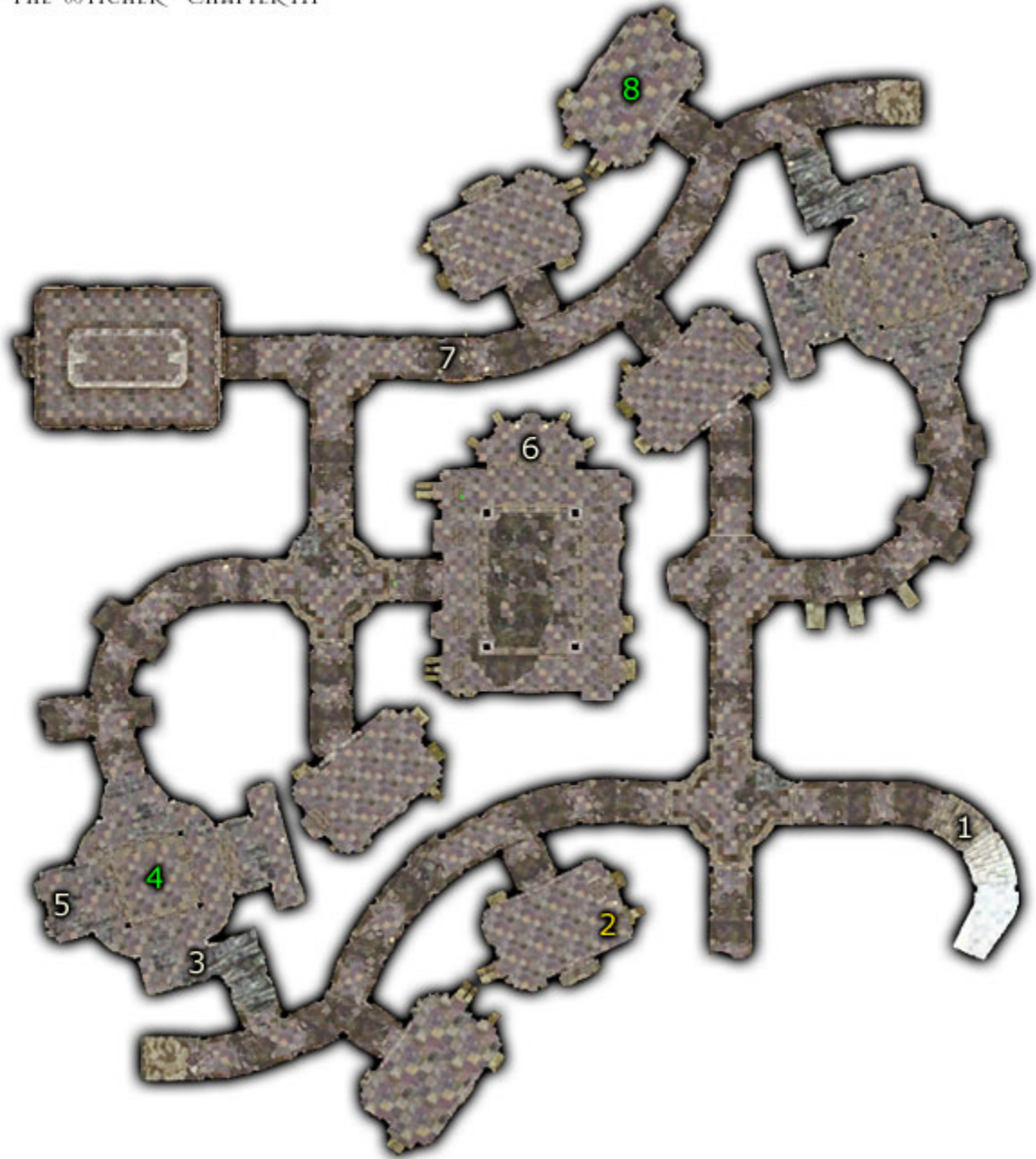
MAP M17. SALAMANDRA HIDEOUT
THE WITCHER - CHAPTER III



1. Sewer entrance.
2. Chest: **Letter from Gellert Bleinheim** and **Key** to the Trade Quarter sewers.
3. Wake up a chemist here and promise him you won't tell on him and he'll give you a recipe for Petri's Philter.

Map M18 - Lionhead Spider Crypt

MAP M18. LIONHEAD SPIDER CRYPT
THE WITCHER - CHAPTER III



1. Sewer entrance.
2. Fireplace.
3. Smash the wall with **Aard**.
4. Stone that increases you **Aard** power and a fireplace.

5. A chest with lots of ingredients.
6. Chest with valuable items.
7. Smash the wall with **Aard**.
8. Stone that increases you **Igni** power and a fireplace.

Map M19 - The Dike

MAP M19. THE DIKE
THE WITCHER - CHAPTER III



1. A merchant in despair.

Map M20 - Swamps

MAPA M20. SWAMPS
THE WITCHER - CHAPTER III

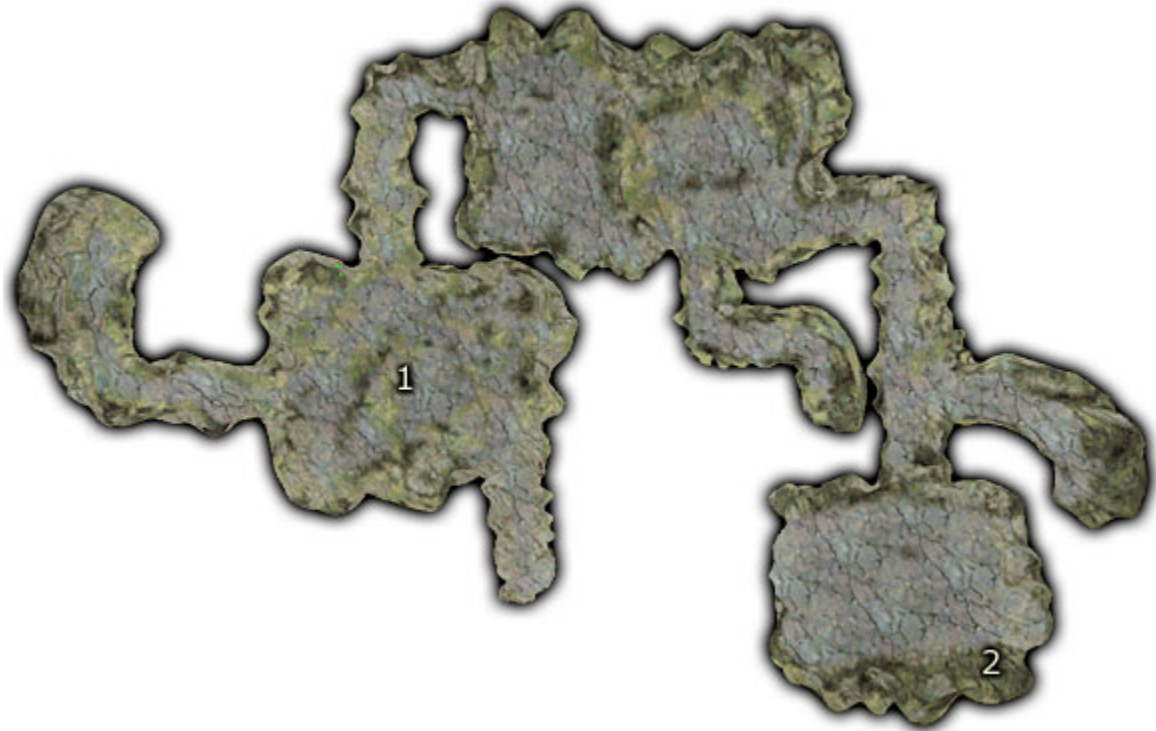


1. Ferryman.
2. **Carmen**. Is you accept her quest **Q3.71. Beauty and the Beast**, she'll go back to Vizima.
3. House. In the locker there's **The Story of Lara Dorren and Cragen of Lod**.
4. House. In the locker there's **Ithlinne's prophecy**.
5. **Vaska's** house.
6. Stone tower. Inside there's a teleport and **Kalkstein**. You can meditate here.
7. Body. Loot it to find a ring necessary for **Q3.70. The Ring**.
8. Cave. No wolves this time, only dozens of **Cockatrices**.

9. Clearing.
10. Druids' grove.
11. Chest. Inside there's a book **Swamp Plants**.
12. Camp. Salamandra people occupy it now. It might be tough to get inside – try to stay on a narrow bridge when fighting so that you don't have to defeat multiple enemies at once.
13. **Wyvern** island.
14. **Wolves** and **Woref**.
15. Golem cemetery.

Map M21 - Swamp Cave

MAP M21. SWAMP CAVE
THE WITCHER - CHAPTER III



1. The missing brickmakers and the missing boy.
2. **Psilocybe** – look the same as **Sewant Mushrooms**.

Map M22 - Vizima's Cemetery

MAP M22. VIZIMA'S CEMETERY
THE WITCHER - CHAPTER III

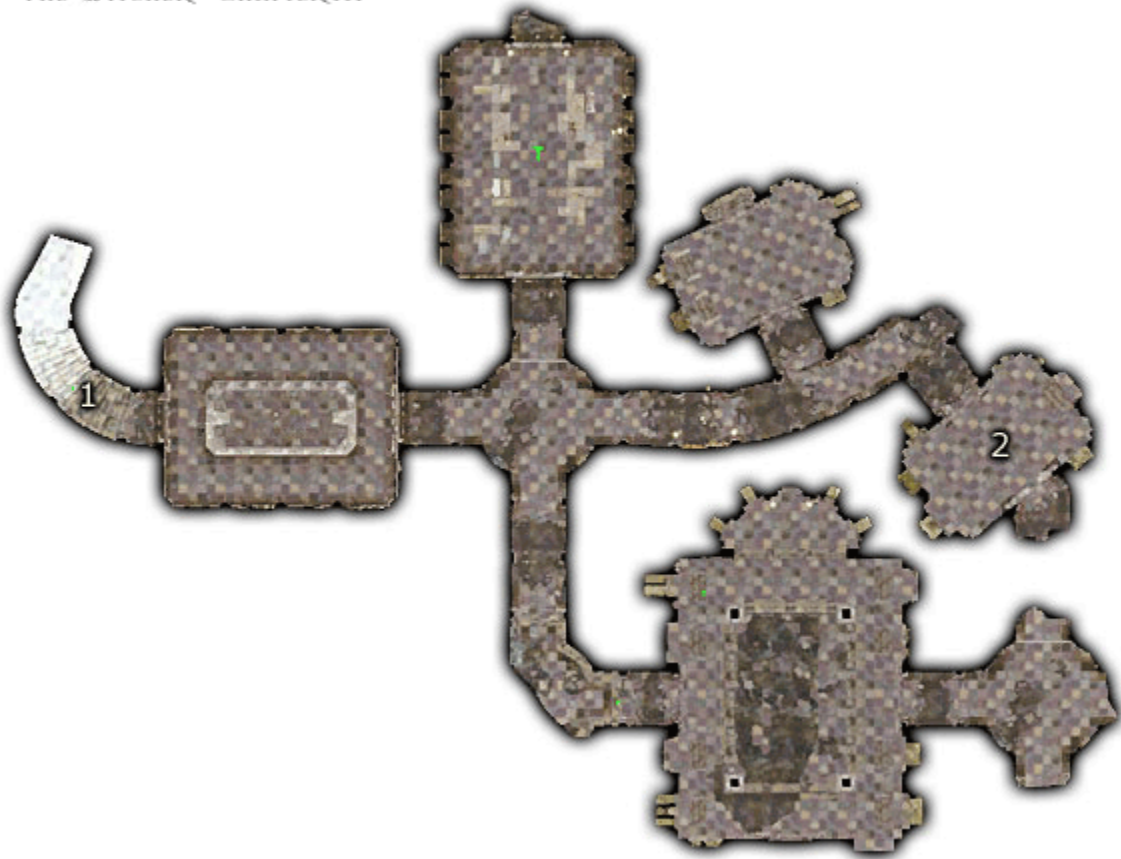


The atmosphere in the cemetery is quite lively indeed. **Ghouls**, **Graveirs** and **Fleders**...

1. **Vetala.**
2. Crypt entrance
3. Statue.

Map M23 - Vizima's Cemetery Crypt

MAP M23. CEMETERY CRYPT
THE WITCHER - CHAPTER III



1. Exit to the cemetery.
2. A group of trapped people.

Map M24 - Salamandra Base

MAP M24. SALAMANDRA BASE
THE WITCHER - CHAPTER III



1. Starting point.
2. Smash the passage using **Aard**.
3. Chest. Inside there's a book **Curses and the Cursed**.
4. He's where you meet up with your ally: **Yaevinn** or **Siegfried**.
5. Circle of Waning Magic. Increases the power of **Yrden**. In a chest there's a **Sun Rune**.
6. Alvaro's portal.
7. **Azar's** barrier.
8. The last cave.

Map M25 - Kikimore Lair

MAP M25. KIKIMORE LAIR THE WITCHER - CHAPTER III



1. Here is where you fall down.
2. Supports.
3. A body. Loot it to find a **Moon Rune**.
4. Supports in a big cave.
5. A Chest with weapon oil.
6. Rocks.

Main quests

Chapter begins with **Q3.60. Posh Reception**, which is then continued in **Q3.87. Lock and Key**. Chapter is over when you complete **Q3.89. The Unforgiven**. Meanwhile you will have to perform some smaller sub-quests: **Q3.64. Following the Thread**, **Q3.69. The Viziman Connection**, **Q3.74. Diplomacy and Hunting**, **Q3.72. Reaping Time** and **Q3.88. Gold Rush**. Your progress is also indicated in **Qp.4. Witchers' Secrets**.

Qp.4. Witchers' Secrets (continued)

Phase 8. Salamandra in the Swamp

In chapter III go to the camp (**M20.12**) and kill all the Salamandras, including **Roland Bleinheim**.

Phase 9. Salamandra in the Temple Quarter

When you complete **Q3.69. The Viziman Connection** (for **Jethro**), Salamandra will take another forceful blow.

Phase 10. Destroyed Cells

You have to wait for an opportunity to deal with **Azar** himself.

Phase 11. Fighting Monsters

At the end of **Q3.89. The Unforgiven** you'll kill a bunch of **Kikimores**...

Phase 12. Second Wind

... and find out that Salamandra is supported by princess **Adda. Triss** saves the day again at the end of chapter III.

Quest will be continued in chapter IV.

Q3.60. Posh Reception

Phase 1. The Banquet

It's one of the objectives that you start the chapter with.

Phase 2. The Meeting

In the evening go to „The New Narakort” (M14.13). Near the stairs you'll meet **Triss**. Besides her, there are a few interesting people at the party: princess **Adda**, count **Roderick de Wett**, **Velerad**, **Erkyn von Blunt**, **Thaler** and **Declan Leuvaarden**. Talk to **Adda** and mention her beauty instead of talking about the curse. **Erkyn von Blunt** swore not to talk – drink with him (three bottles of strong alcohol will do) and he'll break the vows and give you a signet ring for a local brothel (it gives you a discount). Talk to **Thaler** and **Velerad**.

Phase 3. Conversations

Talk to **Leuvaarden** and leave **Triss** with him. You can also talk to **Velerad** about the king and about **Adda**. Go back to the princess. If you want to get intimate with her, say that you're impressed and that politics and sex are very much alike.



Phase 4. The Tastes of a Princess

Ask **Velerad** about the princess' tastes.

Phase 5. Velerad

First you have to give him a bottle of strong alcohol.

Phase 6. Velerad Talks

When **Velerad** drinks it, he'll tell you that **Thaler** knows something more. Talk to **Thaler** himself and you'll know his true role in the kingdom (he's not really a fence).

Phase 7. The Letter

Before you know about **Adda's** taste, you'll have to bring **Thaler** a letter from the nearby alcove – the entrance to which is near the stairs. Approach the chest there and grab a **letter** and a **book**.

Phase 8. Catoblepas

Give the letter back to **Thaler** and you'll know that the princess likes to eat Catoblepas (whatever).

Phase 9. Catoblepas

Velerad knows how to prepare Catoblepas.

Phase 10. The Catoblepas Illusion

Ask **Triss** to create an illusion for you.

Phase 11. Catoblepas - Rare

... then talk to **Triss** again (after she casts a spell).

Phase 12. The Alcove



Give **Adda** what you got from **Triss** and she'll tell you to meet her in the alcove. When you talk to her over there, say that her wish is your command. Yeah, that's how one does the princess.

When you deal with her, **Triss** appears and tells you that **Leuvaarden** wants to talk to you.

Phase 13. The Host

Talk to **Leuvaarden** and agree to help him with the Salamandra. You have to pacify two of their bases. One of them is in the swamp (**M20.12**) and the second is in the sewers (**M16.16**). Now focus on the following quests: **Q3.64. Following the Thread**, **Q3.69. The Viziman Connection** and **Q3.74. Diplomacy and Hunting**. This particular quest is continued in **Q3.87. Lock and Key**.

Q3.63. The Source

Phase 1. Magic Anomalies

It's one of the objectives that you start the chapter with.

Phase 2. Sensors

Ask **Triss** about the magical anomalies and she'll give you three magical sensors that you have to place in the city.

Phase 3. The First Sensor

Place one sensor in a sculpture there (**M14.29**).

Phase 4. The Second Sensor

Place the second sensor in a sculpture (**M15.9**) near the entrance to the sewers in Temple Quarter.

Phase 5. Sensors in place

The third one goes inside a sculpture (**M22.2**) at the cemetery.



Phase 6. Source Child

Visit **Triss** (**M14.1**) and talk to her. You'll get a new quest and a recipe for her trademark potion.

Phase 7. Shani

When you enter Temple Quarter, you'll meet **Shani** and listen to her thoughts on **Triss**.

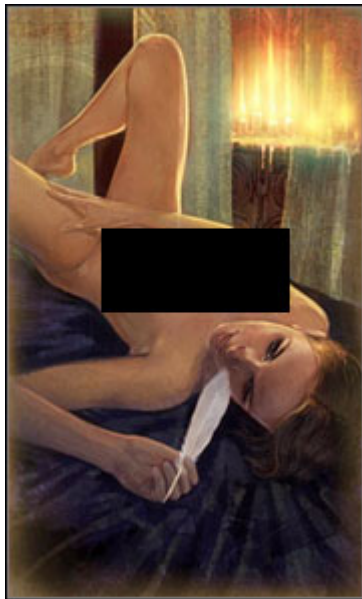
Phase 8. Alvin Kidnapped

In the hospital (M15.19) you meet **Dandelion**, who tells you how he stood in defence of **Alvin**, who has been kidnapped. Leave the hospital and follow **Dandelion** to reach the kidnappers' hideout (M15.20).

Phase 9. Alvin Found

Just after entering the hideout you have to face 4 assassins. After a short conversation with **Alvin**, **Dandelion** appears. Tell him to take **Alvin** to either **Triss** or **Shani**. After you talk to him, 4 more assassins appear.

Phase 10. Alvin and Shani



If you decided that it's **Shani** who should look after **Alvin**, go to her (M15.3).

It turns out that she has somewhat high expectations of you. Before you leave, you meet **Dandelion** again and the day ends with you drinking with both him and **Zoltan**. You'll end up completely drunk at **Shani's** house – she won't talk to you until you sober up. Meditate until you do then find a **Silver Amber Ring** for her. It'd be good if you talked to **Alvin** a few times before that, becoming a kind of father figure.

Phase 11. Clarification

Go to **Triss** and explain her decision to her.

Phase 12. Discontented Triss

... And don't expect her to take it lightly. (quest over)

Phase 13. Alvin and Triss

If you decide to give **Alvin** to **Triss**, go to her (M14.1) and talk to her.

Phase 14. Clarification

After talking to **Triss** go to **Shani** (M15.3) and...

Phase 15. Discontented Shani

... tell her that you gave **Alvin** to **Triss**. In this case you'll also get quite dissed. This proves one thing – you can't go right with women, can you?

Phase 16. Woman and Child



When you go back to **Triss**, it'll turn out that she's expecting a ring from you. Before you leave, you meet **Dandelion** again and the day ends with you drinking with both him and **Zoltan**. You'll end up completely drunk at **Shani's** house – she won't talk to you until you sober up. Meditate until you do then find a **Silver Ruby Ring** for her. Before you give it to her, talk to **Alvin** a few times.

Q3.64. Following the Thread

Phase 1. The Dealer

Go to **Jethro** (M15.1) and you'll get a quest from him.

Phase 2. Following Angus

Talk to **Angus** (M15.16). When he starts running, follow him to his house (M15.17), and when you enter – kill him. Take the **Golden Signet Ring**, a **letter** and a **key** from his body.

Phase 3. The Supplier

The letter that **Angus** has lets you move freely around Salamandra's territory.

Phase 4. The Right Password

Go to the sewers (M15.9) and head to the Salamandra's hideout (M16.3). Tell the thugs that **Angus** sent you and say the password: "Thorn". Then enter the hideout. (the password is mentioned in **Angus' notes**, and also can be learned from the innkeeper in the new Narakort – pay him over 200 orens to do that).

Phase 5. Gellert Bleinheim

In the chief's quarters (M17.3) you find a **letter** and a **key** in a chest. All the assassins will strike you when you steal them, so you might want to drink a Swallow before that. Be sure to use Group Steel style. There are a lot of Salamanders on your way back to the exit.

Phase 6. The Destroyed Warehouse

When you leave the hideout, you'll meet **Jethro** in the sewers. Talk to him to end this quest and start another one: **Q3.69. The Viziman Connection**.

Q3.69. The Viziman Connection

Phase 1. Deliveries

This quest is a continuation of **Q3.64. Following the Thread**.

Phase 2. Deliveries in the Sewer

From a letter found in the chest you know that the supplies come through the sewers and are received by a big grate (**M16.16**). Go there.

Phase 3. Gellert

At the spot you'll see a pack of thugs led by Gellert Bleinheim. Kill them to finally get rid of one of Salamandra's bases mentioned by **Leuvaarden** in **Q3.60. Posh Reception**.

Phase 4. The Amulet

Loot **Gellert's** body to find a key to Salamandra's secret code.

Phase 5. Job Done

Go back to **Jethro** (**M15.1**) and tell him of your success. You'll get 200 orens.

Q3.72. Reaping Time

Phase 1. Brickmakers

Ask **Vaska** about her problems (**M20.5**) and promise to rescue the missing brickmakers.

Phase 2. Salamandra in the Cave

One of the groups is in the cave (**M20.8**).

Phase 3. The Cave

Talk to the freed brickmakers.

Phase 4. Salamandra in the Glade

The other group is in the glade (**M20.9**).

Phase 5. Saved Brickmakers

Talk to the freed brickmakers.

Phase 6. Salamandra by the Tower

The last group is near the tower (**M20.11**).

Phase 7. Saved Brickmakers

Talk to the freed brickmakers.

Phase 8. The Community of the Lord's Worshippers

Now you can tell Vaska (**M20.5**) that you've done your job. You'll be accepted into their Cthulhu-like society and given a book **Hymns of Madness**... as well as a hint to speak with the Hierophant (**M20.10**).

Q3.74. Diplomacy and Hunting

Phase 1. Bleinheim's Death

Go to the swamp encampment ([M20.12](#)) and kill all Salamanders, including **Roland Bleinheim**.

Phase 2. The Coded Message

Loot his body to find a coded message, a king's letter and some werewolf fur. Take everything. This way you've cleared out one of the Salamander bases that **Leuvaarden** mentioned at the end of [Q3.60. Posh Reception](#).

Q3.87. Lock and Key

Phase 1. Leuvaarden's Request

This quest is given to you after [Q3.60. Posh Reception](#). Salamandra's camps are in the swamp ([M20.12](#)) and in the sewers ([M16.16](#)). You'll also get a recipe for **White Raffard's Decoct**.

Phase 2. The Documents

Go to both spots (included in [Q3.64. Following the Thread](#), [Q3.69. The Viziman Connection](#) and [Q3.74. Diplomacy and Hunting](#)). Loot the bodies of Roland and **Gellert Bleinheim** for a **Coded Message** and a **Key to Salamandra's code**.

Phase 3. Analyzing the Documents

Go back to **Leuvaarden** ([M14.13](#)) with the documents.

Phase 4. The Officer

Give the merchant some time to analyze the documents (leave the inn and enter it again). You'll know the password and a response that let you contact one of the officers patrolling the trade quarter.

Phase 5. Fiasco

Before you meet the right man...

Phase 6. Mistaken

... you'll be mistaken two times.

Phase 7. The Salamandra Hideout

The third time round you'll get the right man and know that between midnight and 2 AM you are to be in a certain spot in the sewers ([M16.10](#)).

Phase 8. Salamandra Territory

Use the ladder that leads to the northern part of the quarter and enter the hideout (**M14.42**).

Phase 9. The Peeper

Before you engage some Salamandra officers and their mage, you'll have a chance to do a little eavesdropping. Try to deal with the mage in the first place. Loot his body to find a key to Salamandra base. Be sure to use the mirror to talk to **Radovid**. It will push forward a quest **Q3.62. All the King's Men**.

Phase 10. The Magic Stone

Take a **Magic Stone** from a table.



Phase 11. Radovid

After leaving the hideout (**M14.42**) you'll see a scene in which a werewolf kills a bunch of Salamandras. In a second you'll know that the werewolf is actually **Vincent**. You can either tell him about your conversation with **Radovid** or not.

Phase 12. Werewolf killed

You can choose whether to kill **Vincent**...

Phase 13. A Life Spared

... or let him live.

Phase 14. To Triss

Go back to the inn (**M14.13**). Talk to **Leuvaarden**, and he'll tell you to talk to **Triss**.

Phase 15. A Plan

Triss asks you for a while alone with **Leuvaarden** – go out of the inn and back.

Phase 16. Investigation Complete

Talk to **Triss** or **Leuvaarden** – this quest will be over, and another one will commence: **Q3.89. The Unforgiven**.

Q3.88. Gold Rush**Phase 1. The Bank Robbery**

After doing the **Q3.60. Posh Reception**, you can meet a child (**M20.11**) on the street, who will tell you that there's a bank robbery going on and **Velerad** needs your help. Follow the kid and talk to **Velerad** near the bank (**M14.30**).

Phase 2. Siegfried

If you choose to say that "he might have stayed out of trouble", you'll get a key to the warehouse (**M14.39**) and be able to get into the bank quietly. Watch out for a pack of **Fleders** there. Get to the Town Hall and then to the bank. You'll end up in phase 13.

Phase 3. Siegfried

If you don't use the passage through the warehouse, it'll turn out that **Siegfried** went inside the bank.

Phase 4. Helping Siegfried

You have to join him now.

Phase 5. The Operation

Enter the bank through the main entrance. Inside there is Siegfried who'll tell you to use another way to avoid the Scoia'tael arrows.

Phase 6. Entering through Town Hall

Leave the bank and follow **Siegfried** – you'll get through the town hall. Inside you'll meet some elves and you'll be able to decide whether to negotiate with them or not.

Phase 7. Negotiations

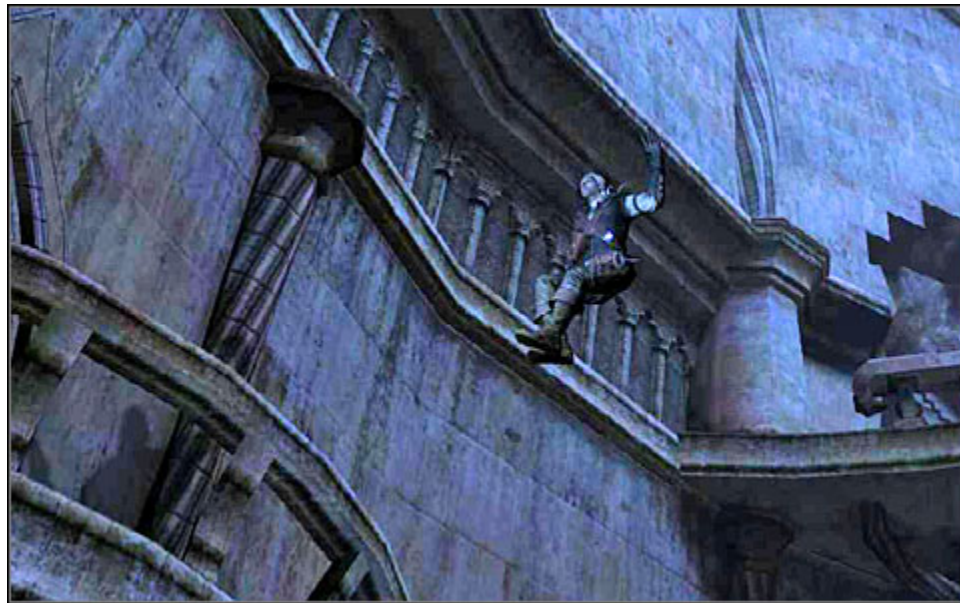
You can choose to fight them...

Phase 8. Negotiations

... then fight the elves and dwarves inside the bank, including **Ren Grouven**.

Phase 9. The Fugitive

... then follow **Yaevinn** to the cellar.



Phase 10. Yaevinn escaped

After dealing with the Squirrels, go down through the hatch, jump across and talk to Siegfried. Some more fighting to be done. **Yaevinn** escapes.

Phase 11. Case Closed

Join **Velerad** near the bank and tell him what happened. **Siegfried's** gratitude is upon you (quest over).

Phase 12. Negotiations

If in phase 6 you decide to negotiate, **Siegfried** leaves you on your own.

Phase 13. Talk to Yaevinnem

Enter the bank. **Ren Grouver** tells you that **Yaevinn** is downstairs. If you change your mind about the negotiations and after all attack **Ren**, you'll be in phase 9 after entering the cellar.

Phase 14. The Choice

After talking to **Yaevinn**, you'll have to choose again: if you order **Yaevinn** to surrender, you'll end up in phase 9.

Phase 15. Monsters

If you want to help **Yaevinn**, you will have to clear the corridors from monsters. Approach the railing and jump down.

Phase 16. Monsters Killed

Deafeat the **Kikimores**.

Phase 17. The Fugitive

Yaevinn is grateful for your help – you can meet up with him at **Vivaldi's**.

Q3.89. The Unforgiven

Phase 1. A Tense Situation

This quest is a continuation of **Q3.87. Lock and Key**.

Phase 2. Allies

You have to talk to **Leuvaarden** (**M14.13**) and regardless of your reaction, you have to organize some support forces. You can have either **Siegfried** (**M15.10**) or **Yaevinn** (**M15.20**) by your side – this depends on the outcome of **Q3.88. Gold Rush**.

Phase 3. A Secret Meeting

The secret meeting will take place in „The New Narakort” (**M14.13**). First you have to inform **Triss** (**M14.1**).

Phase 4. I should tend...

Triss tells you that your conversation with **Leuvaarden** is very important, so you first have to deal with some other, minor issues.

Phase 5. The New Narakort

When you don't have anything else to do in this chapter, go to **Triss** and tell her that you're ready for a serious conversation. Make sure that you have **Cat** and **Tawny Owl** with you. Without them it might be difficult to finish this chapter.

Phase 6. A Warning

Flashback: If you cured **Vincent** in **Q3.71. The Beauty and the Beast**, you'll get additional support from him when you enter the inn (**M14.13**).

Phase 7. The Trap

Defeat the attackers and go upstairs. At the spot you'll meet the rest of your fellow plotters.

Phase 8. The Salamandra Base

Triss teleports you right into the action (**M24.1**). Unfortunately the teleportation wasn't too precise, because your ally (**M24.4**) is behind some enemy lines.

Phase 9. The Portal

You now have to activate a portal. Use the **Power Stone** which is guarded by a nearby mage (**M24.5**).

Phase 10. The Power Stone

You could have got it in the Salamandra Hideout earlier on (**M14.42**), but either way you should kill the mage and loot his chest.

Phase 11. A Chat

Obviously you can strike the Salamanders here, but they will respawn endlessly until you activate Alvaro's portal (**M24.6**) and take advantage of the fact that **Azar's** force field is lowered – go talk to him and the **Professor** (**M24.7**).



Phase 12. Alzur's Shield

Flashback: When **Azar** tries to kill you at the end of his speech, you'll be saved by Alzur's Shield – a spell cast by **Triss** on you. You found this spell yourself, before fighting **Javed** in Chapter II – it's a result of a good performance in **Q2.49. The Autopsy of a Crime**.

Phase 13. The Confrontation

Go to the last cave (**M24.8**) and finish the Professor off. Depending on how you developed your character, decide whether you want to deal with him first, or concentrate on his minions using group style.

Phase 14. The Kikimore Lair

At the end of the battle you'll both fall down to Kikimores' Lair. The professor gets eliminated and you have to deal with **Kikimore Queen**. Don't try to battle it directly – it can kill you with just one blow. There's a tough struggle before you. Drink up a **Tawny Owl**, because you will be needing your **Aard** power now.



Phase 15. The Queen

Run to the end of this cave (**M25.6**). Every time you run under supports, use **Aard** on them (watch out not to get crushed yourself). If you think that you've won enough time, loot the chest (**M25.3**) to find a **Moon Rune**. In the next cave (**M25.4**) hordes of **Kikimores** start coming at you. Don't fight them, just run as far as you can. If you get blocked, then try to fight your way out. At the middle of the cave (**M25.4**) use **Aard** on one of the supports, then run towards the corridor (**M25.6**). The cave will collapse and **Kikimore Queen** will get crushed. Loot her body to find the remains of the **Professor**: a letter and a report. Also, you should find 2 new books: one on **Kikimores** and one on **Wolverines**, as well as some **alchemical ingredients**.

Phase 16. Adda

The professor's **report** clearly indicates who's behind Salamandra and the forging the king's letters. Also, read the **letter** that you found – it will advance the **Qp.3. Berengar's Secret** quest. Now go along the unlocked corridor to the exit.

Phase 17. A Partial Success

Vizima is clear of Salamandra and the **Professor** is dead. **Adda** is mad at you, and your life is saved by **Triss** once more. Ain't she the sweetest thing?



Side-quests

Qp.3. Berengar's Secret (continued)

Phase 12. A Traitor

When you read the **Professor's** letter in phase 16 of **Q3.89. The Unforgiven** then you'll know that **Berengar** is working for Salamandra.

Quest will be continued in Chapter IV.

Q1.7. Wanted (continued)

Phase 7. The Professor's Death

The **Professor** died at the end of chapter III, during the battle in Salamandra's base – it's at the end of **Q3.89. The Unforgiven**.

Q1.22. Fistfight (continued)

Phase 5. Fighting Andrew Gablodda

Andrew is fighting in the Trade Quarter – in New Narakort (**M14.13**). You have to bet 200 orens to fight him.

Phase 6. Andrew Gablodda Defeated

As a reward you can have your 200 orens back, Swarog Runestone, Red Meteorite – or you can choose to have 500 orens and an Earth Rune.

Quest will be continued in Chapter IV.

Q2.32. Dice Poker: The Professional (continued)

Phase 5. The Hierophant Plays Poker

The Hierophant is in Druids' Grove in chapter III (**M20.10**). If you ask him about your common friends, then he'll tell you that he's a dice player.

Phase 6. The Hierophant

Beat the **Hierophant**.

Phase 7. Count de Wett Plays Poker

You can meet the count in the guardhouse (**M14.11**) after doing **Q3.60. Posh Reception**. Ask him if he's into politics, and you'll know that he plays poker.

Phase 8. Count de Wett

Beat **Count de Wett**.

Phase 9. Professional

When you beat 4 professional players, you'll gain a rank of pro yourself. The quest is over when you challenge **Koster**, who's in the gambling den (**M14.25**).

Q2.52. A Lost Lamb (continued)

Phase 5. Found

The lost boy is in the swamp (**M20.8**). Talk to him in order to send him home.

Phase 6. Success

Go back to **Vaska** (**M20.5**) and tell him you've found the boy.

Q3.61. Identity

Phase 1. Psyche

It's one of the 4 quests you start the chapter with.

Phase 2. Memory

Triss tells you that she can't help you regain your memory and you can only count on yourself.

Phase 3. Motivation

Talk to **Thaler** about Salamandra and you'll understand your own motivations. **Thaler** can be found at a party in New Narakort (**M14.13**). Start the conversation with asking him about who he really is.

Phase 4. Monsters

After leaving the Salamandra's hideout (**M14.42**) in phase 10 of **Q3.87. Lock and Key**, you'll witness a scene in which a werewolf kills a group of thugs. The werewolf turns out to be **Vincent** himself. Killing or letting him go is the next step in knowing your own nature.

You'll know more about yourself in chapter IV.

Q3.62. All the King's Men

Phase 1. A Letter of Safe Conduct

It's one of 4 quests you start the chapter with. **Triss** gives you a note that lets you walk around the Trade Quarter.

Phase 2. The Officer

When you leave **Triss'** house, you have to show your pass to one of the guards.

Phase 3. Thaler

When you leave New Narakort after the party in **Q3.60. Posh Reception**, you'll see an argument between **Count de Wett** and **Thaler**.

Phase 4. Thaler's Death

If you support the **Count** here, you'll let **Thaler** die.

Phase 5. The Forgery

If you don't believe what the **Count** says, nobody dies, but surely the **Count** won't be very fond of you now.

Phase 6. The Conversation Continues

Follow **Thaler** to the inn and talk to him.

Phase 7. The King's Signature

You'll know that probably all the recent king's orders have been forged.

Phase 8. Radovid's Projection

When you perform a quest **Q3.87. Lock and Key**, you will have a chance of talking to **Radovid**, the king of Redania.

Phase 9. Triss Helps

Ask **Triss** (**M14.13**, **M14.1**) about the magic stone.

Phase 10. The Communication Stone

To know more, meet **Triss** at her house (**M14.1**). **Triss** tells you where to go.

Phase 11. Radovid of Redania

Go to **Radovid's** hideout (**M14.31**) and ask him if he has any business with you.

Phase 12. The Princess's Scheme

At the end of **Q3.89. The Unforgiven** you'll know that all the problems in Vizima have been caused by princess **Adda** – formerly a cursed beast (she's the one from the intro movie, if you don't know that already).

Q3.65. Dandelion's Lute

You can start this quest in two ways. For some reasons it's better to kick it off by talking to **Dandelion** at the Inn. If you visit **Pankiera's** house first, due to a bug you won't be able to get intimate with a certain girl (and you wouldn't want that, now would you?).

Phase 1. The Lute

Go to „New Narakort” (**M14.13**) and ask **Dandelion** what happened to his lute. He won't want to talk unless you drink with him (7 beers). When he's drunk, ask him about the lute again, then ask why he was afraid to talk to about it, and at the end agree to help him.

Phase 2. The Muse



Before you go to find the instrument, sober up. When you enter the house (M14.18), you have to beat up the girl's father using fists. Or pay him 20 orens – it doesn't matter how you handle him. Then go upstairs and talk to **Rozalind Pankiera**. If you want to sleep with her, choose the following sentences:

“That's why I'm here”

“We settled matters...”

“If you give up the lute...”

“I would stop short of the marriage...”

“Can I cheer you up?”

“Causes a slight tingling...”

Phase 3. The Lute Reclaimed

Approach the chest in the corner and take **Dandelion's Lute** from it.

Phase 4. The Concert

Give the lute back to **Dandelion** (**M14.13**), and he'll invite you to his concert. If you enter the inn around 8 PM, then you'll see him playing the lute. And that's all.

Q3.66. Dice Poker: The Sharper

Phase 1. Too Good For Me

Talk to Koster in the gambling den (M14.25) and you'll know that you have to become a professional before you can challenge him (Q2.32 Dice Poker: The Professional).

Phase 2. Entering the Gambling Den

When you become a professional player, you can play Koster.

Phase 3. The Gambling Den

Beat Koster.

More gamblers to be found in chapter IV.

Q3.67. Won't Hurt a Bit

Phase 1. The Beast's Teeth

Zahin Schmartz (M15.7) will buy some monster teeth from you.

Phase 2. The Beast's Teeth

Bring him **The Beast's Teeth** to get 50 orens, but what he really wants is...

Phase 3. Fleder Fangs

He's eager to pay 100 orens for **Fleder Fangs**.

You can sell more teeth to him in the chapter 5.

Q3.68. Six Feet Under

Phase 1. The Cemetery

Siegfried (M15.10) tells you that there's something strange going on at the cemetery. In the middle of the graveyard (M22.1) you see a talking ghoul named **Vetala**.

Phase 2. Talking Ghoul

If you decide to kill it ...

Phase 3. Vetala Killed

... you will have to face him, one **graveir** and two **ghouls**.

Phase 4. Quest complete

At the end you have to go back to **Siegfried** (M15.10) for your reward – 200 orens (quest over).

Phase 5. The Commando

If you decide to save **Vetala**, you'll know that there's a Scoia'tael Commando walking around the cemetery.

Phase 6. A Choice

The Commando is near the entrance to the crypt (M22.2). One more choice to make: kill them or save the trapper people.

Phase 7. Battle the elves

If you decide to kill the Squirrels...

Phase 8. Siegfried Displeased

... **Siegfried** (M15.10) pays you 100 orens (quest over).

Phase 9. The Rescue

If you want to help those who are trapped in the crypt, find them in the furthest hall (M23.2) Kill all the ghouls.

Phase 10. Siegfried Satisfied

Tell **Siegfried** of your success (M15.10). You'll get a bonus – 400 orens. It's the best solution to this quest.

Q3.70. The Ring

Phase 1. The Ring

There's a merchant at the Dike (M19.1) who asks you to retrieve his family ring.

Phase 2. Additional Information

When you ask him about where to look for it, you'll find out that it's on a body near Melitele shrine at the swamp.

Phase 3. Lost Property

Loot the body (M20.7) to find the ring.

Phase 4. Reward

Give the ring back to the merchant (M19.1) at the Dike. You'll get 100 orens.

Q3.71. Beauty and the Beast

Phase 1. The Cure

When you meet **Carmen** at the swamp (M20.2), offer her your help in finding a cure for her beloved.

Phase 2. Three Ways

Talk to the **Hierophant** (M20.10) about werewolves. He tells you how to cure it. First you have to talk to **Carmen's** beloved.

Phase 3. A Most Mysterious Werewolf

Carmen (M15.18) doesn't want to tell you anything.

Phase 4. Vincent the Werewolf

After leaving the Salamandra's hideout (M14.42) in phase 10 of Q3.87. Lock and Key you will see a scene in which the werewolf strikes down a group of Salamandra thugs. In a while you'll know that the werewolf is actually **Vincent**. This quest will end if you decide to kill him (you get **Werewolf Fur** for that). If you let him live, the quest will go on.

Phase 5. Cooperation

Go to see **Carmen** (M15.18) and tell her you know who her beloved is.

Phase 6. Fool's Parsley

The cure consists of 5 portions of **Fool's Parsley**. Read **Swamp Plants** to know how it looks.

Phase 7. To Carmen

Fool's Parsley grows at the swamp. Look for it near the golem cemetery (M20.15).

Phase 8. Other Methods

Give the leaves back to **Carmen** (M15.18).

Phase 9. Failure

After a while **Carmen** tells you that the cure didn't work.

Phase 10. Kalkstein's Medicine

Go to **Kalkstein** who's still in the tower (M20.6) and ask him for lycanthropy cure (remember about the teleports). Kalkstein agrees to help you, but needs a while to work.

Phase 11. A Virgin's Tear

Go outside and visit **Kalkstein** again. Take the cure and start your search. You need to find a virgin.

Phase 12. A Potion for Carmen

If you thought that **Carmen** was a virgin, you were wrong just like we were. Go to the hospital and ask one of the **nurses** for a tear.

Phase 13. The Remaining Methods

Give the cure to **Carmen** (M15.18).

Phase 14. Failure

Carmen tells you that this cure didn't work either.

Phase 15. Desperate Means

The only thing left to try is, well, true love – tell **Carmen** about it.

Phase 16. Love

After you talk to **Carmen**, you know that she really loves **Vincent**. He seems to be more fond of his work, however.

Phase 17. Talking to Vincent

Vincent is either in the dungeon (M15.1) or by the gate (M15.8). Talk to him about the true love.

Phase 18. The Curse is Lifted

Go back to **Carmen** and how her how things are going. It turns out that their love truly grows.

Q3.73. Echoes of Yesterday

Phase 1. The Elven Temple

Yaevinn, who's in Druid's Grove (M20.10), asks you to check out how his commando is doing in Vizima.

Phase 2. Evil

The remaining forces of the Squirrels are near elven ruins (M16.15) in the sewers below the Trade Quarter.

Phase 3. The Vampire

Near the teleport ([M16.12](#)) you see a **Bruxa** – a tough vampire. Kill it.

Phase 4. Yaevinn

Yaevinn appears and gives you 300 orens for defeating the **Bruxa**.

Phase 5. Elven Ruins

You won't find out why were the Squirrels so eager to enter these ruins.

Q3.75. The Predatory Wyvern

Phase 1. The Wyvern

Go to Wyvern island ([M20.13](#)) to find a beast named Moa. Kill it and take a trophy from its body.

Phase 2. A Reward

Give the trophy back to the **Royal Huntsman** ([M14.10](#)) for 600 orens.

Q3.76. A Restless Ghost

Phase 1. The Husband's Ghost

Hildegard is near the cemetery gate ([M15.12](#)) around noon. You can accept a quest to kill the ghost of her late husband.

Phase 2. Payment

Be near the gate exactly at midnight (Temple Quarter) – a **Wraith** will appear. Kill it.

Phase 3. The Money

Wait until noon and collect your reward – 200 orens.

Q3.77. The Archespore Contract

Phase 1. Archespore Juice

This quest is found on the announcement board near New Narakort ([M14.13](#)). The knowledge you need here is in **The Curses and the Damned**.

Phase 2. Loot

Finding Archespores might be a bother. Try to walk around the swamps at night near the Scoia'tael camp (**M20.12**).

Phase 3. Payment

Give the loot (3 flasks) back to the **Jethro** (**M15.1**) for 200 orens.

Q3.78. The Graveir Contract

Phase 1. Graveir Bones

This quest is found on the announcement board near New Narakort (**M14.13**). The knowledge you need here is in **The Tome of Fear and Loathing volume 1**.

Phase 2. Loot

Graveirs are found in the cemetery.

Phase 3. Payment

Give the loot (5 bones) back to the **Velerad** near the Guardhouse (**M14.11**) for 200 orens.

Q3.79. The Cockatrice Contract

Phase 1. Cockatrice Feathers

This quest is found on the announcement board near New Narakort (**M14.13**). The knowledge you need here is in **Ornithosaurs**.

Phase 2. Loot

Cockatrices are found in the swamp cave.

Phase 3. Payment

Give the loot (feathers) back to a man in the Town Hall (**M14.20**) for 200 orens.

Q3.80. The Fleder Contract

Phase 1. Fleder Fangs

This quest is found on the announcement board near New Narakort (**M14.13**).

Phase 2. Loot

Fleders are found in the cemetery.

Phase 3. Payment

Give the loot (3 claws) back to the **Velerad** near the Guardhouse (**M14.11**) for 200 orens.

Q3.81. The Ghoul Contract

Phase 1. Ghoul Blood

This quest is found on the announcement board near New Narakort (**M14.13**).

Phase 2. Loot

Ghouls are found in the cemetery.

Phase 3. Payment

Give the loot (12 flasks) back to the **Velerad** near the Guardhouse (**M14.11**) for 200 orens.

Q3.82. The Kikimore Contract

Phase 1. Kikimore Claws

This quest is found on the announcement board near New Narakort (**M14.13**). The knowledge you need here is in **The Wonderful World of Insectoids**.

Phase 2. Loot

Kikimores are found in the swamp and in the trade quarter at night.

Phase 3. Payment

Give the loot (10 claws) back to the **Velerad** near the Guardhouse (**M14.11**) for 200 orens.

Q3.83. The Wyvern Contract

Phase 1. Wyvern Meat

This quest is found on the announcement board near New Narakort (**M14.13**).

Phase 2. Loot

Wyverns are found in the swamp (**M20.13**). Defeat three beasts and gather their meat.

Phase 3. Payment

Give the loot back to the **innkeeper** in the New Narakort (**M14.13**) for 200 orens.

Q3.84. Blue Eyes

Phase 1. The Missing Sister

Patrick de Weyze (M14.13) tells you to find his sister.

Phase 2. Blue Eyes

In Night House (M14.5) you meet a **blue-eyed girl** who fits just right into **Patrick's** description.

Phase 3. Proof

Go back to **Patrick**. He wants an evidence.

Phase 4. Fang Marks



Go back to the Night House (M14.5). Blue-eyed girl wants 500 orens for a night (pay her at the start, she'll only raise her price if you barter). If you have the Night House **Signet Ring** (from **Erkyn von Blunt**, met at the party), you'll only pay half the price. After the sex talk to her once more and notice a scar on her neck.

PS. The same card (image of a nude girl, that is) can be acquired from a courtesan near the entrance of New Narakort (M14.13).

Phase 5. Control

Tell **Patrick** about the scar. Go to Night House again and go upstairs this time – meet the **Night Lady** (you have to beat the bouncer first) and ask her about the **Blue-eyed girl**.

Phase 6. Duel

If you decide to fight the **Night Lady**, you'll have to face 4 vampires, including herself.

Phase 7. Dead Vampires

Go downstairs and tell the blue-eyed girl the vampires are dead.

Phase 8. To the Knight

She'll be most disappointed.

Phase 9. Girl's Escape

Go back to see **Patrick**. You won't get any payment for your job (quest over).

Phase 10. A Life Spared



If you spare the **Night Lady** (she was a friend of **Regis'**, your old buddy from the books!), you'll have the pleasure of having sex with vampires. After a while you will have to battle **Patrick** as well as some knights that followed you.

Phase 11. Another Point of View

When the knights appear, you'll have to decide who to support.

Phase 12. Against Vampires

If you go against the vampires...

Phase 13. Betrayal

... You'll get nothing but bad reputation...

Phase 14. Knight and his sister

... and nobody will like you afterwards.

Phase 15. Slaughter

If you remain neutral, the situation will get quite tough, because everyone will start to battle, and most people will target you for some reason. Only you and the blue-eyed girl will survive.

Phase 16. Neutral

Blue-eyes probably won't like to talk to you after all this – in this case go out of the building and enter it again. When you talk to her again, you'll eventually get 500 orens. (quest over).



Phase 17. Defying the Brother

If you decide to support the **Night Lady**, you'll have to deal with the knights...

Phase 18. A Knight's Death

... which means killing them all.

Phase 19. A New Vampiress

Your actions led to a new vampiress being born. You might consider it a tribute to **Regis**, who died by your side (yes, it was in the books, not in the game).

Q3.85. White Fang

Phase 1. The Wolf

Woref – a giant wolf – can be found in the swamp (**M20.14**). First get rid of its smaller minions (steel sword, group style), then deal with the beast itself (silver sword, strong style). Take the trophy from its body.

Phase 2. A Reward

Bring the trophy back to the **Royal Huntsman** (**M14.10**) and you'll get 600 orens.

Hint 32: If you have done 5 trophy-based quests, you'll get an additional reward: **Perun Runestone**.

Q3.86. Medic in Distress

Phase 1. Grandma

Near the hospital (**M15.19**) there's a troubled medic (around noon). Agree to help her.

Phase 2. The Location

When you look inside the house (**M15.2**)...

Phase 3. Thrown Out

... you'll get thrown out.

Phase 4. Monster Killed

Go there at night, when she is asleep. Go to the cellar and kill a **Fleder** in there.

Phase 5. The Quest is Completed

Go back to see the troubled medic (around noon) and tell her the monster is dead. You get 50 orens for your trouble.

Important Characters

Alchemist (merchant)

He's on the market square ([M14.35](#)) and sells: **Saltpeter, Wolfsbane, Mandrake Root, Stammelford's Dust, Suet, Goose Fat, Calcium Equum, Wine Stone, Ginatz's Acid, Lunar Shards, White Vinegar, Powdered Pearl, Naezan Salts, Quicksilver Solution, Ducal Water, Feainnewedd, Phosphorus, Fifth Essence, Pyrite, Sulfur, Alchemists' Powder, Alchemical Paste, Optima Mater, Albar's Crystals, Rattle, Pouch of Salt**, as well as books: **Little Book of Minerals and Great Book of Minerals**.

Bar Wench (merchant)

Works in a gambling den ([M14.25](#)). Sells: **Redanian Lager, Cintrian Faro, Chicken leg, Sodden Mead, Chicken sandwich, Ham Sandwich, Soldier's Hooch**.

Fishmonger (merchant)

He's by the city walls ([M14.38](#)) and sells only **Fish** and **Gutted Fish**.

Kalkstein (merchant)

He's inside the tower at the swamp ([M20.6](#)). He sells: **Saltpeter, Stammelford's Dust, Suet, Goose Fat, Temerian Rye, Calcium Equum, Wine Stone, Ginatz's Acid, Dwarven Spirit, White Vinegar, Powdered Pearl, Naezan Salts, Quicksilver Solution, Zerrikanian Mix, Bear Fat, Alcohest, Ducal Water, Phosphorus, fifth Essence, Alchemist's Powder, Alchemical Paste, Red Ribbon and Garlic**, as well as books: **Little Book of Minerals, Specters Wraiths and the Damned, Basics of Alchemy, Book of the Tawny Owl, Ornithosaurs, Book of Fear and Loathing volume II, Golden Oriole Book, The Book of Kisses**.

Gift-merchant (merchant)

He's standing near the city walls ([M14.36](#)) He sells: **Daisies, Tulips, Yellow rose, White Rose Red Rose, Amber, Orchids, Sapphire, Ruby, Silver Ring, Gold Women's Gloves, Red Woman's Gloves, Silver Amber Ring, Diamond, Gold Ring, Silver Ruby Ring, Shawl, Gold Ruby Signet Ring**.

Arms Dealer (merchant)

He's on the market square (**M14.37**) and sells: **Flint, Saltpeter, Whetstone, Suet, Goose Fat, Stammelford's Dust, Grindstone, Bear Fat, Zerrikanian Mix, Diamond Dust, Vodon Rune Stone, Excellent Leather Jacket, Two-handed Morning Star, Heavy Club, Temerian Steel Dagger, Deithwen Dagger, Torch, Temerian Iron Sword, Temerian Iron Axe, Mahakaman two-handed Axe, Ceremonial Sword of Deithwen.**

Bookseller (merchant)

He's on the market square (**M14.40**) and sells: **The Conjunction of Spheres, Foreign Lands, Ithlinne's Prophecy, Sorceresses and Sorcerers, The Story of Lara Dorren and Cragen of Lod, Basics of Alchemy, Invitation to Magic, The Flower and the Falem, Lara's Gift, Against Nonhumans, Transmutations and Metamorphoses, Cults and Religions of the Nordlings, Animating the Inanimate, The Road of No Return, Zerrikanian Alchemy, Dragon's Dream, Field Plants, Subterranean Plants, Secrets of the Southern Masters, Small Book of Minerals, Ritual Plants, Swamp Plants, Specters Wraiths and the Damned, Ornithosaurs, Curses and the Damned, The Tome of Fear and Loathing volume II, Vampires: Facts and Myths, Wonderful world of Insectoids, Great Book of Minerals, Vodyanoi, The Last Wish, The Druid's Herbarium, Plants of the Barren Lands.**

Booze Vendor (merchant)

He's on the market square (**M14.35**) and sells: **Bottled Water, Dried Fruit, Raspberry Juice, Apple Juice, Cow's Milk, Goat's Milk, Cheese, Dried fruit and Nuts, Honeycomb.**

Townclerk



They're in the Town Hall (**M14.20**), upstairs. If you want to, you can sleep with one of them. Tell her she's a bad girl and give her a **diamond**.

Arms Dealer (merchant)

He's on the market square (**M14.12**) and sells: **Flint, Saltpeter, Whetstone, Suet, Goose Fat, Stammelford's Dust, Grindstone, Bear Fat, Zerrikanian Mix, Diamond Dust, Vodon Rune stone, Excellent Leather Jacket, Two-handed Morning Star, Heavy Club, Temerian Steel Dagger, Deithwen Dagger, Torch, Temerian Iron Sword, Temerian Iron Axe, Mahakaman two-handed Axe, Ceremonial Sword of Deithwen.**

Zerrikanian Vendor (merchant)

He's on the market square (**M14.33**) and sells: **Bottled Water, Dried Fruit, Pear, Grapes, Raspberry Juice, Apple Juice, White Myrtle Petals, Sewant Mushroom, Hellebore Petals, Daisies, Watermelon, Balisse fruit, Celandine, Tulips, White rose, Gold rose, Red rose, Wormwood Spirit,** and books: **Field plants, Druid's Herbarium and Plants of the Barren Lands.**

Chapter IV

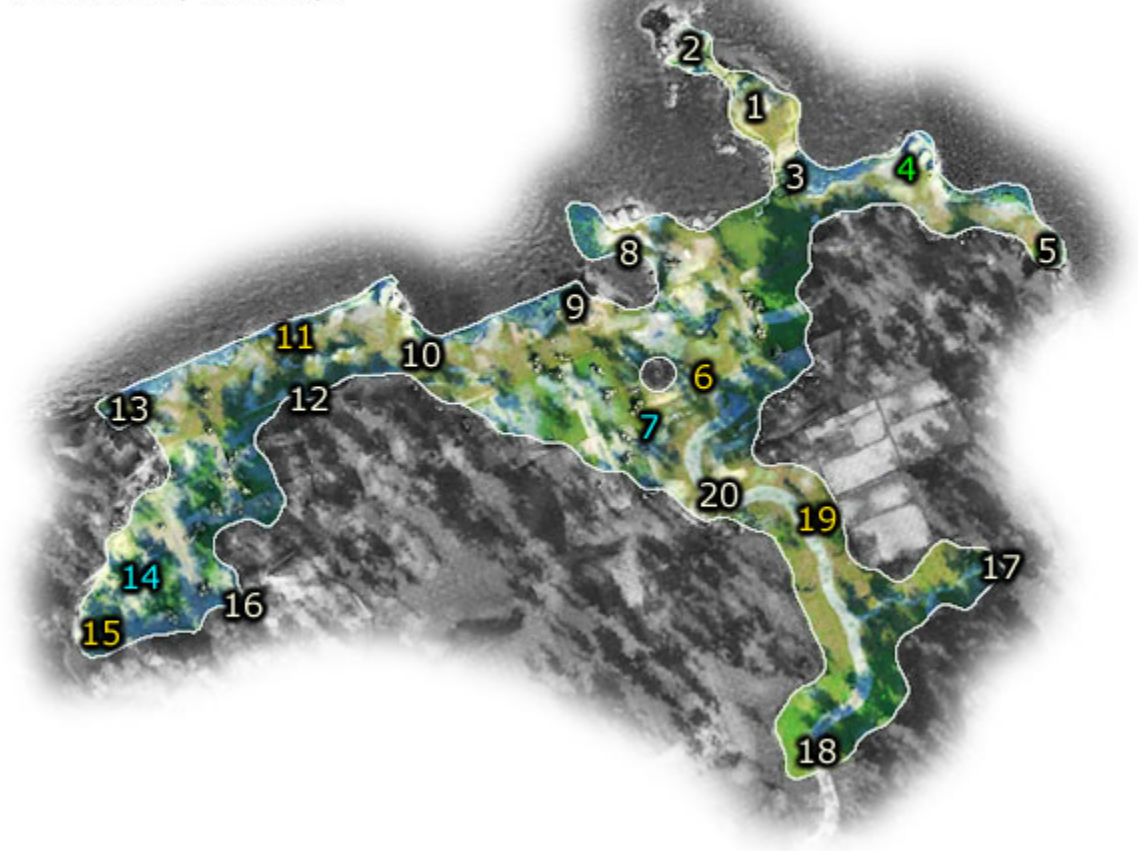
This whole chapter walks away a little from the main storyline. It lets you find out more about yourself and about Alvin, as well as finally catch up with Berengar.



Saved by Triss from Adda's kiss (and death, but that's less important), you are teleported to the Lakeside. The cult of underwater gods is much stronger around here – in fact, they're quite present themselves. Ask the nearby girl about the situation, she'll help you find yourself in this new setting.

Map M26 - The Lakeside

MAP M26. THE LAKESIDE THE WITCHER - CHAPTER IV



The lakeside is a dangerous location at all times.

1. Starting point.
2. Statue of the Lady of the Lake.
3. Stone dike.
4. Stone circle that increases **Yrden** strength. Fireplace.
5. Chest: **Blizzard**.
6. Fireplace.
7. Place of Power.
8. Łódka. You can use it once **Fisher King** lets you.
9. **Fisher King's** Hut. He doesn't say much, but will let you use his boat.
10. **Drowners**.
11. Fireplace.
12. Elven Cave. There's a fireplace near the entrance. Inside there are three people:

Chireadana, Tourviel i Elven Craftsman.

13. Chest: **Gold Diamond Ring** and **Optima Mater**.
14. Place of Power.
15. Fireplace.
16. Path to the fields.
17. Crypt entrance.
18. Path to the village.
19. **Berengar's** fireplace.
20. **Wyverns**.

Map M27 - The Lakeside Crypt

MAP M27. THE LAKESIDE CRYPT
THE WITCHER - CHAPTER IV



Crypt on the lakeside

1. Lakeside entrance.
2. **Berengar**.
3. Chest: **Silver necklace**.
4. Small hall.
5. Sarcophagus: **Armor piece** and **Silver Ring**.
6. Mutilated body: **Gold Ruby Ring**.

Map M28 - Fields

MAP M28. FIELDS
THE WITCHER - CHAPTER IV



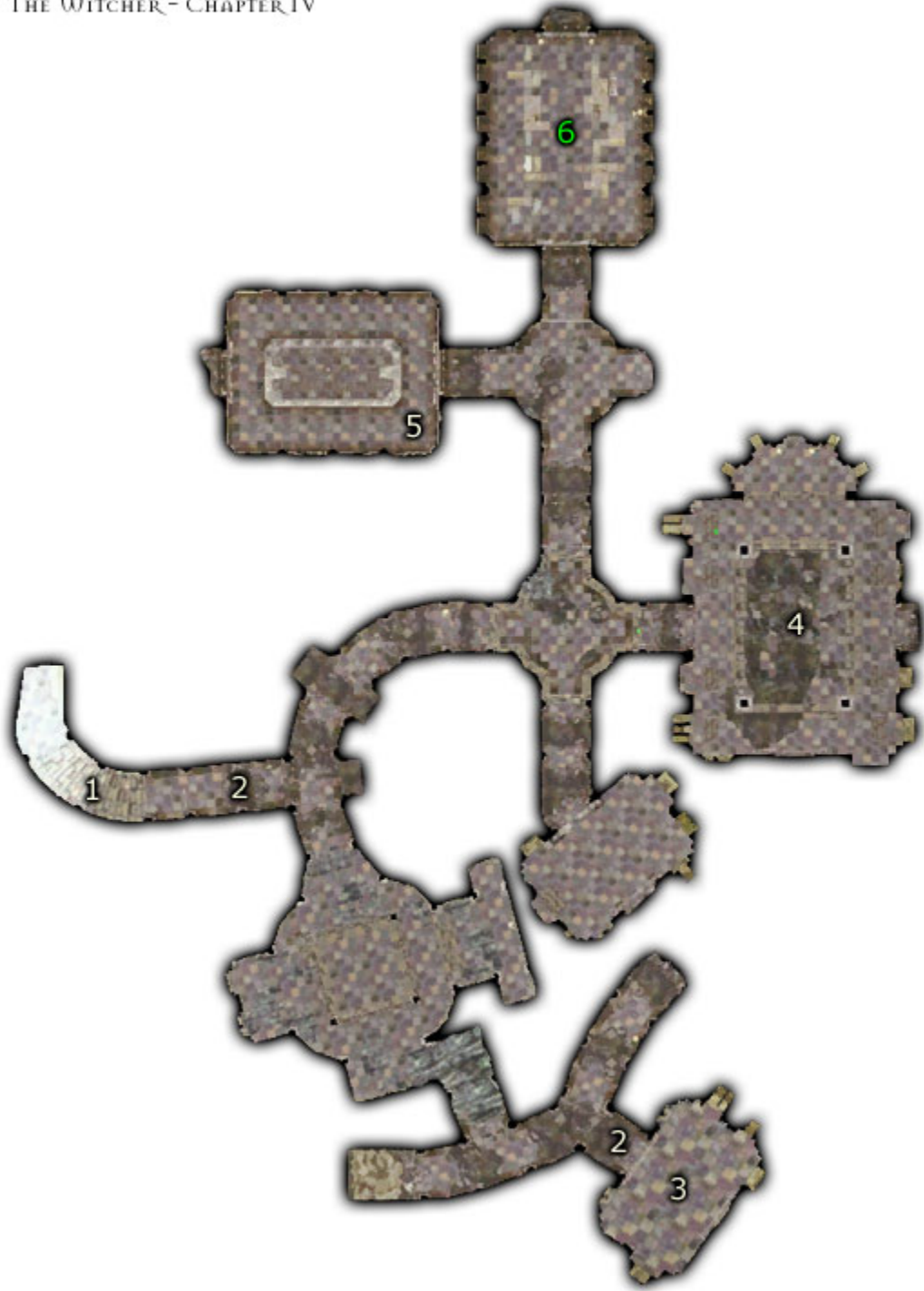
This is a dangerous location at all times.

1. Path to the Lakeside.
2. Fireplace.
3. Crypt entrance.
4. Stone circle that increases **Aard** strength.
5. Place of Power.
6. The **Hermit's** hut. A fireplace nearby.
7. Inside the hut you'll find a book **Elder Blood**.
8. Stone circle that increases **Igni** strength
9. Druid lantern.

10. Path to the village.
11. Fireplace.
12. Pond.
13. Ruined mill and a fireplace. You can go up the tower.
14. Fireplace.
15. Place of Power.
16. **Wyverns**, one Royal among them.
17. Raspberries.
18. **Bride**.

Map M29 - Crypt in the Fields

MAP M29. CRYPT IN THE FIELDS
THE WITCHER - CHAPTER IV



1. Exit to the fields
2. Smash the wall using **Aard**.

3. Ureus. Trophy to be found on it.
4. In a chest you'll find **Cat harness**.
5. Body: **Ruby**.
6. Stone circle that increases **Quen** strength.

Map M30 - Village

MAP M30. VILLAGE
THE WITCHER - CHAPTER IV



1. Path to the Lakeside.
2. Path to the fields.
3. Chief's house. Inside you'll find a **Silver Necklace**
4. **Healer's** hut.
5. Notice board – contracts to be picked up.

6. Inn. **Dandelion** and **Julian** spend most of their time here. The **innkeeper** can tell you a long story about **Ciri**.
7. Place of Power.
8. Ruins.
9. Body: **Earth Rune**.
10. Bridge.
11. Gnome Altar.
12. Hut. In a wardrobe: **Fairytales and Stories**.
13. Hut. In a wardrobe: **Elder Blood**.
14. Hut. In a wardrobe: **Ballads**.
15. Fireplace.
16. **Celina's** house. You can meditate here.
17. **Builder's** house.
18. **Baker's** House. Give him **White Honey** to get a **Sugar Doll**.
19. You can find **Ithlinne's Prophecy** here. Also, there's a spot for meditation.
20. **Adam's** House. There are 2 books here: **Ballads** and **Fairytales and Stories**. You can meditate here.
21. **Blacksmith's** house. You can get some **pork** from his wife. The blacksmith himself can forge swords and place runes in them.
22. **Drowners**.
23. **Prize-winning Cow**.

Map M31 - Black Tern Island

MAP M31. BLACK TERN ISLAND
THE WITCHER - CHAPTER IV



1. Boat – you can use it to go back to the Lakeside. Fireplace nearby.
2. **The Lady of the Lake.**
3. Stone circle that increases **Axi** strength. In a chest there's a **Moon Rune.**
4. Fireplace.

5. Fireplace.
6. **Wyverns**.
7. Fireplace.
8. **Dagon** altar.
9. **Drowners**.

Main quests

The most important quests in this chapter are: **Q4.90. Ripples**, its continuation in **Q4.107. Free Elves**, and **Q4.105. The Heat of the Day**. The quest **Q4.93. Alvin** is done simultaneously to the ones mentioned. Also, you'll begin a quest **Q4.95. Armor**, which will see its end in chapter V. The main quest of the game, **Qp.4. Witchers' Secrets**, is also continued here.

Qp.4. Witchers' Secrets (continued)

Phase 13. Return to Vizima

When battle between Scoia'tael and the Order commences in phase 3 of **Q4.107. Free Elves**, it will be the right time to go back to Vizima.

Quest will be continued in chapter V.

Q4.90. Ripples

Phase 1. Another Witcher

Ask the **Vodyanoi Priest** (**M26.2**) if he has any job for a witcher. He'll tell you to go see the **Lady of the Lake** – if you kneel before her statue, he will give you a quest.

Phase 2. Factional Leaders

Talk to **Berengar** (**M26.19**) after you meet him inside the crypt (**M26.17**). This quest can be done in three different ways – we'll guide you through all of them.

Phase 3. The Cow

Now go see the **Priest** again (**M26.2**) – if he's not by the altar, kill all the hostile vodyanoi there (near the cave, (**M26.12**)). Tell the **Priest** that you got the contract back from **Berengar** and you will bring the **Prize-Winning Cow** to the altar.

Phase 4. Julian

Go to see Julian (**M30.6**) and tell him that you got the contract from **Berengar**. Agree to kill the **Dagon Acolyte** at the altar.

Phase 5. A Gift for the Lady

When you go to Black Tern Island, you'll be able to talk to the **Lady of the Lake (M31.2)**. Ask her if you can do anything for her. She asks you to solve the conflict between humans and the vodyanoi – you are to bring her gifts from both groups as a proof of their good will.



Phase 6. To the Island

Go where the cow is (**M30.23**) and give her some dried fruits and nuts. It will start following you. Take it to the Altar of Dagon (**M31.9**).

Phase 7. An Alabaster Figurine

Go to see **Julian (M30.6)** and tell him that it is possible to make peace with the vodyanoi, then ask him for an **alabaster figurine**.

Phase 8. A Gold Bracelet

Go to see **Vodyanoi Priest (M26.2)** and tell him that the **Lady of the Lake** wants to help them solve the problem, then take the **Golden Bracelet** from him.

Phase 9. Ruby

Go see the **Lady** again (**M31.2**) and ask her if these are the gifts she wanted. You'll get a **Ruby**.

Go to Altar of Dagon (**M31.9**). If you completed all of the above phases, you will have three options now: kill the **cow** (a favor for vodyanoi), kill the **acolyte** (a favor for humans), or place the Lady's **ruby** on the altar (solving the conflict). Of course, if you are confident that you want to support one side, you don't have to complete all the phases – only the ones leading to the desired solution. If you lure **Dagon** for a battle here, be sure to complete all the side-quests in this area – you won't be able to do much after the fight.



Regardless of your choice (proclaiming peace seems to be the best choice, obviously), **Dagon** appears and you have to fight him.

Phase 10. Dagon Eradicated

The Bestiary tells you that **Dagon** is a god and cannot be killed that easily. Take care of his followers when he summons them. When you kill about 10 of them, **Dagon** will fall. Loot his body for a **Sun Rune** and some **ooze**.

Phase 11. Reward

If you lured **Dagon** by killing the cow, go to get your reward from the **priest (M26.2)**. If you killed the acolyte, go to **Julian (M30.6)**. And if you places the ruby on the altar, go back to the **Lady (M31.2)**. the **Priest** will give you a **Ceremonial Sword of Deithwen**, **Julian** gives you a **Grand Diamond**, and the **Lady** will bring back a piece of your memory...

The above events end this quest in the journal, but if you haven't used the Ruby to lure **Dagon**, you have to go back to his altar (**M31.9**) and talk to the **Lady**, who'll be waiting for you there. She'll give you a gift: an excellent silver sword **Aerondight**.



Q4.93. Alvin

Phase 1. Alvin

When you enter the village area for the first time, you meet **Dandelion** and know a few interesting things from him, one of which is that **Alina** is taking care of **Alvin**.

Phase 2. A Bucolic Scene

Alvin is inside **Alina's** hut (**M30.19**). Talk to him.

Phase 3. The Family

Talk to **Alina** and you'll know that the girl is quite all right and you don't have to worry.

Phase 4. The Amulet

Check out the inn (**M30.6**) to meet **Dandelion**. He gives you an amulet for **Alvin** from **Triss**.

Phase 5. Small Ruins

When you see **Alina** again (**M30.19**) it will turn out that **Alvin** is not there.

Flashback: If in chapter III you decided to give **Alvin** to **Triss**, you'll now find him in the ruins (**M30.8**). You'll meet a **Bone Collector** there – you have to either fight him or play poker with him in order to win back the child.



If you gave **Alvin** to **Shani**, he'll be by the river (**M30.22**) – you have to defend him from a **Devourer**.

Phase 6. A Prophecy

Give **Alvin** the amulet. Before he has a chance to wear it, he'll start screaming.

Phase 7. New Information

Berengar (M26.19) tells you that **Salamandra** is looking for **Alvin**. Notice that he hasn't told you everything yet.

Phase 8. Witchers

When you go back from Black Tern Island, you'll meet **Alvin** at the shore. He'll tell you that he wants to be a witcher.

Phase 9. Destiny

When you kill all the **Brides** in phase 12 of **Q4.105. The Heat of the Day**, **Alvin** wants to speak to you about the voices he hears.

Phase 10. A Gift

You'll get **Aerondight** from the **Lady of the Lake** at the end of **Q4.90. Ripples**.

Phase 11. Nonhumans

Another tough question from **Alvin** comes when you enter the village before the battle between the Order and the Scoia'tael in phase 3 of **Q4.107. Free Elves**: why elves do that. You have three options to choose from.

Phase 12. Alvin's Disappearance

When the battle begins, **Alvin** teleports away from there.

Phase 13. To Vizima

At the end of chapter IV, when you go back to the Lakeside, go to the boat (M26.8) and tell **Dandelion** that things are going really bad. You'll sail back to Vizima in hopes that **Triss** can do something to find the boy.

Q4.95. Armor

Phase 1. Raven's Armor

Ask **Berengar** (M26.19) about the legendary armor – first you have to meet him in the crypt (M26.17) – he'll tell you to ask the local **blacksmith** (M30.21) and **elven craftsman** (M26.12).

Phase 2. Notes of the Elven Minstrel

Elven handyman tells you to find the **elven minstrel's** tomb.

Quest will be continued in chapter V.

Phase 3. The De Ruyter Dynasty

Blacksmith (M30.21) tells you that you should find a piece of armor in a tomb of one of **de Ruyters**.

Phase 4. Pieces of Armor

You might have found it earlier in the crypt at the Lakeside (M26.17), inside the sarcophagus. If you haven't, go back for it.

Q4.105. The Heat of the Day

Phase 1. Jealous Alina

When you enter **Alina's** house (M30.19), she tells you to check if her sister is keeping away from her fiancée. You can't refuse.

Phase 2. Adam

When you leave **Alina's**, you'll be approached by **Adam**, a local poet who's in love with **Alina**.

Phase 3. Celina

Go to the inn (M30.6) to see a scene which proves that **Adam** is not interested in the younger sister. Ask **Celina** about her concerns.

Phase 4. Gossip

Go back to **Alina** (M30.19) and tell her that **Celina** is not after **Julian**, but after any rich husband there is.

Phase 5. A Premonition

In phase 6 of **Q4.93. Alvin** you'll guess that the village is in danger.

Phase 6. The Missing Bride

Julian can be found by the inn (M30.6). He tells you that **Alina** went out to walk around the fields and hasn't come back yet.

Phase 7. A Dream

When you enter the fields, you'll meet **Alvin** who tells you his dream. You'll know that **Alina** is to be found in the Fields during the day.

Phase 8. The Noonwraith

Alina's ghost – **Noonwraith** – is on the little hill with raspberry bushes (**M28.17**). After a short conversation, you will have to kill her.



Phase 9. Murder

When you're on your way back, you'll see a scene in which **Adam** kills **Celina** for killing **Alina**... Well, it's time to talk to **Julian**.

Phase 10. Murder

Adam can be found in the village. Tell him not to do anything stupid.

Phase 11. Folk Tales

Now tell **Julian** (**M30.6**) the whole things. Well, not necessarily the whole – you can skip the fact that **Adam** killed **Celina**.

Phase 12. The Mirror

Go to the **healer's** house (**M30.4**). She tells you to find all the pieces of a broken mirror. The first piece is by the **bride's** body, who's up the ruined mill (**M28.13**). The second piece is held by the **bride** near the path to the Lakeside (**M28.18**). The third **Bride** (**M28.18**) is near the **hermit's** house. The fourth is by the druid's lantern (**M28.9**). The last one is near the small farm (**M28.11**).

Phase 13. The Craftsman

Now you need someone to reassemble the mirror.



Phase 14. Reassembly

Take the pieces to the **elven handyman** (M26.12). He'll take the job for 100 orens.

Phase 15. A Mirror for the Noonwraith

You have to give the **elven handyman** some time (leave the area and enter it again). Pay him for the job.

Phase 16. Further Investigation

Go back to the **noonwraith** (M28.17). It turns out that the mirror didn't work.

Phase 17. A Ballad

Ask the **Healer** for help again (M30.4). She tells you that you will need poet's help. You know a certain poet, don't you?

Phase 18. Dandelion

Go to the inn (M30.6) and ask **Dandelion** for help. He'll accept.



Phase 19. The Sisters Meet

Go to the raspberry bushes with **Dandelion** at night (**M28.17**). Talk to him. Choose whichever answers you find fitting. After playing your roles, **Alina** will be free. **Celina** appears as well and makes peace with her sister.

Flashback: If in phase 12 of **Q1.5. Of Monsters and Men** you saved **Abigail**, you'll think about yourself for a while.

You can also take an opportunity to save **Celina** the **Noonwraith**. You have to give her the Wreath that you get in **Q4.97. Hunting the Wild Hunt**.



Phase 20. Reward

Go back to see **Julian** (M30.6) and tell him you've done all you could. You get 400 orens for that.

Q4.107. Free elves

Phase 1. To the Village

When you are back to the Lakeside after **Q4.90. Ripples**, **White Rayla** stands on your way. It turns out that the situation is getting out of hand.

If in **Q3.88. Gold Rush** you helped **Siegfried**, you'll meet an **Order knight** near the entrance to the village – he'll try to convince you to take part in the battle against the **Squirrels**.

Phase 2. Dandelion

When you enter the village, talk to **Dandelion**.

Phase 3. A Decision

Toruviel appears when you talk to **Alvin** (phase 11 of **Q4.93. Alvin**). Ask her to free the hostages. She will refuse.



Dandelion is behind the corner (M30.16). Tell him things are getting hot in here.

Flashback: If you helped **Yaevinn** in **Q3.88. Gold Rush**, you'll know that good condition of the Squirrels' troops is a fact thanks to you. If you helped Siegfried, it turns out that the Order got additional funding. The choice in that quest determines your options for now.

You are to make another choice: help the Squirrels (only if you helped **Yaevinn** earlier), help the Order (only if you helped **Siegfried**), or remain neutral and take care of **Alvin** and **Dandelion**. Regardless of your decision, **Dandelion** is waiting for you near the boat and **Alvin** runs away by teleporting himself to an unknown location

Phase 4. Neutrality

If you want to remain neutral, both sides will try to kill you.

Phase 5. Helping the Elves (or Helping the Order)

If you help the Squirrels, you'll have to face the knights from the Order, and you'll be fighting with elves and dwarves by your side.

If you choose the opposite, you can count on the order's support.

Phase 6. After the Fight

When the battle is over, loot the bodies that lay on the battlefield.

Phase 7. The Adjutant

Near Fisher King's hut (**M26.9**) you meet **White Rayla**, who tells you that she's been relieved of command and that led to an early attack on the village.



Phase 8. Vizima

Approach the boat (**M26.8**) and tell **Dandelion** that things are going really bad. You'll sail back to Vizima.

Side-quests

Qp.3. Berengar's Secret (continued)

Phase 13. The Encounter

Berengar can be finally found inside the crypt (M26.17) at the Lakeside. Finding him will initiate **Q4.94. The Paths of Destiny**.



Phase 14. Working with Salamandra

When you are done talking to the **Lady of the Lake** (M31.2) in phase 8 of **Q4.94. Paths of Destiny**, go see **Berengar** again (M26.19) and tell him about the conversation. You'll find out that **Berengar** worked with Salamandra from his own will.

Phase 15. The Parting

This phase activates if in **Q4.94. The Paths of Destiny** you spare **Berengar's** life.

Phase 16. Berengar's Second Death

This phase activates if in **Q4.94. The Paths of Destiny** you kill **Berengar**.

This quest is continued in chapter V.

Q1.12. A Game of Dice (continued)

Phase 6. The Sharper

This phase activates after completing **Q3.66. Dice Poker: The Sharper**.

The quest is continued in chapter V.

Qp.22. Fistfight (continued)

Phase 8. Fight The Rock

Inside the inn (**M30.6**) you can challenge **The Rock** for a fistfight. You have to bet 500 orens.

Phase 9. The Rock beaten

When you beat **The Rock**, you'll have your 500 orens back and will be able to choose a reward: **Yellow Meteorite**, **Moon Rune** or another 500 orens.

Quest will be continued in chapter V.

Q3.61. Identity (continued)

Phase 5. Identity

At the inn (**M30.6**) you can talk to **Dandelion** about killing people. Your answer will add another entry in your character's bio.

Phase 6. Destiny

Ask The **Lady of the Lake** (**M31.2**) if she can help you restore your memory. She'll ask you if you believe in fate – your answer will add another entry in this quest.

The quest will be continued in chapter V.

Q3.66. Dice Poker: The Sharper (continued)

Phase 4. The Elven Sharper

Chireadan (**M26.12**) can be found near the cave at the Lakeside. Ask him if you can help him somehow. He'll propose a game of poker.

Phase 5. Chireadan

Beat him.

Phase 6. Dandelion

At the inn (**M30.6**) ask **Dandelion** about the living in the country.

Phase 7. Dandelion

Defeat **Dandelion**.

Phase 8. The Sharper

When you beat three sharpeners, you'll gain a title of sharper yourself. You can find another sharper in this chapter – **Bone Collector** (M30.8).

Q4.91. Old Habits Die Hard

Phase 1. The Naiad

Naiad (M26.3) asks you to get her necklace from a **drowner** named **Zephyr**. Also, you have to kill three groups of **drowners** on your way.

Phase 2. The Lakeside

Remember that **Drowners** leave water only during the night. The first group is near the lake (M26.10).

Phase 3. Lakeside and Island

The second group is on the Black Tern Island (M31.9).

Phase 4. Drowners

The third group is by the river (M30.22). When you kill the drowners, **Zephyr** appears.

Phase 5. The Necklace

Kill **Zephyr** as well.

Phase 6. Lost and Found

You'll find a necklace by his body, take it.

Phase 7. A Reward

Go back to **Naiad** (M26.4) and tell her you retrieved the necklace. As a reward you can either have **Earth Rune**, a book about **Vodyanoi** and a promise that she'll heal you each time you visit her. You'll also get another amulet – **Red Ribbon**.

Q4.92. Daily Bread

Phase 1. Bread

Ask **Toruviel** (M26.12) if you can help her. She'll ask you to buy 5 pieces of **bread**.

Phase 2. A Bread Run

Buy the bread from the baker (M30.18). You can buy either 4 or 5 pieces.

Phase 3. 4 Loaves or 5 Loaves

Go back to see **Toruviel** (M26.12) and give her 4 or 5 pieces of bread.

Q4.94. The Paths of Destiny

Phase 1. The Crypt

Berengar is inside the crypt at the Lakeside (M26.17). When you kill 4 Bruxae with him (M27.2), this quest will become active. Remember to loot the bodies before you follow the witcher.

Phase 2. Monsters

After a while you'll have another conversation with him (M27.4). Three Alps appear.

Phase 3. Further Combat

Defeat the Alps.

Phase 4. The Final Encounter

Another conversation (M27.5) will be interrupted by three Alps and a Wraith.

Phase 5. Monsters Defeated

... kill those monsters.

Phase 6. Outside

After the job **Berengar** asks you to leave the cave with him and talk some more. Remember to loot the whole crypt. **Berengar** is waiting near his fireplace (M27.19).

Phase 7. Berengar's Confession

You won't hear much from him now – besides the fact that he helped Salamandra against his will.

Phase 8. Berengar

The **Lady of the Lake** is to be found on the Black Tern Island. Talk to her (**M31.2**) and notice that she looks pensive. She asks you to speak to **Berengar**.

Phase 9. Destiny

Tell **Berengar** (**M26.19**) that you saw the **Lady**. He tells you that it was his own will to work for the Salamandra and that he doesn't believe in fate.

Phase 10. A Gift

Speak to The **Lady** again (**M31.2**) and tell her that **Berengar** doesn't believe in fate, and she'll promise a gift for you.

Phase 11. The Sword

You get the sword **Aerondight** from the Lady at the end of **Q4.90. Ripples**. When you're on your way to the boat (**M31.1**), **Berengar** appears and tells you that he betrayed the witchers.

Important: There is a bug that keeps you from meeting **Berengar** (until patch 1.1a) – in this case, things will go on just as if you spared his life.

Phase 12. The Lakeside

If you spare his life (tell him you don't approve, but understand his decision), he'll give you 2 **scrolls** and a **letter**, in which he admits everything he's done. (quest is over)

Phase 12. Duel

If you tell **Berengar** to get out of your sight, you will have to fight him.

Phase 13. The Medallion

When you kill **Berengar**, search his body for 2 **scrolls** and a **letter**, as well as 850 orens. Also, you'll take his **witcher's amulet**.

If you let **Berengar** live, he'll join you in a battle against **Azar Javed** at the end of chapter V. If you decide to kill him, you'll get his medallion, which will make the battle with **Azar** much easier.

Q4.96. The Ancient Cementaur

Phase 1. The Cementaur

In the crypt at the fields (**M28.3**) you'll find a great **ementaur** named **Ureus** (**M29.3**). Kill it and take its head as a trophy.

Phase 2. A Reward

Take the head back to **Tobias Hoffman** (**M30.3**), the village chief, to get 800 orens.

Q4.97. Hunting the Wild Hunt

Phase 1. The Wild Hunt

The Hermit (M28.6) tells you to kill the ghosts who haunt the local druid stone circle. Its quite a difficult quest for a side one.

Phase 2. Mandrake

First you have to get some **mandrake** – search in the fields (M28.7).

Phase 3. Wraiths

Ghosts can be found at night near the druid lantern (M28.9). Be sure to drink a **Swallow** before the combat. Kill the first group of ghosts (silver sword, fast or group style).

Phase 4. The Fire

Throw **Mandrake** into the lantern to keep yourself from dying in the coming battle – stay near the lantern.

Phase 5. More Wraiths

Kill more wraiths.

Phase 6. The Fire

When you have a few seconds to spare, throw more mandrake into the lantern – otherwise the **King of the Wild Hunt** will kill you.

Phase 7. Quest completed

Eventually you'll beat all the ghosts.

Phase 8. A Reward

Go back to the **Hermit** (M28.7) and choose one of the rewards:

- a book **Vampires: Facts and Myths**
- a **key** to a nearby house, where you can find **two books** and a fireplace
- a **wreath of immortelles** (that's the only way you can get it, and it will help you at the end of **Q4.105. The Heat of the Sun**).

Also, you'll get some **salt**.

Q4.98. The Vodyan Priest

Phase 1. A Vodyan Priest

A fishlike priest named **Teju** is walking around the pond, accompanied by two Vodyanoi. Kill them and take his head as a trophy.

Phase 2. Reward

Give the **head** to **Tobias Hoffman** (**M30.3**) for 800 orens.

Q4.99. The Alp Contract

Phase 1. Alp Fangs

Get this quest from an announcement board (**M30.5**) by the inn. A journal entry on **Devourers** is obtained from reading **Vampires: Facts and Myths**.

Phase 2. Loot

Alps are found in the Crypt at the Lakeside (**M26.17**) and Crypt in the Fields.

Phase 3. Payment

Give 5 **fangs** to the village chief (**M30.3**, **M30.16**) to get 250 orens.

Q4.100. The Basilisk Contract

Phase 1. Basilisk Hides

Get this quest from an announcement board (**M30.5**) by the inn.

Phase 2. Loot

Basilisks are on Black Tern Island (**M31.3**).

Phase 3. Reward

Give three **hides** to **Julian** (**M30.6**) for 250 orens.

Q4.101. The Giant Centipede Contract

Phase 1. Giant Centipede Carapaces

Get this quest from an announcement board (**M30.5**) by the inn.

Phase 2. Loot

Giant Centipedes are to be found near the ruins (**M30.8**).

Phase 3. Payment

Three **carapaces** are to be delivered to **Elven Handyman** (**M26.12**) for 250 orens.

Q4.102. The Royal Wyvern Contract

Phase 1. Wyvern Eggs

Get this quest from an announcement board (**M30.5**) by the inn.

Phase 2. Loot

Royal Wyverns are quite rare. One is at the Lakeside (**M26.20**), and the second is at the Fields (**M28.16**), and the third on Black Tern Island (**M31.6**).

Phase 3. Payment

Give three eggs to the innkeeper (**M30.6**) for 250 orens.

Q4.103. The Devourer Contract

Phase 1. Devourer Teeth

Get this quest from an announcement board (**M30.5**) by the inn.

A journal entry on **Devourers** is obtained from reading the **Book of Fear and Loathing, vol II**.

Phase 2. Loot

Devourers are found in the fields at night.

Phase 3. Payment

10 teeth are to be delivered to the healer (**M30.4**) for 300 orens.

Q4.104. Small Problems

Phase 1. The Bridge

A builder named **Harn** (**M30.10**) asks you to help him with the **griggs** who sabotage his work.

Phase 2. The Harness

Go visit the **healer** (M30.4). She tells you to go to the crypt (M28.3) and find a **Cat Harness** from griggs' shrine (M29.4).

Phase 3. The Offering

When you bring the harness back to the **healer**, she tells you to take to to a shrine by the bridge (M30.11).

Phase 4. The Four-Leaf Clover

When you place the harness in the shrine, you'll get a **four-leaf clover**.

Phase 5. A Reward

Give the clover to the **builder** (M30.10). You can have 400 orens and a book as a reward, or have his son help you during your walks around the field (he's not much of a helper).

Q4.106. Temptation

Phase 1. The Succubus

Blacksmith's wife (M30.21) has a task for you – she needs 9 portions of **Shimmering Dust**. This ingredient is harvested from **Noonwraiths** – they can be found in the fields during the day.

Phase 2. The Blacksmith

When you leave the hut, **Blacksmith** tells you to find 9 portions of **Shadow Dust**. It can be obtained from **Devourers'** bodies, which are found in the fields during the night.

Phase 3. Shimmering Dust

Get the **Shimmering Dust** from 9 **Noonwraiths**.

Phase 4. Shadow Dust

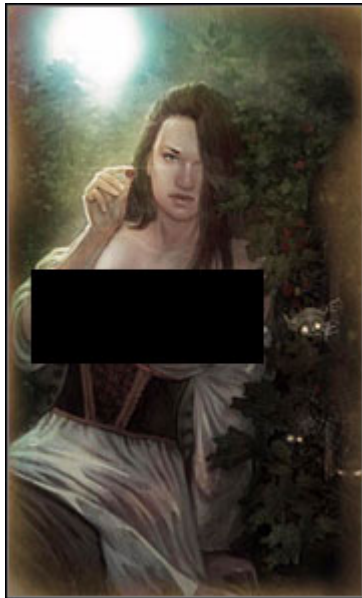
Get the **Shadow Dust** from 9 **Devourers**.

Phase 5. Reward

Go back to **Blacksmith's** house (M30.21). You can choose to either give the **Shimmering dust** to **Blacksmith's Wife**, or **Shadow Dust** to the **Blacksmith**. The wife gives you **Plants of the Barren Lands**, and the **Blacksmith** gives you **Red Meteorite** or 500 orens.

Important Characters

Celina



She's inside her house (M30.16). She's Alina's younger sister. Give her any ring and she'll make out with you.

Elf



Inside the cave at the Lakeside you'll find a starving elf. Give her anything to eat and she'll repay her debt.

Healer (merchant)

She's in a house (M30.4) near the inn. She sells: **Saltpeper, Stammelford's Dust, Goose Fat, Suet, Temerian Rye, Local Pepper Vodka, Cherry Spirit Cordial, Plum Cordial, Calcium Equum, Wine Stone, Ginatz's Acid, White Vinegar, Naezan Salts, Zarrikanian Mix, Bear Fat, Lunar Shards, Powdered Pearl, Wormwood Spirit, Sulfur, Phosphorus, Alchemists Powder, Alchemical Paste, Red Ribbon, Wyvern Blood Spirit**, and books: **Swamp Monsters, Field Plants**.

Julian (merchant)

He's at the inn (M30.6). He sells: **Flint, Whetstone, Grindhouse, Tulips, Yellow Rose, White Rose, Red Rose, Diamond Dust, Orchids, Silk Scarf, Red Shawl, Sapphire Ruby, Red Women's Gloves, Gold Women's Gloves, Silver Ruby Ring, Gold Sapphire Ring, Shawl, Silver Ruby Signet Ring, Gold Diamond Ring, Silver Amber Necklace, Gold Ruby Necklace**, and books: **Diary of a Dice Collector, Sorceresses and Sorcerers, Foreign Lands, The Flower and the Flame, Elder Blood, Hymns of Madness and Despair, Disenchanting a Striga, The Double Cross of Alzur**.

Waitress (merchant)

Works at the inn (M30.6). Sells: **Bottled Water, Strawberries, Pear, Viziman Champion, Goat's Milk, Cow's Milk, Watermelon, Chicken Leg, Toussaint Rose, Beuclair White, Cheese, Mutton, Chicken Sandwich, Ham Sandwich, Suet, Local Pepper Vodka, Redanian Herbal, Chicken, Temerian Spirit, Bear Fat, Wormwood Spirit**.

The Lady of the Lake



Ask the **Lady of the Lake** (M31.2) about what happened to the legions, and she'll tell you to talk to the **Hermit** (M28.6) if you want to know more about the Holy Grail.

Talk to the **Hermit** about the Holy Grail.

Now go back to the **Lady** and tell her that you now know everything. Then say you were joking. And then tell her a compliment – yet another fine lass in your book.

Baker (merchant)

He's in his house (**M30.18**). He sells: **Bun, Bread, Candy, Cheese, Ham Sandwich, Chicken Sandwich, Honeycomb, Dried Fruit and Nuts.**

Hermit (merchant)

You can find him in the fields (M28.6). He plays poker and sells: **Bottled Water, Grapes, Dried Fruit, Blueberries, Raspberries, Strawberries, Raspberry Juice, Apple Juice, Daisies, Watermelon, Mandrake, Verbena, Tulips, Mistletoe, Plum Cordial, Mandrake Cordial**, as well as books and scrolls: **Dragon's Dream, Book of the Tawny Owl, Formula for Hanged Man's Venom, Romula for Maribor Forest, Ritual Plants, Formula for De Vries' Extract, Secrets of the Southern Masters, The Book of the Kiss, The Book of the Golden Oriole, A Small Book of Minerals, Formula for Petri's Philter, Kikimore's Ire, Werewolf's Wrath, The Book of the Wolverine, Samum, The Wonderful World of Insectoids, Vampires: Facts and Myths, A Description of the Vodyanoi or the Fishpeople, Plants of the Barren Lands, The Great Book of Minerals, The Druid's Herbarium, Dagon Sap, The Last Wish.**

Blacksmith's Son (merchant)

He sells his wares by the forge (**M30.21**): **Flint, Saltpeter, Whetstone, Stammelford's Dust, Grindstone, Zerrikanian Mix, Diamond Dust, Wodo Rune (2), Swarog Rune, Perun Rune, Sun Rune (3), Earth Rune, Blue Meteorite (3), Red Meteorite, Temerian Steel Dagger, Torch, Temerian Flail, Temerian Iron Axe, Stone Hammer, Mahakaman Two-handed Axe, Mahakaman Rune Dagger, Mahakaman Warhammer, Gwalhir.**

Peasant Woman



If you keep clicking on different **Peasant Women** around the village, you might have a chance of meeting one that wants to get intimate with you. Get her a **Sugar Doll** from the Baker (**M30.18**). He'll give it to you in exchange for **White Honey**.

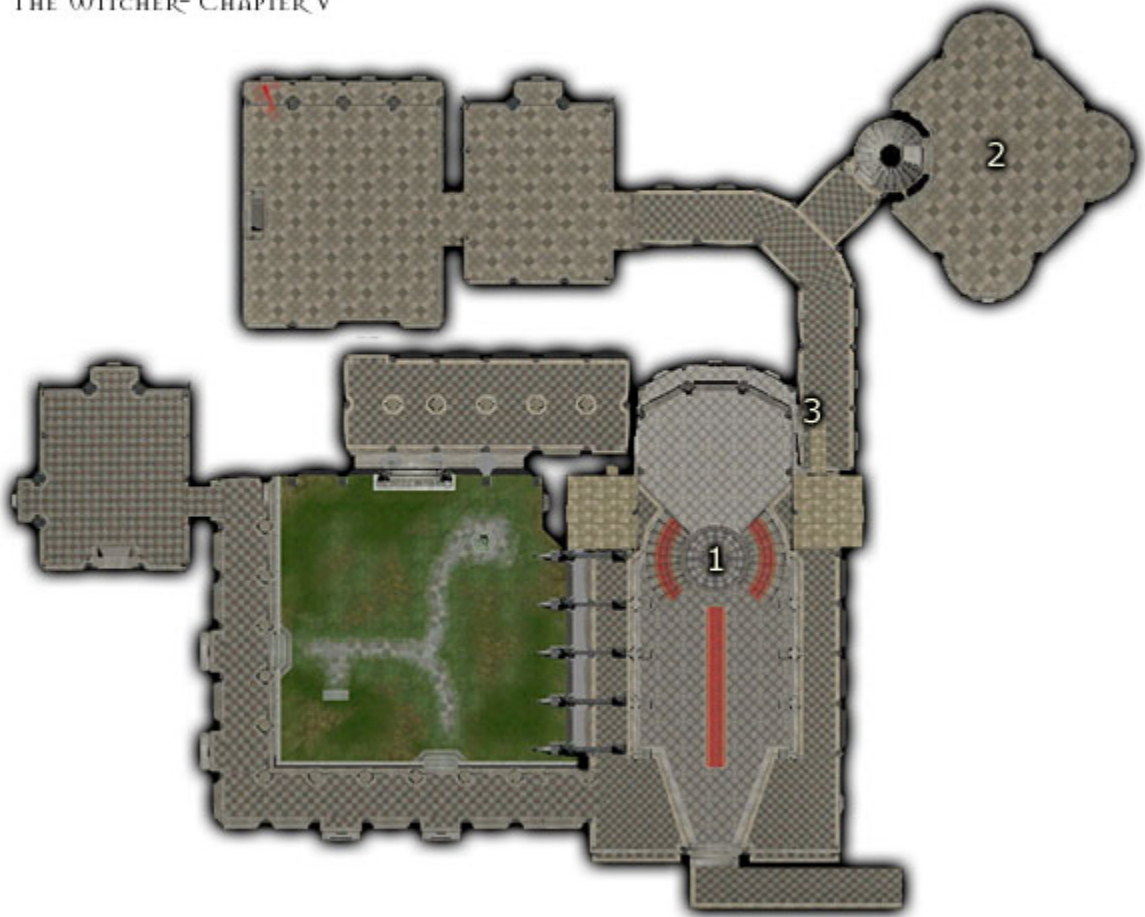
Chapter V



Dandelion accompanies you back to Vizima, which is currently standing in flames. Notice that **Dandelion** keeps your item storage right now. Formally, chapter V begins when you enter Old Vizima, but we decided to include two quests from the Dike as well.

Map M32 - Castle

MAP M32. CASTLE
THE WITCHER - CHAPTER V



You can meditate inside the castle – just talk to the **Chamberlain**.

1. Throne room.
2. **Foltest's** quarters.
3. **Chamberlain's** post.

Map M33 - Old Vizima

MAP M33. OLD VIZIMA
THE WITCHER - CHAPTER V



Chamberlain takes you there when you ask him to. There's constant fighting in the streets here – you don't have to get involved.

1. Starting point.
2. When you go down the stairs, **Zoltan** talks to you.
3. Fighters.
4. **Fence**.

5. Hospital (enter it from the square if you support the Squirrels and from the back if you are neutral). You'll get inside in phase 4 of **Q5.109. Hope Burns Bright**. In a locker there's a **book** on **Striga**.
6. Notice board: **cementaurs, bloedzuigers, bruxae, garkains, wraiths**.
7. Scoia'tael hideout. There's a book about **Striga** in a chest.
8. House.
9. First group of refugees.
10. A hut. A diseased woman there will tell you about Cementaurs if you give her something to eat. In a wardrobe there's a book Against Nonhumans.
11. Order quarters.
12. Hut.
13. Forge.
14. House.
15. Hut. **Diseased Man** will tell you about **Garkains** for 5 orens.
16. **Kalkstein's** lab. In a chest there's a book **Alzur's Double Cross**. **Kalkstein** won't be here until you kill the mutant in phase 9 of **Q5.110. Her Highness the Striga**. Ask him about the **Striga** for a few hints. You can meditate here (when **Kalkstein** is present).
17. Group of refugees.
18. Gate to the Dike.
19. Hut. In a cupboard there's a book: **The Aftermath of the War**.
20. Fighters – virtually unlimited number. Don't try to fight them, they will gradually disappear when you progress certain quests.
21. Tower.
22. **Cementaurs** and **Graveirs**.
23. Remains of a barricade. You'll get here in phase 15 of **Q5.109. Hope Burns Bright**.
24. More barricade remains.
25. Gate to the Swamp Cemetery.
26. Hut.
27. Barricade to smash.
28. Tower. **Zahin Schmartz** lives here now. You can meditate here.
29. Monsters.
30. Barricade to smash.
31. Barricade to smash.
32. Fighters.
33. Barricade to smash.
34. Barricade to smash.

Important: Barricade's placement varies depending on which side you're on. Use **Aard** to smash them.

After going to the cemetery, you'll be able to move around Old Vizima freely (there won't be any more battles going on). This requires you to complete a quest **Q5.109. Hope Burns Bright** (if you support the Squirrels) or **Q5.124. Under a Fiery Sky** (if you're neutral), or **Q5.126. The Flame That Cleanses** (if you are with the Order).

Map M34 - Swamp Cemetery

MAP M34. SWAMP CEMETERY
THE WITCHER - CHAPTER V



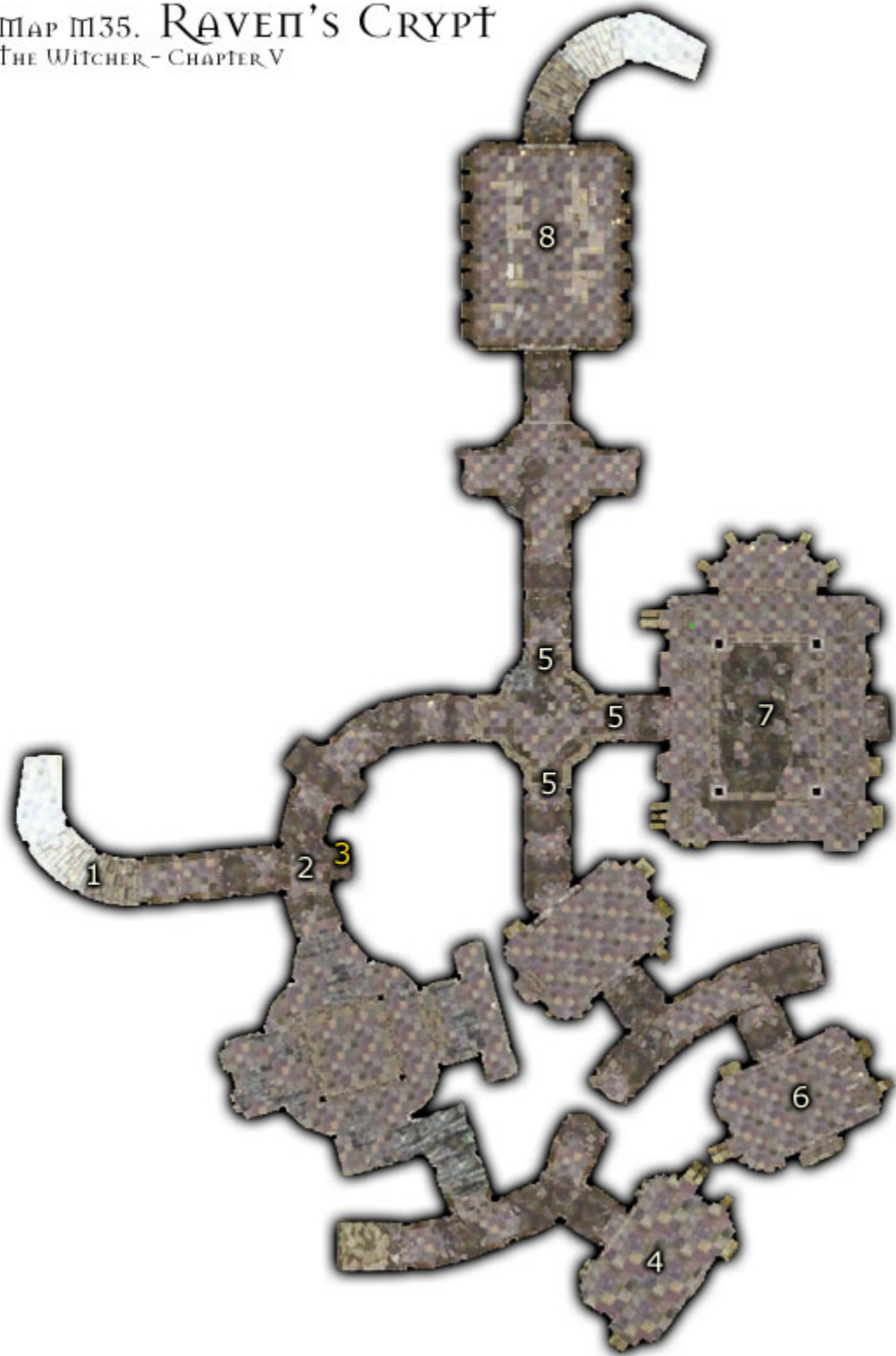
Regardless of which side you're on, after entering the Swamps (and killing a few monsters), the Order will come to help you – led by the Grand Master, **Jacob**.



1. Road to Old Vizima.
2. Druids' Cave. In here you can find: **Royal Huntsman**, **Elder Druid**, **Eldest Druid**, **Cousin Corbin** and **Zoltan**. **Druids** are here only during the day. You can trade with them.
3. Road to Old Manor.
4. Raven's crypt.
5. Place of Power.
6. Old Mine. Inside there's a Wayfarer's Stone (**Igni**, **Igni**, **Aard**).
7. Fireplace.
8. Cemetery entrance.
9. Fireplace.
10. Refugee cave. Inside: **Cousin Buse**.
11. Refugee cave. Inside: **Cousin Ramerot** and **Zdenek**. There's a Wayfarer's Stone here (**Aard**, **Igni**, **Aard**).
12. **Aard**-stone.
13. Fireplace and **Desperate Father**.
14. Old chapel – entrance to Striga's crypt. When you're inside, **Valerad** won't let you out until you deal with the **Striga**, one way or another.
15. Cemetery.

Map M35 - Raven's Crypt

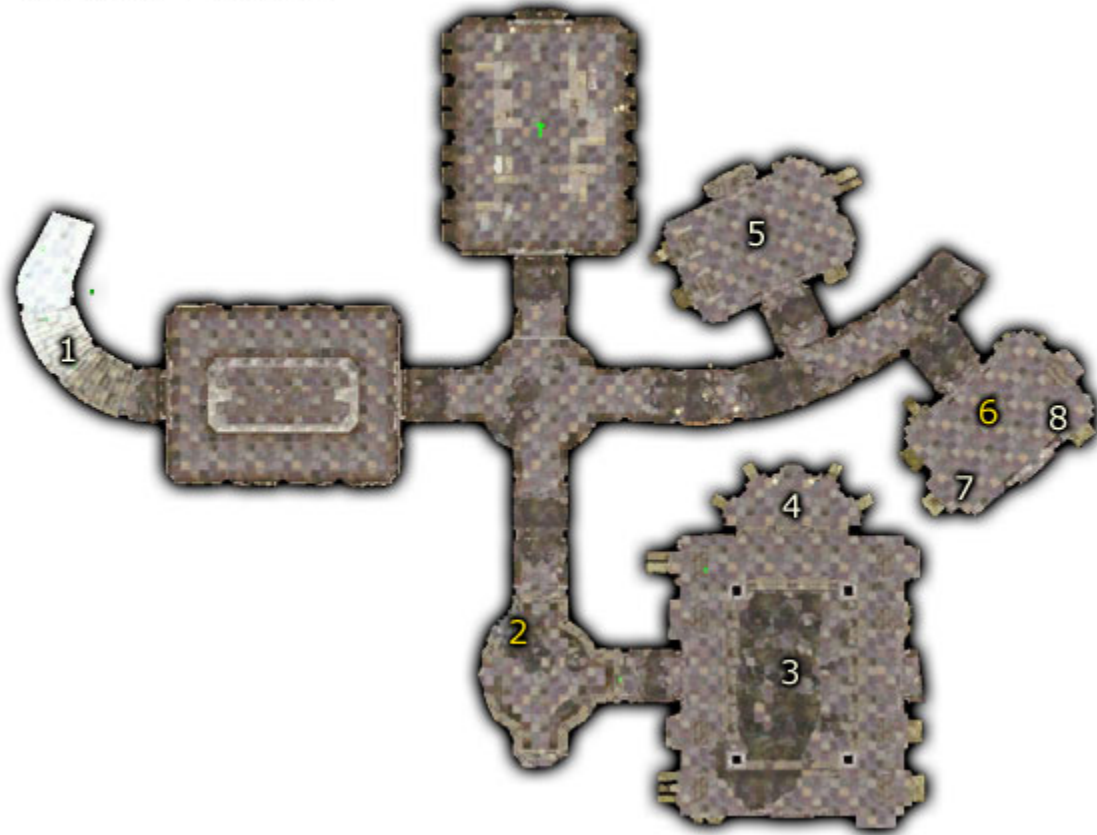
MAP M35. RAVEN'S CRYPT
THE WITCHER - CHAPTER V



1. Exit.
2. Trapped **treasure hunter**. Smash the surrounding walls with **Aard**.
3. Fireplace.
4. Sarcophagus. Inside there's an **Armor Fragment** and **Meteorite Sword (1N + 1C +1Z)**.
5. Weak walls (smash with **Aard**).
6. **Igni**-stone.
7. **Quen**-stone.
8. Raven's tomb: a **book** and **Raven armor's remains**.

Map M36 - Striga's Crypt

MAP M36. STRIGA'S CRYPT
THE WITCHER - CHAPTER V



1. Exit.
2. Fireplace.
3. Tomb: **Ostrit's Diary**.
4. Chest: book **The Last Wish**.
5. Tomb: **Elven Minstrel's Notes**.
6. Fireplace.
7. Body: **Yellow meteorite**.
8. **Wayfarer's Stone (Aard, Aard, Igni)**.

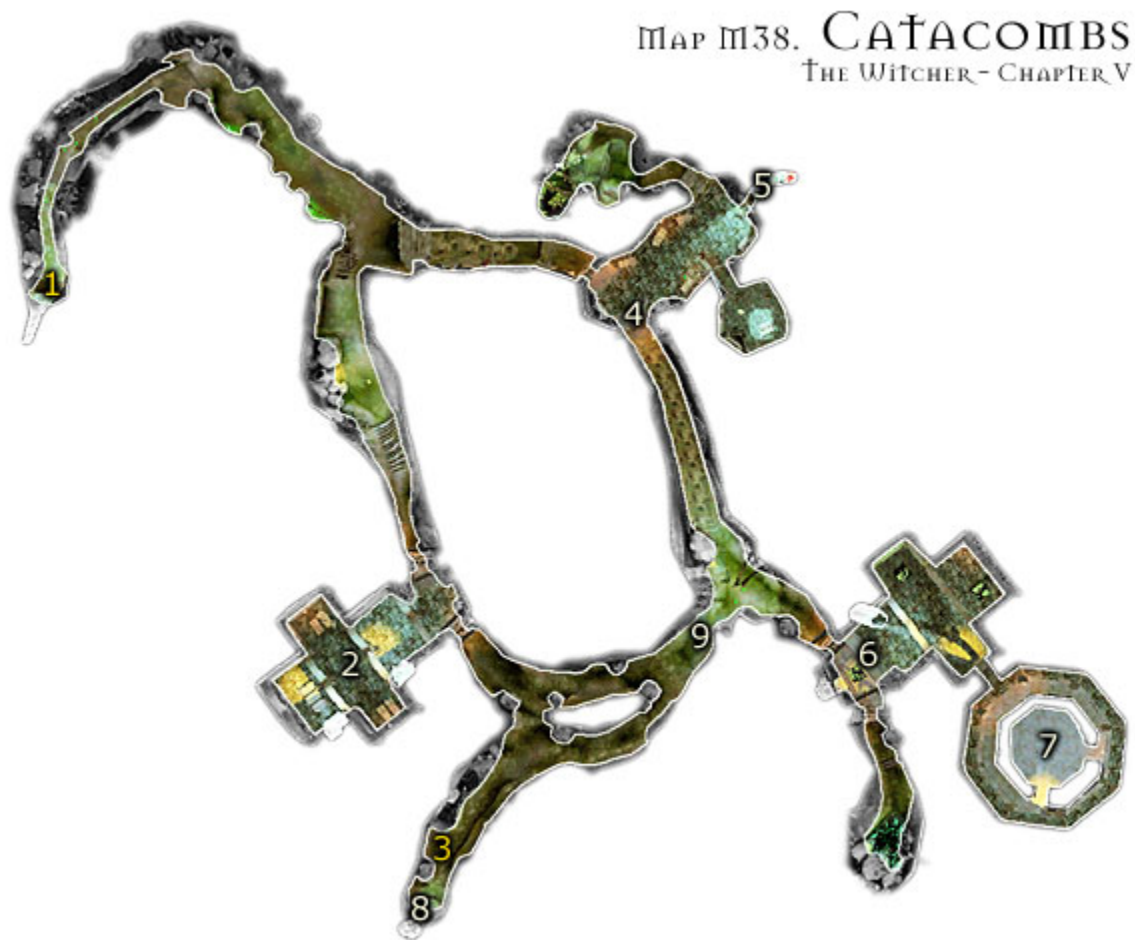
Map M37 - Old Manor

MAP M37. OLD MANOR
THE WITCHER - CHAPTER V



1. Road to Swamp Cemetery.
2. Fireplace and a body: **Earth Rune**.
3. **Mutated Rayla** and **Azar Javed**.
4. Fireplace.
5. Fireplace.
6. Chest: **Yellow Meteorite**, **Moon Rune**.
7. Fighters.
8. Place of Power.
9. Fireplace.
10. Catacombs entrance.
11. Boat.
12. Catacombs entrance.

Map M38 - Catacombs

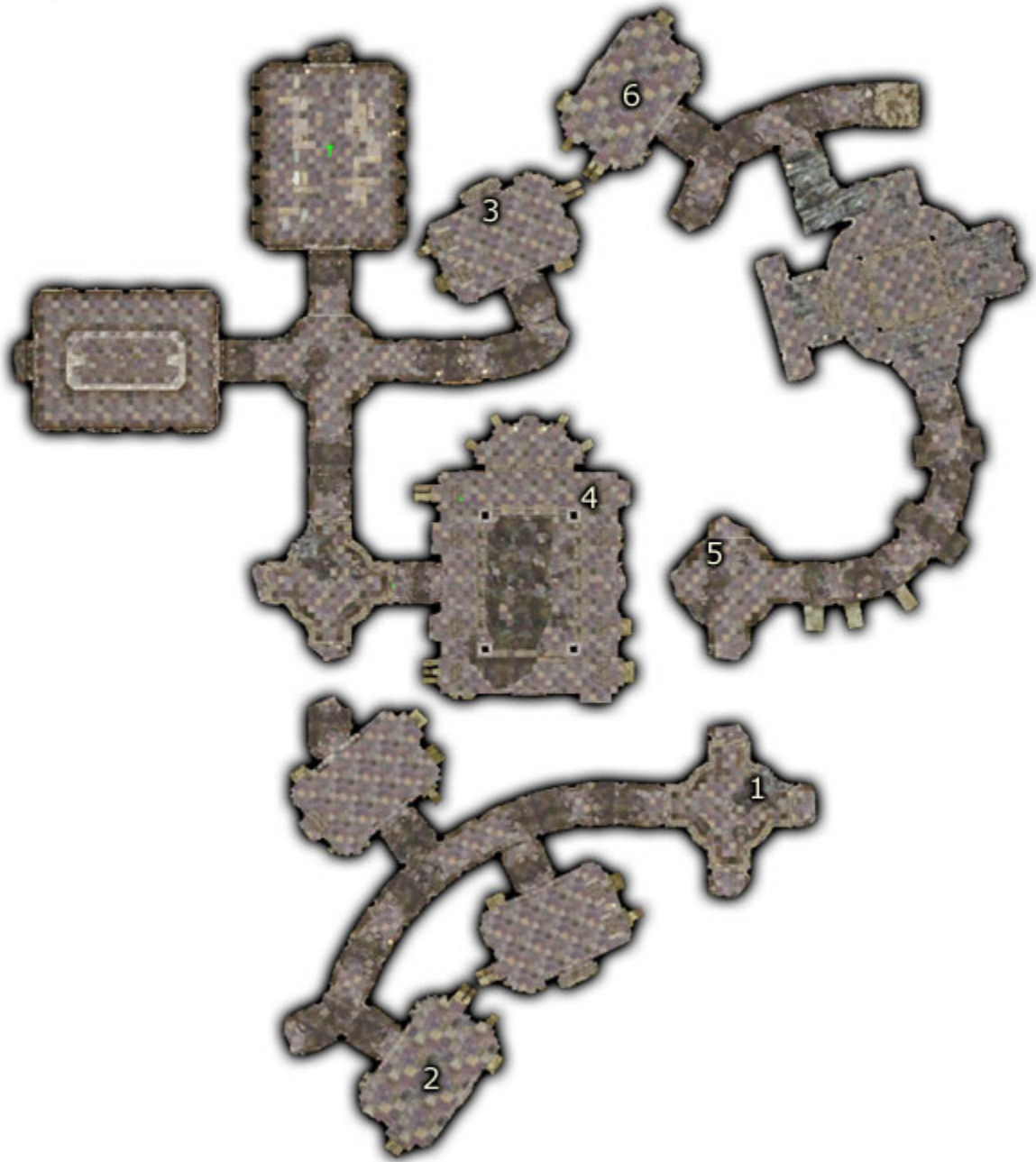


Remember to use strong style to fight **Greater Mutants** and fast style for any other type of enemy here. Steel sword helps you defeat **mutants**, while the **mutated hounds** are better fought with silver sword. Here we go...

1. Fireplace. Starting point if you're led by **Yaevinn**.
2. Koshchey.
3. Fireplace.
4. Closed door (open if you're led by **Siegfried**).
5. Catabomb entrance. Starting point if you're led by **Triss**.
6. Mutated knights.
7. **Javed's** lab.
8. Entrance. Starting point if you're led by **Siegfried**.
9. If you're led by **Siegfried**, this passage is blocked.

Map M39 - Ancient Crypt

MAP M39. ANCIENT CRYPTS
THE WITCHER - CHAPTER V



1. Wayfarer's Stone (**Igni, Igni, Aard**).
2. Dwarven chest: **Bifunctional Alloy and Steel Fiber Recilculator**.
3. Wayfarer's Stone (**Aard, Igni, Aard**).
4. Agnes of Glanville's chest: **Magic Formula, Optima Mater, Fifth Essence, Moon Rune**.

5. Wayfarer's Stone (Aard, Aard, Igni).

6. St. Gregory's Tomb: Wodo Runestone, St. Gregory's Litany.

Main quests

The events of chapter V very much depend on your decisions from **Q4.107. Free Elves**.

Quest **Q5.108. Sweet Revenge** is activated once you enter the Dike.

If you decided to support Squirrels in their fight for freedom, you'll get a quest from **Zoltan** named **Q5.109. Hope That Burns**. If you decided to remain neutral, **Zoltan** will give you **Q5.124. Under a Fiery Sky**. And if you decided to support the Order, **Zoltan** won't be too talkative, and after a short conversation with him you'll get a quest **Q5.126. The Fire that Cleanses**.

Regardless of all the above, you'll embark on a quest for **Foltest** **Q5.110. Her Highness the Striga**, as well as **Q4.95. Armor**. Also, more phases of **Qp.4. Witchers' Secrets** will come to be.

Q5.109. Hope Burns Bright

This quest will be available if you supported the Squirrels in the previous chapter.

Phase 1. Zoltan

Talk to **Zoltan**. He asks you for help in rescuing the refugees. Head to Old Vizima.

Phase 2. Refugees

You meet **Zoltan** again in Old Vizima (**M33.2**).

Phase 3. Another Group

One group of refugees is in one of the alleys (**M33.9**).

Phase 4. Hospital Bound

The second one is in the parallel alley (**M33.17**).

Phase 5. The Striga

When you enter the hospital (**M33.5**), a guard appears saying that the **Striga** appeared near the tower (**M33.21**) and keeps killing people.

Phase 6. To Shani

Kill the **Mutant** near the tower. He was mistaken for a **Striga**.

Phase 7. Defense

Go back to the hospital ([M33.5](#)). After a short talk with **Shani** an **Order Commander** will enter and you will have to defend the hospital.

Phase 8. Knights of the Order

When you deal with the knights inside, eliminate the ones surrounding it.

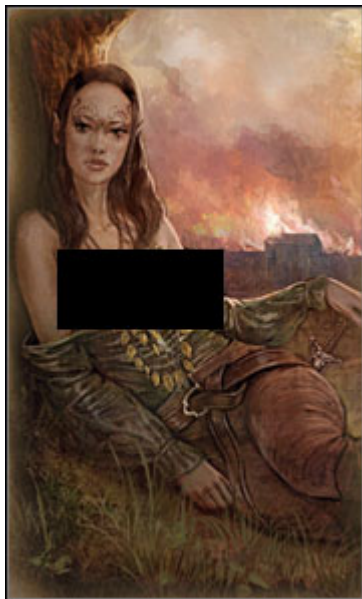
Phase 9. Toruviel's Commando

You meet **Toruviel** on the outside. Help her.

Phase 10. An Invitation

Follow **Toruviel** to the hideout ([M33.7](#)).

Phase 11. Talking to Toruviel



If you want to have some fun, at the end of your conversation with the commando leader, say that you need to speak with **Toruviel**. Go upstairs. When you talk to her, just say that her wish is your command.

Phase 12. The Barricade

Leave the Scoia'tael hideout.

Flashback: You now realise that **Toruviel** came here because you helped her in chapter IV.

Phase 13. Assaulting the Barricade

Talk to **Zoltan**.

Phase 14. Flanking on the Right

You have to break through the right flank, to the Order's field command post.

Phase 15. Flanking on the Left

Help the Squirrels to battle the knight and go further to the left flank – smash the barricade using **Aard**.

Phase 16. Yaevinn's Plan

Just past the barricade you have to fight some more. Once you're done with that, **Toruviel** appears and proposes a frontal attack. Smash the next barricade (**M33.24**).

Phase 17. The Fight is Won

And after defeating even more troops...



Phase 18. The Refugees Safe

... you'll see a scene in which **White Rayla** dies and you all leave Old Vizima.

Q5.124. Under a Fiery Sky

This quest is available if you decided to remain neutral in the previous chapter.

Phase 1. Shani

Approach **Zoltan** and talk to him. He asks you to get **Shani** out of Old Vizima.

Phase 2. Nurses

Just after the **Chamberlain** helps you get to Old Vizima, you meet two **Nurses**. You have to escort them to the hospital. You might have some problems, because the **nurses** are quite scared of the situation and you have to clear the way for them.

Phase 3. Problems

Kill all the fighters on your way (**M33.3**) (steel sword, group style). When the nurses reach the back of the hospital (**M33.5**), talk to them.

Phase 4. The Hospital

You get inside and the girls feel like they owe you something... but you will have to wait before you can take advantage of it.

Phase 5. Striga

Just after a while, a guard appears saying that there's a **Striga** near the tower (**M33.21**).

Phase 6. A Talk with Shani

When you deal with the **Mutant**, mistaken for a **Striga**, go back to the hospital (**M33.5**).

Phase 7. The Squirrels

After a short conversation, Scoia'tael enter the hospital – kill them all.

Phase 8. Enemy Knights

Just after you kill all the Squirrels, the Order enters the hospital – and you have to kill them both.

Phase 9. The Hospital Under Siege

When both groups are defeated...

Phase 10. To the Druids

... **Shani** asks you to escort her to the Druids' cave at the swamps.

Phase 11. Dark Alley

Along the way (**M33.29**) you encounter a group of **Ghouls**, **Alghouls** and **Graveirs**.

Phase 12. Dark Alley

Use Aard to smash the barricade (**M33.30**) and kill all the monsters.

Phase 13. City Walls

The next barricade is by the walls (**M33.27**). More monsters there, including **Cementaurs**.

Phase 14. City Walls

Just past the last barricade (**M33.31**) you have to face even more **Ghouls**, **Alghouls** and **Garkains**.

Phase 15. Shani is safe

Entering the swamp ends this quest.

Q5.126. Fire that Cleanses

This quest is available if you supported the Order in the previous chapter.

Phase 1. The Knights' Intentions

When you go down the bridge at the Dike, **Zoltan** tells you that not only does Order kill the Scoia'tael, but civilians as well. Run to Old Vizima – you don't have to engage in battle with the Squirrels, you can just try to jump over them.

Phase 2. Rayla

When you reach the street of Old Vizima, you meet **White Rayla**.

Flashback: You find out that **Toruviel** has been raped and killed by **Rayla's** troops, and **Yaevinn** went berserk after that.

Rayla proposes a bet: who kills the most Squirrels, wins.

Phase 3. Winning the Bet

Winning can be troublesome – you have to kill 20 squirrels and collect their tokens during battle.

Phase 4. A Talk with Shani

In order to get inside the hospital (**M33.5**), you have to get rid of all the fighters near the door. Go inside and talk to **Shani**.

Phase 5. Striga

After a short conversation, a guard appears and tells you that near the tower (**M33.21**) there's a **Striga**.

Phase 6. To the Hospital

Deal with the **Mutant**, mistaken for a **Striga**, then go back to the hospital (**M33.5**) to talk to **Shani**.

Phase 7. Scoia'tael Assault

Scoia'tael enter the hospital and you have to kill them all.

Phase 8. Scoia'tael Lay Siege to the Hospital

When you deal with the Scoia'tael inside, go outside and kill the remaining enemy forces.

Phase 9. White Rayla in need

You meet **Rayla** outside – join her.

Phase 10. An Invitation

Rayla invites you for a little talk in the field command post (**M33.11**).

Phase 11. A Talk with Rayla



If you want to get intimate with the toughest gal in the vicinity, tell the Commander that you'll join them in a while, then go upstairs. Tell **Rayla** that you know a way to tame her.

Phase 12. The Barricade

Regardless of what you did in the command post, you have to join the Order for more battles.

Phase 13. The Barricade

You meet **Siegfried** who tells you to attack the left flank. Go there (**M33.32**) and kill the Squirrels.

Phase 14. The Other Flank

After dealing with the situation by the tower, be on your way to help **Rayla**. Use **Aard** to smash the barricade (**M33.33**) and kill everyone who stands in your way.

Phase 15. A Last Line of Defense

Rayla tells you to attack the remaining forces. Smash through another barricade and finish the job.

Phase 16. Rayla's Death

You'll see **Rayla's** death – there's nothing you can do about it.

Phase 17. The Swamp Cemetery

You leave the city together with **Siegfried**.

Q5.108. Sweet Revenge

Phase 1. The Trace

This quest becomes active as soon as you enter the Dike at the beginning of the chapter.

Phase 2. Salamandra

In phase 6 of **Q5.110. Her Highness the Striga**, Foltest tells you that he supports your efforts to bring down Salamandra.

Phase 3. The Experiment

In phase 9 of **Q5.110. Her Highness the Striga**, you kill a mutant by the tower (**M33.21**) in Old Vizima. **Kalkstein** tells you that the monster came here from the swamps.

Phase 4. Zoltan (or Shani, or Siegfried)

When you enter the swamp cemetery after completing **Q5.109. Hope Burns Bright**, **Zoltan** tends to the refugees and you're on your own again.

When you go there after completing **Q5.124. Under a Fiery Sky**, things will be quite the same – but you will part with **Shani** instead.

If you completed **Q5.126. The Fire That Cleanses** – you come here and part with **Siegfried**.

Phase 5. A Hint

When you leave the crypt at the swamps after dealing with the Striga – quest **Q5.110. Her Highness the Striga** – **Velerad** tells you that Salamandra is hidint in the Old Manor.

Phase 6. The Death of De Wett

The Count will have to be eliminated as soon as you enter the Manor area (**M37.1**).

Phase 7. Mutated Rayla

A little bit up ahead (**M37.3**) **Azar** throws **Mutated Rayla** at you. You have to kill her as well.



Phase 8. Almost There

When you defeat all the enemies near the fireplace (M37.5), you'll feel that you're getting really close. Remember to kill the mages in the first place.

Phase 9. Entering the Catacombs

You meet a group of fighters near the manor (M37.7). If you're neutral, **Triss** will come to help you. If you're with the Order, it will be **Siegfried**, and if you're with the Squirrels – **Yaevinn**. Help your ally in battle and talk to him/her. You'll be shown another entrance to the catacombs. Follow the ally and defeat the mutants guarding the entrance.

Phase 10. A Sacrifice

When you kill them, you'll be inside the Catacombs, and your ally will stay outside to fend off the coming enemy forces.

Phase 11. A Koshchey

Azar throws a Koshchey at you (M38.2). Use a **Swallow**, a silver sword and strong fighting style. You can also try to use **Aard** and/or **Igni** here.

Phase 12. Azar Javed's Demise

First, **Azar** makes you fight two more **Mutated Knights** (M38.6). When you defeat them, he'll face you himself (M38.7). If you spared **Berengar's** live in **Op.3. Berengar's Secret**, you can count on his help. If you killed **Berengar**, **Azar** will be much weaker, due to **Berengar's amulet** that you're holding.

One way or another, battle with the mage is quite long (it's great to use a **Willow** potion here) . When you kill him, loot his body to find a scroll (**Koshchey's Heart**) and a book on **Greater Brothers**.

Phase 13. A Boat

Approach the mirror and talk to **Jacob**. It's all clear now: the Order is behind Salamandra.



Geralt with Yaevinn – supporting the Scoia'tael.



Geralt with Triss – neutral.



Geralt with Siegfried – fighting for the Order.

Phase 14. The King

After a scene go to the shore ([M37.11](#)) and tell your ally that you're going back to the city. If you have any remaining quests, complete them now, as this means the end of the chapter.

Q5.110. Her Highness the Striga

Phase 1. Consultations

After talking to **Foltest** you won't have much choice: you have to deal with **Adda's** curse by lifting it or by killing her.



Phase 2. Betrayal

Talk to **Triss** (**M32.1**) about **Adda** and it will become obvious that the curse has been renewed deliberately. Also, you can talk to **Triss** about **Alvin** and about love.

Phase 3. The Fruit of Incest

De Wett (**M32.1**) tells you that **Adda** was born from a relationship between **Foltest** and his sister, and suggests that you kill the beast.

Phase 4. The Story of the Striga

Velerad (**M32.1**) tells you that **Adda's** been seen in Old Vizima.

Phase 5. Royal Counselors

When you are done talking to everyone, the **Chamberlain** will ask you to the king's private quarters.

Phase 6. An Agreement with the King

Go to the quarters (**M32.2**) and talk to Foltest about the remaining options. At the end you'll have a chance of playing dice with the king. Try to do so. Not only can you win a nice sum of money from him, but it's also a way to end **Q1.12. Dice Poker**.



Phase 7. In Vizima

After talking to the king go to see the **Chamberlain (M32.3)** and tell him you're ready to go back to the city.

Phase 8. Striga in the City

In phase 5 of **Q5.109. Hope Burns Bright** or **Q5.124. Under a Fiery Sky** or **Q5.126. Fire that Cleanses** (generally, the first time you enter the hospital), you'll know that the Striga is near the tower (**M33.21**).

Phase 9. The Mutant

When you reach the spot, it turns out it's not a **Striga**, actually, but a regular mutant. Kill it (steel sword, fast style) and talk to **Kalkstein**. He gives you a scroll **Striga's heart**.



Phase 10. The Real Striga

When you reach the cemetery in the swamps, you'll remember that **Kalkstein** mentioned someone being killed by striga near the old chapel.

Phase 11. A Father in Despair

Near the fireplace (**M34.13**) there's a **Desperate Father**. He tells you that **Striga** is sleeping in a crypt below the church. Go to the entrance (**M34.14**) and after a short conversation with **Velerad**, enter the dungeon. Notice that you can't leave it until you solve the problem, so you'd better be prepared. Some basic potions are in order: **Cat**, **Tawny Owl** and **Swallow**. You can also use better versions (rubedo, albedo, nigredo), because the following battle is not the easiest there is (you might need **Blizzard** at the high difficulty setting if you are aiming to kill the beast). Wait by the fireplace (**M36.2**) until midnight and decide whether you want to kill or save **Adda**.

Phase 12. Trace

If you want to kill **Adda**, take your silver sword, use strog style and hit her as hard as you can. Use Igni sign as well. Eventually she will die and you'll be able to take her **heart** from her body.

Phase 13. The curse is Broken

If you want to lift the curse, use your steel sword and fast style. Try not to attack her, and keep using **Aard** to keep her away from you. You can also try to exploit the game by running around the sarcophagus, she won't be able to reach you. When all the candles go out, **Adda** becomes a nice gal again. Talk to her.



Phase 14. Proof

Go to her tomb ([M36.3](#)) and take **Ostrit's Journal**. Read it to make sure that the curse didn't cast itself.

Phase 15. Velerad / Reward

Leave the crypt and tell **Velerad** of your deeds. If you saved Adda, you'll get a special reward – **D'yaebi** sword (it's obsolete to **Gwalhir**, which you probably bought in chapter IV).

Phase 16. Ostrit's Journal

You should show the crime's proof to the king. Not now, though.

Phase 17. De Wett

Go to Old Manor. Be prepared to talk to **De Wett**, then kill him and three knights who support him.

Phase 18. Crime and Punishment

Defeat everyone. Loot **De Wett's** body to find notes from Salamandra's genetic experiments. This quest will be continued in the epilogue.

Qp.4. Witchers' Secrets (continued)

Phase 14. Get Azar Javed

When you leave the crypt in the swamps after dealing with the Striga – quest **Q5.110. Her Highness the Striga** – **Velerad** tells you that **Azar Javed** is hiding in the Old Manor.



Phase 15. The Salamandra Master

After you kill **Azar Javed** (phase 12 of **Q5.108. Sweet Revenge**), approach the mirror (**M38.7**) to find out that the **Grand Master of the Order** is behind everything.

The quest will be continued in the epilogue.

Q4.95. Armor (continued)

The version of the armor you get in this quest depends on which side of the conflict you support.

Phase 5. The Dwarven Blacksmith (or Kalkstein, or Armorer)

If you fight alongside the Squirrels, when you enter the hospital in Old Vizima (M33.5) (phase 4 of Q5.109. Hope Burns Bright, Zoltan tells you that the Blacksmith (M33.13) can help you reforge Raven's armor.

If you're neutral, talk to Triss (M32.1) in the Castle about Salamandra to know that Kalkstein can forge the armor for you.

If you fight for the Order, the first time you're in the hospital you find out from Siegfried that the Order's Armorer can forge the armor.

Phase 6. Mission from a Dwarf (Kalksteina, Armorer)

Go to see the **Blacksmith**, the **Armorer** (M33.13) or **Kalkstein** (M33.16) and tell him that you want to recreate Raven's armor. This will activate the quest **Q5.117. Gnomish Device**, **Q5.125. Magic Formula** or **Q5.127. Saint Gregory's Litany**.

Phase 7. A Piece of Armor

If you didn't find one at the Lakeside, you can snatch the armor piece in a tomb (M35.4) in Raven's Crypt (M34.4).

Phase 8. Plate Armor

When you're inside Raven's crypt (M34.4), find Raven's tomb (M35.8) and take the remains of his armor. What you need now is the ingredient mentioned in **Q5.117. Gnomish Device**, **Q5.125. Magic Formula** or **Q5.127. Saint Gregory's Litany**.

Phase 9. All the Pieces

When you have the ingredient, you'll be set to complete the armor.

Important: Regardless of what you seek, you can access all the Ancient Tombs. You won't need the other magic ingredients, but there are a few interesting items in there.

Phase 10. Reforging the Armor

Go back to see the **Blacksmith**, the **Armorer** or **Kalkstein** and tell him that you're ready to forge the armor.

Phase 11. A New Suit of Armor

Leave the house and enter it again, then ask the chosen character if the armor is ready. You'll get Raven's Armor in one of three distinctive versions.

Side-quests

Qp.3. Berengar's Secret

Phase 17. An Ally

Flashback: If you spared **Berengar's** life, he appears just before you battle **Javed** – phase 12 of **Q5.108. Sweet Revenge** – to help you (quest over).

Phase 18. Medallion

Flashback: If you killed him, you now hold his medallion, which will greatly weaken **Azar Javed**.

Q1.12. Dice Poker

Phase 7. Legend

Gdy na pocz¹tku rozdzia³u udasz siê w Fazie 6 questu **Q5.110. Jej Wysokoœæ Strzyga** do króla **Foltesta**, bêdziesz mieæ okazjê zagraæ z nim w koœci. Jeœli wygrasz, staniesz siê legend¹.

At the beginning of the chapter, in phase 6 of Q5.110. Her Highness the Striga, when you talk to king Foltest, you can play poker with him. If you win, you'll become a poker legend.

Qp.22. Fistfight

Phase 10. The Master

Zdenek is in refugees' cave (**M34.11**) in the swamps. When you defeat him, he tells you that he has a right of revenge.

Phase 11. Fighting the Master

Leave the cave and enter it again to defeat **Zdenek** for the second time. You'll get **Boxer's Tooth**.

Phase 12. Master of All Masters

Now you are the best fistfighter in Temeria.

Q3.61. Identity

Phase 7. Love

In chapter V, king **Foltest** asks you about **Triss** or **Shani** (depends which girl you treated better throughout the game). Your definition of this relationship adds another entry to your

character's profile.

One more identity-based question is asked by **Dandelion** at the very end of the game. You are not able to check its impact on the quest, as the game ends a few seconds later.

Q3.67. Won't Hurt a Bit

Phase 5. The Boxer's Tooth

The **Dentist** can be seen again when you're back from the Cemetery at the swamps. Go to the tower (**M33.28**). Give him **Zdenek's tooth** for 250 orens.

Phase 6. The Jaw

He pays you 150 orens for **Cementaur's Jaw**.

Phase 7. Alp Fangs

He pays you 150 orens for **Alp Fangs**.

Phase 8. Devourer Teeth

He pays you 125 orens for **Devourer Teeth**.

When you provide all the teeth to **Zahin**, he'll give you the best steel sword in the game: a **Dwarven Sihill**.

Q5.111. Mud and Velvet

Phase 1. Money for the Cousins

When you're in the castle, talk to **Anoinette** (**M32.1**) and agree to give the money to her cousins who are hiding in the swamps.

Phase 2. Cousin Corbin

Corbin is in Druids' Cave (**M34.2**).

Phase 3. Cousin Buse

Buse is in Refugees' Cave (**M34.10**).

Phase 4. Cousin Ramerot

Ramerot is hiding in Refugees' Cave (**M34.11**).

Phase 5. Cousins

Now go back to the captain for your reward.

Phase 6. Reward

Captain Jean Pierre is near the gate in Old Vizima (**M33.25**). Tell him you found all three cousins.

Phase 7. Quest complete

You get 3 **Dragon's Dreams** as a reward.

Q5.112. The Wraith Contract

Phase 1. Death Dust

You can find this contract on the announcement board in Old Vizima (**M33.6**). The necessary knowledge is in the book **Specters Wraiths and the Damned**.

Phase 2. Loot

Wraiths are easily found in Raven's Crypt (**M34.4**) – or at the cemetery at night (**M34.15**). You need 4 portions of **Death Dust**.

Phase 3. Reward

Give the dust to **Kalkstein** (**M33.16**) for 300 orens.

Q5.113. The Garkain Contract

Phase 1. Garkain Saliva

You can find this contract on the announcement board in Old Vizima (**M33.6**). You can learn about Garkains from a **diseased man** (**M33.15**) for 5 orens. If not, just read **Vampires: Facts and Myths**.

Phase 2. Loot

Garkains are near the cemetery entrance (**M34.8**) at the swamp. At night. You have to kill two of them.

Phase 3. Reward

Give the saliva to **Kalkstein** (**M33.16**) for 250 orens.

Q5.114. The Bruxae Contract

Phase 1. Bruxa Blood

You can find this contract on the announcement board in Old Vizima (**M33.6**). The knowledge about Bruxae is found in **Vampires: Facts and Myths**.

Phase 2. Loot

They can be found at (M34.12). You have to kill 6 of them – one of them will probably be **Lilly**, whose head you need to complete **Q5.119. Vampiress from the Swamp**.

Phase 3. Reward

Give the blood to **Captain Jean Pierre** (M33.25) for 300 orens.

Q5.115. The Bloedzuiger Contract

Phase 1. Bloedzuiger Blood

You can find this contract on the announcement board in Old Vizima (M33.6).

Phase 2. Loot

Bloedzuigers are in the swamp cemetery – you need **10 flasks** of their blood.

Phase 3. Reward

Give the blood to **Eldest Druid** (M34.2) for 200 orens.

Q5.116. The Cementaur Contract

Phase 1. Quest

You can find this contract on the announcement board in Old Vizima (M33.6). You can learn about **Cementaurs** from a **diseased woman** (M33.10) for something to eat. If not, just read **Book of Feat and Loathing, volume II**.

Phase 2. Loot

They are near the tower (M33.22). You need 5 jaws.

Phase 3. Reward

Give the jaws to **Desperate Father** (M34.13) for 300 orens.

Q5.117. A Gnomish Device

This quest is available only if you're neutral.

Phase 1. Elements of the Armor

Tell the **Blacksmith** (M33.13) that you'd like to recreate **Raven's Armor**. He tells you to find a **Bifunctional...**-whatever.

Phase 2. The Bifunctional Recirculator

Go to the Old Mine (M34.6) and hit the **Wayfarer's Stone** inside with the following spells: **Igni, Igni, Aard**. You'll be teleported to an ancient crypt. Search it to find the recirculator (M39.2).

Go back to see the **Blacksmith** (M33.13) in Old Vizima to tell him that you're ready.

Q5.118. Garkain

Phase 1. Garkain

At night, near the cemetery entrance (M34.8) you can find a **Garkain** named **Wesper** in a small group of monsters. Take a trophy from its body.

Phase 2. Reward

Give the trophy to **Royal Huntsman** (M34.2) for 1000 orens.

Q5.119. The Vampiress from the Swamp

Phase 1. The Vampiress

At night, near the stone circle (M34.12) you can find a bruxa named **Lilly**. Kill her and take a trophy from her body.



Phase 2. Reward

Give the trophy to **Royal Huntsman** (M34.2) for 1000 orens.

If you killed 10 monsters for trophies throughout the game, you'll get a special reward: **Dwarven Sihill** or **Moon Blade**.

Q5.125. A Magic Formula

This quest is available only if you're neutral.

Phase 1. All the Pieces

In phase 13 of **Q4.95. Armor**, **Kalkstein** (**M33.16**) tells you to find a **Magic Formula** in the swamps.

Phase 2. Success

Go to **Wayfarer's Stone** in Refugees' Cave (**M34.11**) and hit it with a combination: **Aard**, **Igni**, **Aard**. In this part of the ancient crypt you find **Agnes' chest** (**M39.4**) – it contains the magic formula. Give the formula to **Kalkstein** (**M33.16**).

Q5.127. Saint Gregory's Litany

This quest is available only if you're fighting for the Order.

Phase 1. All the Pieces

Tell the Armorer (**M33.13**) that you'd like to recreate **Raven's Armor**. He tells you to find **Saint Gregory's Litany**.

Phase 2. Success

Go to Striga's crypt (**M34.14**) and hit the Wayfarer's Stone (**M36.8**) with a combination: **Aard**, **Aard**, **Igni**. You'll find Saint Gregory's Tomb. Search it to find the litany (**M39.6**).

Go back to see the **Armorer** in Old Vizima and tell him that you're ready to forge the armor.

Important Characters

Kalkstein (merchant)

You can find him in his new lab (**M33.16**). He sells: **Salt peter, Goose Fat, Suet, Stammelford's Dust, Temerian Rye, Dwarven Spirit, Calcium Equum, Wine Stone, Ginatz's Acid, White Vinegar, Powdered Pearl, Naezan Salts, Zarrikanian Mix, Bear Fat, Alcohest, Quicksilver Solution, Ducal Water, Phosphorus, Fifth Essence, Alchemists' Dust, Alchemical Paste, Red Ribbon, Garlic**, and books: **Basics of Alchemy, Dragon's Dream, Zerrikanian Alchemy, The Book of the Tawny Owl, de Vries recipe, Little Book of Minerals, Ornithosaurs, Specters Wraiths and the Damned, Secrets of the Southern Masters, Book of Kisses, Book of the Goldon Oriole, Petri's Philter Recipe, Book of Feat and Loathing volume II, Samum, Book of the Wolverine, Dagon's Secretations, Thunderbolt.**

Fence (merchant)

He's in Old Vizima before the battle ends (**M33.4**). He sells: **Flint, Viziman Champion, Mettina Rose, Toussaint Red, Grindstone, Redanian Herbal, Temerian Rye, Dwarven Spirit, Cherry Spirit Cordial, Diamond Dust, Wodo Runestone, Wormwood Spirit, Swarog Runestone, Red Woman's Gloves, Gold Woman's Gloves, Silver Amber Ring, Gold Ring, Perun Runestone, Shawl, Torch, Gold Diamond Ring, Sun Rune, Gold Ruby Signet Ring, Earth Rune, Gold Ruby Necklace, Gold Diamond Necklace, Moon Rune**, and books: **Dice Dollector's Diary, The Aftermath of the War, Elder Blood.**

Nurses



When (being neutral) you complete **Q5.124. Under a Fiery Sky**, go back to the hospital in Old Vizima (**M33.5**). Go upstairs and talk to the **nurse**. **Shani's** absence makes the girls much more daring...

Elder Druid (merchant)

He's inside a cave in the swamps (**M34.2**). Sells: **Bottled water, Pear, Graped, Dried Fruit, Raspberry Juice, Watermelon, Balisse Fruit, Celandine, Fool's Parsley, Wolfsbane, Verbena, Mandrake Root, Crow's Eye, Allspice Root, Redanian Herbal, Local Pepper Vodka, Dried Fruit and Nuts, Honeycomb, Pear Cordial, Cherry Spirit Cordial, Mandrake Cordial**, and books: **Civilizations Disease, Swamp Plants, The Book of Fear and Loathing vol II, The Great Book of Minerals, Druid's Herbarium**.

Epilogue



You are back to the Temple Quarter for the last time. The epilogue is not long, but gives you the satisfaction of a job well done. Your goal is to kill Jacob de Aldersberg.

Map M40 - Temple Quarter

MAP M40. TEMPLE QUARTER
THE WITCHER - EPILOGUE



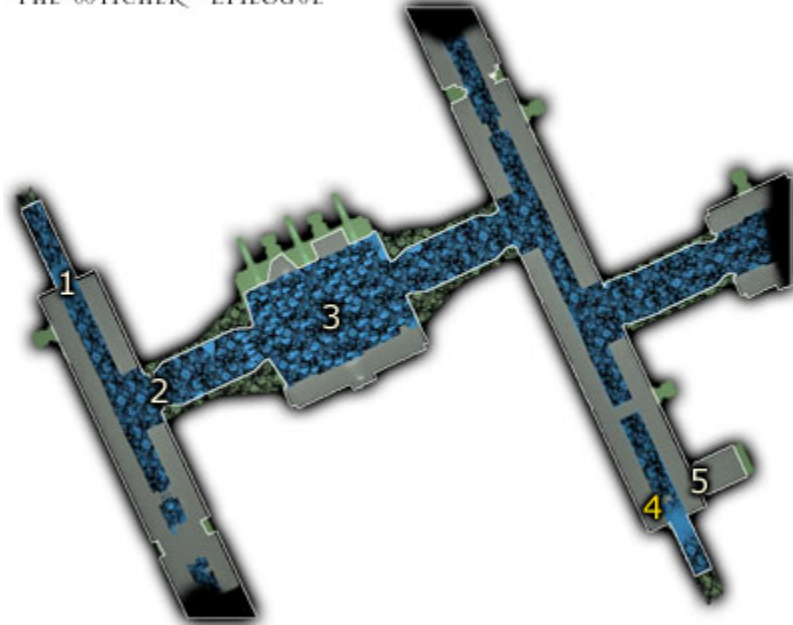
In the epilogue, Temple Quarter is a dangerous location at all times.

1. Trade Quarter gate. Here is where you start.
2. **Foltest** and **Radovid**.
3. **Dandelion**. He keeps your item storage just like in chapter V.
4. **Siegfried**.
5. Safe refuge. There's a fireplace where you can meditate. Also, there's **Vaska**, **Hermit**, **Resolute Girl** and **Golan Vivaldi**. In a chest there's **Ithlinne's Prophecy** and **Zeugl's Venom** scroll.

- 6.** Exit through the window
- 7.** Wounded knight.
- 8.** House. Fireplace inside.
- 9.** Exit from Zeugl's nest.
- 10.** Order gates.

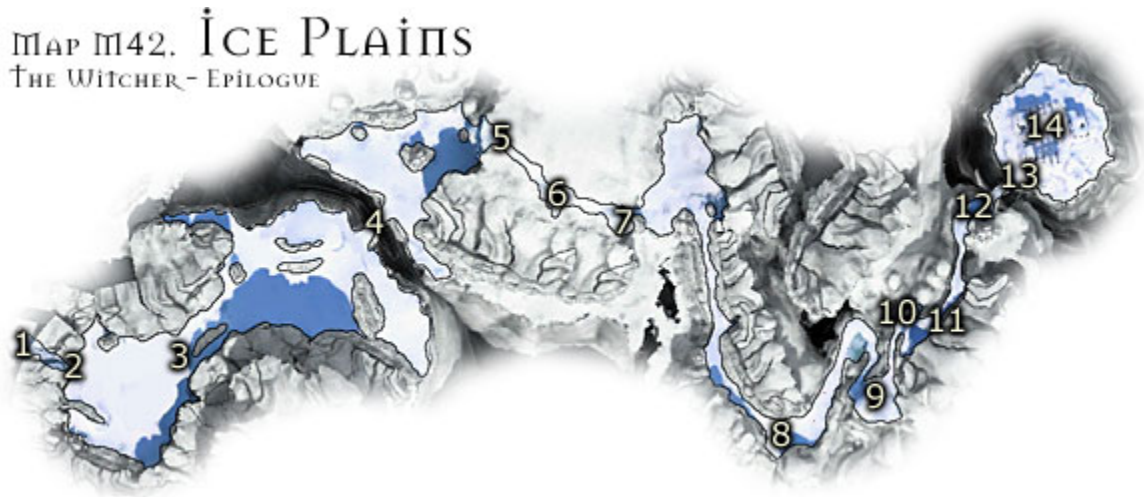
Map M41 - Zeugl's Nest

MAP M41. ZEUGL'S NEST
THE WITCHER - EPILOGUE



1. Exit.
2. Grate.
3. **Zeugl**.
4. Fireplace and a body.
5. Exit.

Map M42 - Ice Plains



1. Start.
2. Grand Master.
3. **Triss** or **Shani**.
4. **Abigail**.
5. Grand Master.
6. **King of the Wild Hunt**.
7. **Toruviel** or **White Rayla** or **Celina**.
8. Grand Master.
9. **Siegfried** or **Yaevinn** or both of them.
10. **Alvin**.
11. Grand Master.
12. **Adda** or **Vincent**.
13. Last meditation.
14. The last battle.

Epilogue Quests

Well, it's time to end the game by finishing the **Qp.4. Witchers' Secrets**. Also, you'll come to end a quest **Q5.110. Her Highness the Striga**. You start off with a quest **Qe.120. The Ashes of Vizima**, and finish in **Qe.121. Frozen Reflections**. What's interesting, now you'll meet a lot of characters you've interacted with throughout the game. Their reactions are very much dependant on how you treated them earlier.

Qp.4. Witchers' Secrets (continued)

Phase 16. Cloiser

At the beginning of the epilogue, you'll have a little chat with **Foltest (M40.2)**. You'll accept a quest of killing the **Grand Master**.

Phase 17. Grand Master's Vision

When you're in the Ice Plains, you'll meet either **Triss** or **Shani (M42.3)**, who will describe the situation to you.

Phase 18. Witchers' Secrets

In phase 17 of **Q2.121. Frozen Reflections**, you'll take the secrets from **Grand Master's** body. And the adventure comes to an end.

Q5.110. Her Highness the Striga (continued)

Phase 19. The King

You'll talk to **Foltest** at the beginning of the epilogue (**M40.2**). Give him the information you gathered about **Adda's** curse.

Flashback: If you saved the princess' life, she will become **Radovid's** wife and seal the alliance between Temeria and Redania.

Qe.120. The Ashes of Vizima

Phase 1. Meeting the King

This quest is given to you at the beginning of the epilogue.

Phase 2. Hunting

Approach King **Foltest (M40.2)** and talk to him. You'll get a quest of killing the **Grand Master**.



Phase 3. Dandelion

A little bit further you see **Dandelion** (M40.3). Remember that he has your item storage.

Phase 4. Civilians (or Siegfried, or Mutants)

At the corner (M40.4) you meet **Siegfried** (if he's not your ally now). If you came with **Triss**, you can tell him to fight the true enemy, and not civilians – if you want to avoid an unnecessary battle.

Phase 5. Mutants (lub Greater Brothers)

If you came with **Yaevinn**, you'll have no choice and **Siegfried** will engage you after a short talk. Kill him and his knights. The battle will also commence if you're here with **Triss** and tell him that he fell really low.

If you're here with **Siegfried**, he'll help you battle the other knights.

Phase 6. An Invitation

A bit further (M40.5) you meet a civilian who invites you to his safe refuge. Follow him.

Phase 7. The Key

After entering the safe refuge, talk to the civilian and you'll know that there's a key somewhere that opens the door in the cellar.

Phase 8. The Way through the Cellars

In a chest downstairs you'll see the necessary key. If you spared **Vetala's** life in Q3.68. **Six Feet Under**, he'll be hiding in here.

Phase 9. The Madman

Go through the door to the next cellar. Kill one alp and two wraiths who attack you there, then go upstairs. The madman tells you that you can leave through the window.

Phase 10. Knights of the Order (or Yaevinn, or Scoia'tael)

Once you're outside ([M40.6](#)), you'll enter just in time to help temerian guards fight the Order. If you've chosen neutrality or supporting the Order, you'll meet Yaevinn here. When you suggest him that he's a wimp – you will have to fight him. If you're here with **Siegfried**, the battle will come to be one way or another.

Phase 11. Mutated Knights

If you avoid battling **Yaevinn**, you can count on elves' support in the coming battle against the mutants.

Phase 12. The Sewers (or Zeugl, or Wounded Knight)

If you supporter the Squirrels or the Order, you'll see a Wounded Knight here ([M40.7](#)) – after a short conversation you'll get a key to the nearby house. If you're neutral, Triss will give it to you. Enter the house to find yourself in the sewers.



Phase 13. To the Cloister

You're in **Zeugl's** nest ([M41.3](#)). Now's the time to kill that monster. Drink all the potions you need and use the silver sword to slash the tentacles (use strong style), and when it sticks out its head, strike it with all you've got (silver sword, strong style). Repeat this until it's dead.

Phase 14. Before the Battle

After defeating the monster leave ([M41.5](#)) to find yourself back on the streets ([M40.9](#)).

Phase 15. The Cloister Gates

When you defeat three mutated knights on the way to the Cloister ([M40.10](#)), go inside.

Phase 16. The Confrontation

Enter the Cloister alone – **Yaevinn** or **Siegfried** become wounded and can't accompany you any further (and you trick **Triss** into staying outside).

Phase 17. The Grand Master's Chambers

Two knights guard the **Grand Master's** chambers. Kill them and take a key from their body.



Phase 18. Face to Face

You now face **Jacob** himself. In a few moments you'll be transported to snow plains, which are said to be an image from the future.

Qe.121. Frozen Reflections

The characters you meet in this part of the story depend on the decisions you've taken throughout the whole game. some of the options are outlined below.

Phase 1. Snow and Ice

When you're on the ice plains ([M42.1](#)), go towards **Jacob** ([M42.2](#)). After a short speech, he'll summon 4 **ifrits** to fight you.



Phase 2. The Master's Vision

Kill the monsters and go further to meet up with **Triss** or **Shani** (M42.3). She'll explain the situation to you and offer help (**Triss** will attack enemies with her spells and **Shani** will heal you). Don't turn back at any time – the blizzard will kill you instantly.

Phase 3. Anthropoids

Three **Skullheads** await you ahead. **Abigail** (M42.4) tells you that they are what remains of mankind now. She gives you 5 swallows.

Phase 4. A Conversation with the Master

Another three **Skullheads** to fight and another conversation with **Jacob** (M42.5). A **wraith** attacks you in the stone corridor.

Phase 5. The King of the Hunt

When you see **King of the Wild Hunt** (M42.6), he'll summon 4 more **wraiths** at you.

Phase 6. Toruviel (or Noonwraith, or White Rayla)

Toruviel or **Celina** (M42.7) is the next person you meet here. If you accept her choice, she'll give you a stat boost, and if you criticize – she'll join your side. **Rayla** join you if you tell her that death isn't necessarily the worst thing to happen. Boosts differ from one another: if can be a shield that decreases the enemys' energy (**Rayla**), or flaming swords (**Toruviel**), or the ability to suck health energy from enemies (**Celina**).



Phase 7. Another Conversation

Kill 4 more **Skullheads** and a **wraith**. **Grand Master** will throw more **mutants** at you.

Phase 8. Siegfried's Spirit / Yaevinn's Spirit

Defeat 4 **mutants** and go meet up with **Siegfried (M42.9)** – if you supported Squirrels – or **Yaevinn**, if you joined the Order. In case you were neutral, you'll have to fight both of them (now that's fair, isn't it?).

Phase 9. The Duel

Defeat the enemies.



Phase 10. Alvin's Spirit

You'll see **Alvin's** spirit.

Phase 11. The Master's Eloquence

Another conversation with **Jacob** (M42.11).

Phase 12. An Ally

Before the last battle, you meet **Adda** who offers her help as a **Striga**. The other case is **Vincent**, who joins you as a **Werewolf**.

Phase 13. The Heart of the Vision

At the end (M42.13), after defeating the last group of mutated knights, your allies will leave you alone. Now is your chance to meditate for the last time.



Phase 14. Fighting the Master

Enter the arena (M42.14) and talk to the **Grand Master**. At the end choose any dialogue option – **Jacob** will summon 5 mutants at you (steel sword, group style). When you kill them, **Jacob** himself will enter the battle, summoning some ifrits. Take your steel sword and use strong style. Focus your blows only on the **Grand Master**. At some point of the battle, **King of the Wild Hunt** appears. You can either give him **Jacob's** soul or fight him.



Phase 15. Fighting the King of Wild Hunt

If you've chosen to reject the **King's** proposal, you will have to fight him. Use the silver sword, strong style and focus only on the **King** himself. When he falls, his summons fall. If you choose to give up **Jacob's** soul, you won't have to fight at all.

Phase 16. The Return

Approach wounded **Jacob** and kill him. His vision will vanish and you'll be back in the Cloister.

Phase 17. Stolen Secrets

After a conversation with **Dandelion**, loot **Jacob's** body to find the **Stolen Secrets** and an **amulet** (that's kind of a big twist of the game – you realise who it was now, don't you?). Then approach **Dandelion** and talk to him. When he asks you what you will do next, answer as you like.



This is the end of the game, but not of the story.

Additional info

Fistfighting, Poker & Drinking

These minigames are meant to give you some entertainment, plus the opportunity to win a nifty prize or two. It's not a big deal to complete them all, so be sure to get on it.

Fistfighting

The rule is simple: hold right mouse button pressed (Geralt is avoiding enemy blows), and when the enemy throws a punch, release it and press the left button. Then press the right button again. And repeat. And repeat – until the enemy falls to the ground. You might want to spend one bronze talent on Brawl perk (Strength tree) to make things a bit easier.

You can't lower the entry fee, but you can double it.

Dice Poker

Rolling the dice is always random, so there's no real recipe for success here. Just remember to save your game before the match in case you lose a lot of money.

Raise the starting bet as high as you can if you're after money, and as low as you can if you just want to win (to make progress in a quest).

Try to achieve three-of-a-kind each time you play. There's a high chance you'll win just by having it. You almost always have a pair, and if you do, just re-roll the three remaining dice. There's way above 50% chance you'll have three-of-a-kind. A simple method, but surprisingly effective.

Drinking

Geralt has a relatively strong head and is able to drink more than most of his fellow drunks. However, there are some that you can't beat without a little cheat – **Wives' Tears** potion to be exact. You can buy it from a lumberjack at the swamps (**M10.22**) or from a waitress in New Narakort (**M14.13**). Just stop drinking for a while, drink the potion and get back to work – you'll start off fresh, and your opponent will be continuing what you started.

Books and Scrolls

The list below indicates places where you can find a certain book or scroll as soon as possible and, if possible, for free. Also, we listed all the journal entries you get from reading certain books and scrolls. Remember to sell each book after reading it – it won't be of any use to you anymore. If some locations listed below don't work for you, remember that most of the books can be bought from certain vendors.

Books and scrolls can be sold for 20% of their original price. Prices listed below are the “official” amounts of money *you* have to pay the vendors.

Fairytales and Stories (50)

Sold by **Antiquary** at the inn in the outskirts (M5.3).

Glossary: **Sorcerers**.

Barghests (50)

Sold by **Antiquary** at the inn in the outskirts (M5.3).

Monsters: **Barghest**.

Ingredients: **Beast Fangs**, **Ectoplasm**, **Death dust**.

Greater Brothers

Found at the end of chapter V, by the body of **Azar Javed**.

Monsters: **Mutant Assassin**, **Greater Brother**.

Ingredients: **Mutagen**, **Pituitary Glands**.

Civilization Disease (350)

Sold by **Elder Druid**, in a cave in the swamps (M34.2).

Monsters: **Zeugl**.

Ingredient: **Zeugl Venom**.

Wonderful World of Insectoids (600)

Sold by **Bookseller** (M14.40) in the Trade Quarter.

Monsters: **Kikimore worker**, **Kikimore warrior**, **Kikimore queen**, **Giant centipede**.

Ingredients: **Trachae**, **Kikimore claw**, **Toxin**, **Venom Glands**, **Kikimore Queen's Nerve**.

Foreign Lands (60)

Found in a chest in the alcove in New Narakort (M14.13).

Sorceresses and Sorcerers (60)

Found in Triss' house (M14.1).

Lara's Gift (70)

Found in a house (M8.43) across the warehouse.

Glossary: **Elves**.

The Road of No Return (150)

Sold by the **Antiquary** (M8.15) in Temple Quarter.

Monsters: **Koshchey**.

Ingredient: **Koshchey Heart**.

Hellhound's Soul (200)

Got from **Abigail** in phase 10 of **Q1.5. Of Monsters and Men**.

Recipe: **Hellhound Soul**.

Feainnewedd (300)

Sold by the **Antiquary** (M8.15) in Temple Quarter.

Ingredient: **Feainnewedd**.

Story of Lara Dorren and Cragen of Lod (60)

Found in various places, for example in brickmakers' hut (M10.12) in the swamps.

Glossary: **Elves**.

Recent History (40)

Sold by the **Antiquary** in the Outskirts (**M5.3**).

Glossary: **History**.

The History of the World (40)

Sold by the **Antiquary** in the outskirts (**M5.3**).

Glossary: **History of Temeria**.

Hymns of Madness and Despair (100)

Reward from **Vaska** for **Q3.72. Reaping Time**.

Monsters: **Dagon**.

Ingredient: **Dagon secretions**.

The Conjunction of the Spheres (50)

Sold by **Antiquary** in the outskirts (**M5.3**).

Glossary: **The Conjunction of the Spheres**.

Thunderbolt (800)

In Raven's Tomb (**M35.8**).

Recipes: **Thunderbolt**, **Full Moon**, **Shrike**, **Vampire Oil**.

Swallow (100)

Got from **Triss** at the end the prologue.

Recipes: **While Gull**, **Swallow**, **Cat**, **Blizzard**, **Necrophage Oil**.

Book of Kisses (400)

Kalkstein sells it in chapter III (**M20.6**).

Recipes: **Kiss**, **Insectoid Oil**, **Argentia**.

Book of the Tawny Owl (200)

Found by the body in phase 10 of **Q1.6. Salamandra's Tail**.

Recipes: **Tawny Owl**, **Bindweed**, **White Honey**.

Wolverine (600)

Found in phase 15 of **Q3.89. The Unforgiven**.

Recipes: **Wolverine**, **Willow**, **Ornithosaur Oil**.

Book of Fear and Loathing, volume I (250)

Can be obtained at the inn in the outskirts (**M5.3**) by beating the drunkard there (5 pints of beer do that).

Monsters: **Ghoul**, **Graveir**.

Ingredients: **Abomination Lymph**, **White Vinegar**, **Ghoul Blood**, **Cadaverine**, **Graveir Bone**.

Book of Fear and Loathing, volume II (500)

Sold by the **Antiquary** (**M8.15**) in Temple Quarter.

Monsters: **Alghoul**, **Cementaur**, **Devourer**.

Ingredients: **Cadaverine**, **White Vinegar**, **Abomination Lymph**, **Shadow Dust**, **Albar's Crystals**, **Alghoul Marrow**, **Cementaur Jaw**, **Devourer Teeth**.

Golden Oriole (400)

Sold by **Thaler** (**M8.26**).

Recipes: **Golden Oriole**, **Wolf**, **Black Blood**.

Book of Animals (100)

Sold by **Abigail** (**M5.33**).

Monsters: **Dog**, **Wolf**.

Ingredients: **Beast fangs**, **Beast liver**.

Cults and Religions of the Nordlings (90)

Found in Lebioda's hospital (**M8.30**).

Glossary: **Elves**, **Cult of the Lionhead Spider**, **Cult of Melitele**.

The Flower and the Flame (70)

In a chest in the Order's outpost (**M8.34**).

Little book of Minerals (400)

Sold by **Antiquary** (M8.15) in Temple Quarter.

Ingredients: **Sulfur**, **Ginatz's Acid**, **Wine Stone**, **Naezan Salts**, **Calcium equum**, **Phosphorus**.

Forensic Medicine (150)

Sold by **Antiquary** (M8.15) and **Thaler** (M8.26) in temple quarter.

Glossary: **Medical Science**.

Monstrum or a portrayal of the Witchers (50)

Found in a chest in the prologue (M4.11), upper floor of Kaer Morhen.

Glossary: **Witchers**.

Kikimore nerve (600)

Found in phase 15 of **Q3.89. The Unforgiven**.

Recipe: **Kikimore's Ire**.

Berengar's Notes on the Beast

Got from **Abigail** in phase 10 of **Q1.5. Of Monsters and Men**.

Monsters: **Hellhound**.

Ingredients: **Trace of the Beyond**.

Experiment notes

Found by **De Wett's** body in phase 18 of **Q5.110. Her Highness the Striga**.

Monsters: **Mutant**, **Armored Hound**, **Greater Mutant**.

Ingredients: **Pituitary Glands**, **Mutagen**, **Beast Liver**, **Beast Fangs**.

Frightener's Eye (100)

Got from **Vesemir**.

Recipe: **Frightener's Vision**.

Curses and the Damned (500)

Sold by **Antiquary** (M8.15) in Temple Quarter, and at the end of the chapter found in a chest in Salamandra's Base (M24.3).

Monsters: **Echinops**, **Archespore**, **Werewolf**, **Striga**.

Ingredients: **Werewolf Fur**, **Striga Heart**, **Spores**, **Echinops rootstock**, **Archespore juice**.

Ornithosaurs (400)

Sold by **Antiquary** (M8.15) in Temple Quarter.

Monsters: **Wyvern**, **Royal Wyvern**, **Cockatrice**, **Basilisk**.

Ingredients: **Cockatrice Feather**, **Cockatrice Eye**, **Venom Glands**, **Wing Membrane**, **Toxin**.

Swamp Plants (400)

The Brickmaker, can teach you everything about swamp plants. (M10.14)

Ingredients: **Celandine**, **Beggartick Blossom**, **Fool's Parsley Leaves**.

Subterranean Plants (300)

Sold by **the Herbalist** by the inn in the outskirts (M5.3).

Ingredients: **Sewant Mushroom**, **Green Mold**.

Field Plants (200)

Sold by **Abigail** (M5.33).

Ingredients: **White Myrtle Petals**, **Hellebore Petals**, **Celandine**, **Balisse Fruit**, **Crow's Eye**, **Berbercane Fruit**, **Sewant Mushroom**.

Ritual Plants (400)

Sold by **Antiquary** (M8.15) in Temple Quarter.

Ingredients: **Allspice Root**, **Ergot Seeds**, **Wolfsbane**, **Mandrake**, **Han**, **Hop Umbels**, **Mistletoe**.

Plants of the Barren Lands (600)

Can be bought from the **Bookseller** (M14.40) in Trade Quarter. In chapter IV you can also get it as a reward for **Q4.106. Temptation**.

Ingredients: **Wolf Aloe**, **Bryonia**, **Verbena**, **Kapryfolium** i **Ginatia**.

The Last Wish (800)

Sold by the Bookseller (**M14.40**) in Trade Quarter. In chapter V found in a chest (**M36.4**) in Striga's crypt.

Monsters: **Ifrit**.

Ingredients: **Pyrite**, **Ectoplasm**.

Animating the inanimate (150)

Sold by the **Antiquary** (**M8.15**) in Temple Quarter.

Monsters: **Golem**.

Ingredients: **Golem Obsidian Heart**.

Dice Collector's Journal (50)

Bought from **Julian** (**M30.6**).

Glossary: **Poker**.

Basics of Alchemy (70)

Found in the **Reverend's** house (**M5.25**).

Glossary: **Additional substances**.

The Double Cross of Alzur (200)

You can buy it from **Julian** (**M30.6**), or find it in **Kalkstein's** lab in chapter V (**M33.16**).

Monsters: **Skullhead**

Ingredients: **Beast Fangs**, **Beast Liver**, **Tendons**

The Rivian Pogrom (50)

To be found in **Triss's** house (**M14.1**).

Aftermath of the War (50)

It's in a cupboard (**M33.19**) in Old Vizima.

Glossary: **Scoia'tael**, **Order of the Flaming Rose**.

Swamp Monsters (200)

In the chest in the house in the Outskirts of Vizima (M5.17).

Monsters: **Drowner**, **Drowned Dead**, **Bloedzuiger**.

Ingredients: **Cadaverine**, **Ginatz's Acid**, **Drowner Brain Tissue**, **Drowned Dead Tongue**, **Abomination Lymph**, **Albar's Crystals**, **Bloedzuiger Blood**.

Against Nonhumans (80)

Found in **Haren Brogg's** house (M5.49).

Glossary: **Elves**, **Dwarves**, **Gnomes**, **Scoia'tael**.

White Raffard's Decoction recipe (400)

You get it at the beginning of **Q3.87. Lock and Key**.

Recipe: **White Raffard's Decoction**.

Ithlinne's Prophecy (60)

In Reverend's Cellar (M5.25).

Glossary: **Ithlinne's Prophecy**.

The Frightener (50)

In a chest in the prologue (M4.9), Kaer Morhen upper floor.

Monsters: **Frightener**.

Ingredients: **Frightener Claw**, **Frightener Eye**.

Vizima Guide (60)

In a chest in **Raymond's** house (M8.2).

Location: **Vizima**.

Petri's Philter recipe (500)

Got in phase 3 of **Q2.54. Gravedigger's Gratitude**.

Recipe: **Petri's Philter**.

Hanged Man's Venom recipe (300)

Reward for completing **Q2.53. Cannibal**, if you spare **Gramps'** life. Also, you can buy it from the **Hermit** in the fields (**M28.6**).

Recipe: **Hanged Man's Venom**.

Maribor Forest recipe (300)

Bought from **Elder Druid** (**M10.32**) in the swamps.

Recipe: **Maribor Forest**.

De Vries' Extract recipe (400)

Got from **Triss** in phase 6 of **Q3.63. The Source**.

Recipe: **De Vries' Extract**.

Samum (600)

Got from **Alchemist** in the manufacture (**M14.4**) if you talk to him right.

Recipes: **Samum**, **Brown Oil**.

Secrets of the Southern Masters (400)

Got from **Alchemist** in the manufacture (**M14.4**) if you talk to him right.

Recipes: **Devil's Puffball**, **Zerrikanian Sun**.

Golem Heart (400)

Got in phase 2 of **Q2.50. The Sentry**.

Recipe: **Golem's Pith**.

Koshchey Heart

Found by **Azar Javed's** body.

Recipe: **Koshchey's Core**.

Striga Heart

Got in phase 9 of **Q5.110. Her Highness the Striga**.

Recipe: **Striga's Urge**.

Werewolf Fur (600)

Got in phase 2 of **Q3.74. Diplomacy and Hunting**.

Recipe: **Werewolf's wrath**.

Dragon's Dream (200)

Sold by the **Antiquary (M8.15)** in Temple Quarter.

Recipe: **Dragon's Dream**.

Elder Blood (80)

Found in various houses, for example in Temple Quarter (**M15.15**) in chapter III.

Disenchanting a Striga (120)

Sold by **Julian (M30.6)**, and in chapter V found in the hospital (**M33.5**).

Dagon Secretions (800)

Found in phase 10 of **Q4.90. Ripples**, by **Dagon's** body.

Recipe: **Dagon Sap**.

Transmutations and Metamorphoses (80)

Sold by the **Antiquary (M8.15)** in Temple Quarter.

Characters: **Kalkstein**.

Specters, Wraiths and the Damned (400)

In a chest in the Order's outpost (**M8.34**).

Monsters: **Noonwraith, Nightwraith, Wraith, Wild Hunt**.

Ingredients: **Death Dust, Shimering Dust, Ectoplasm, Shadow Dust**.

Vodyanoi or the Fishpeople (600)

Sold by **Bookseller (M14.40)** in Trade Quarter, and in chapter IV got as a reward for **Q4.91. Old Habits Die Hard**.

Monsters: **Vodyanoi priest, Vodyanoi warrior**.

Ingredients: **Vodyanoi Scales, Vodyanoi Bladders, Stones of Ys, Tendons**.

Vampires: Facts and Myths (600)

Sold by **Bookseller** (M14.40) in Trade Quarter, and in chapter IV got as a reward for **Q4.97. Hunting the Wild Hunt**.

Monsters: **Fleder**, **Garkain**, **Alp**, **Bruxa**.

Ingredients: **Abomination Lymph**, **Wing Membrane**, **Alp Fangs**, **Naezan Salts**, **Bruxa Blod**, **Garkain Saliva**.

The Great Book of Minerals (600)

Sold by the **Alchemist** (M14.34) in the Trade Quarte.

Ingredients: **Sulfur**, **Ginatz's Acid**, **Wine Stone**, **Naezan Salts**, **Calcium equum**, **Phosphorus**, **Powdered Peart**, **Pyrite**, **Optima mater**, **Fifth Essence**, **Ducal Water**, **Albar's Crystals**, **Lunar Shards** and **Quicksilver Solution**.

Invitation to Magic (70)

In a chest in **Abigail's** house (M5.32).

Glossary: **Magic**.

Zerrikanian Alchemy (200)

Sold by the **Antiquary** at the inn (M5.3).

Recipes: **King and Queen**, **Crinfrid Oil**.

Zerrikanian Insects and other vermin (110)

Sold by the **Antiquary** (M8.15) in Temple Quarter.

Druid's Herbarium (600)

Sold by the **Elder Druid** (M10.32) in the swamps.

Ingredients: **Hellebore Petals**, **Allspice Root**, **Wolf's Aloe**, **Verbena**, **Mistletoe**, **Ginatia Petals**.

Alchemy

If you have the necessary base and ingredients to mix a potion, just click its name on the recipe list, and then click „**Mix**”. Alchemy rules are quite simple, but you should remember a few things.

The alchemy base is always a kind of strong alcohol. Its quality is described by the number of ingredients you can mix it with. Alcohol you buy for 20 orens lets you mix 3 ingredients, those for 30 orens – 4 ingredients, and those for 50 orens – 5 ingredients. Remember that you can use the worst kind of alcohol to prepare some **White Gull**, which itself is a high-quality, strong alcohol.

Ingredients that are placed in the potion automatically can then be changed to their cheaper versions, if you will. For example, use **Ghoul Blood** instead of **White Vinegar** when mixing a **White Gull** or a **Swallow**.

The second column to the left indicates the dominant substance contained in the given ingredient: Rebis (Reb), Vitriol (Vit), Aether (Aet), Quebrith (Que), Hydragenum (Hyd), Vermilion (Ver).

Third column shows minor substances (if present): Albedo (Alb), Nigredo (Nig), Rubedo (Rub). If all the ingredients in a potion have the same minor substance, the potion gets additional properties. Rubedo potions speed up vitality regeneration, Nigredo increases attack, and Albedo contain less toxins.

The fourth column (**Source**) gives you hints on where to look for an ingredient – be it monster’s body or a plant. In case of minerals, the sources are difficult to tell, and include shops, chests, wardrobes etc.

The last two columns (**B** and **S**) give you knowledge about the item’s price – the price you **Buy** it for, and the price you **Sell** it for. If you want to save money, stick to mixing potions that you can sell for less than 20 orens and which are easy to obtain.

Name	DS	MS	Source	B	S
White Vinegar	Vit		Alghoul, Cementaur, Ghoul, Graveir	40	20
Wing Membrane	Reb	Alb	Fleder, Garkain, Wyvern, Royal Wyvern	2	2
Calcium equum	Vit	Rub		30	15
Shadow Dust	Que		Noonwraith, Devourer		
Ectoplasm	Hyd	Alb	Barghest, Ifrit, Noonwraith, Nightwraith, Wraith	2	2
Feainnewedd	Ver	Rub	Feainnewedd	50	5
Phosphorus	Ver			60	30
Venom Glands	Ver	Nig	Basilisk, Kikimore Warrior, Giant Centipede, Wyvern, Royal Wyvern	3	3

Celandine	Reb	Nig	Celandine	12	1
Mistletoe	Hyd	Nig	Mistletoe	21	2
Drowned Dead's Tongue	Aet	Nig	Drowned Dead	1	1
Stones of Ys	Reb	Nig	Vodyanoi priest		
Honeysuckle	Que	Alb	Honeysuckle	21	2
Echinops Rootstock	Vit	Alb	Echinops	1	1
Alp Fangs	Aet	Rub	Alp	5	5
Beast Fangs	Vit		Barghest, Skullhead, Mutant, Hound, Dog, Wolf	1	1
Mandrake Root	Que	Nig	Mandragora	15	1
Graveir Bone	Que	Rub	Graveir	2	2
Bloedzuiger Blood	Ver	Alb	Bloedzuiger	2	2
Bruxa Blood	Vit	Rub	Bruxa		
Ghoul Blood	Vit	Nig	Ghoul	1	1
Albar's Crystals	Hyd		Bloedzuiger, Devourer	80	40
Lunar Shards	Reb	Rub		40	20
Ginatz's Acid	Vit	Nig	Drowner, Drowned Dead	30	15
Beggartick Blossoms	Hyd	Rub	Beggartick	15	1
Abomination Lymph	Que		Alp, Bloedzuiger, Bruxa, Cementaur, Fleder, Garkain, Ghoul	1	1
Fool's Parsley leaves	Que	Rub	Fool's Parsley	15	1
Wolf aloe leaves	Hyd	Alb	Wolf aloe	18	1
Vodyanoi Scales	Hyd		Vodyanoi priest, Vodyanoi warrior	2	2
Mutagen	Hyd		Greater Brother, Mutant assassin, Armored Hound, Greater Mutant	5	5
Ornothosaur Eye	Hyd	Nig	Cockatrice	2	2
Optima mater	Que	Rub		70	14
Balisse fruit	Que	Rub	Balisse	12	1

Berbercane fruit	Aet	Alb	Berbercane	21	2
Kikimore Claw	Que	Rub	Kikimore warrior	3	1
Vodyanoi Bladder	Que	Alb	Vodyanoi priest , Vodyanoi warrior	2	2
Fifth Essence	Hyd			60	30
Cockatrice Feather	Aet		Cockatrice		
Pyrite	Ver	Rub	Ifrit	60	30
White Myrtle Petals	Vit	Alb	Bia ³ y mirt	9	1
Ginatia Petals	Aet	Nig	Ginatia	15	1
Hellebore Petals	Aet	Rub	Hellebore	9	1
Bryonia	Ver	Nig	Bryonia	21	2
Pituitary Glands	Hyd	Rub	Greater Brother, Mutant assassin, Greater Mutant		
Death Dust	Reb		Bargest, Noonwraith, Nightwraith, Wraith		
Quicksilver Solution	Aet	Nig		50	25
Sulfur	Que			60	30
Archespore Juice	Vit	Rub	Archespore	2	2
Naezan Salts	Aet		Bruxa	40	20
Powdered Pearl	Aet	Rub		40	20
Alghoul Marrow	Que	Nig	Alghoul	3	3
Sewant	Vit	Rub	Sewant	9	1
Tendons	Hyd		Skullhead, Mutant, Vodyanoi warrior	5	5
Garkain Saliva	Que	Nig	Garkain	3	3
Shimmering Dust	Vit		Noonwraith		
Trachae	Ver		Kikimore warrior, Kikimore worker, Giant Centipede	3	3
Drowner Brain Tissue	Aet	Alb	Drowner	1	1
Toxin	Ver		Kikimore warrior, Kikimore worker, Giant Centipede, Cockatrice, Wyvern,	3	3

			Royal Wyvern		
Cadaverine	Reb		Alghoul, Graveir, Drowner, Drowned Dead, Devourer	1	1
Beast Liver	Reb	Rub	Skullhead, Armored Hound, Greater Mutant, Dog, Wolf	2	2
Verbena	Que	Alb	Verbena	15	1
Wine Stone	Reb			30	15
Han	Reb	Nig	Han	21	2
Ducal Water	Que	Nig		50	25
Crow's Eye	Vit	Nig	Crow's Eye	15	1
Spores	Aet		Archespore, Echinops	1	1
Devourer Teeth	Ver	Rub	Devourer	5	5
Green Mold	Reb	Rub	Green Mold	15	1
Cementaur's Jaw	Reb	Nig	Cementaur	5	5

It's clear that alchemical ingredients that can be sold for a good price are mostly obtained from certain monsters' bodies: **White Vinegar, Albar's Crystals, Ginatz's Acid, Pyrite, Naezan Salts**, as well as minerals, such as **Calcium equum, Phosphorus, Lunar Shards, Optima mater, Fifth Essence, Quicksilver Solution, Sulfur, Powdered Pearl, Wine Stone, Ducal Water**. Especially Ginatz's Acid is a good source of money, as **Drowners** and **Drowned Dead** come in great numbers in the swamps.

Unique Ingredients

You get them from the bodies of particular monsters. They enable you to mix special potions which add talents or unlock new abilities. Recipes are usually found in the same place as an ingredient – or during your preparation for the battle. Here is the list:

Unique Ingredient	Monster	Chapter	Effect
Frightener's Claw	Frightener	Prologue	Cure for Triss
Frightener's Eye	Frightener	Prologue	Bronze talent
Trace of the Beyond	Hellhound	Chapter 1	Silver talent
Golem's obsidian heart	Golem	Chapter 2	Intelligence: Rising Moon
Kikimore queen's nerve	Kikimore queen	Chapter 3	Stamina: Mutation
Werewolf's fur	Werewolf	Chapter 3	Dexterity: Predator
Dagon secretions	Dagon	Chapter 4	Strength: True Grit
Koshchey heart	Koshchey	Chapter 5	Gold talent
Striga heart	Striga	Chapter 5	Bronze and Silver talent
Zeugl venom	Zeugl	Epilogue	Silver and Gold talent
Vapors of the hunt	Wild Hunt	Epilogue	

Weapons

There are two reasons to presence of these weapons in the game. First, the witchers' enemies must fight with something in their hands. Second, you can use them as a source of easy money.

In the table below you will see all the “normal” weapons in the game. Just for formality, the second column indicates damage dealt by a given weapon, and the third one shows any additional perks it has.

The last column is the most important for you (**P**). It's the price you can sell these weapons for. As you can see, it's a good idea to sell Torches anytime you can.

Name	Dmg	Effects	Price
Heavy Club	4-12		10
Two-Handed Steel Axe	8-22	Bleeding +50%	56
Mahakaman Two-Handed Axe	9-27	Bleeding +60%	60
Stone Hammer	4-8		80
Dwarven Axe	7-15	Shield smash +45%	80
Light Mace	2-10		10
Small Axe	6-12	Shield smash +20%	20
Mahakaman Warhammer	7-15	Knockdown +40%	80
Order Warhammer	6-13	Knockdown +12%	
Two-Handed Morning Star	6-18	Stun +10%	10
Torch	1-2	Incinerate +20%	40
Mahakaman Rune Dagger	3-15	Pain +45%	60
Axe	5-15	Bleeding +40%	40
Deithwen Dagger	2-8	Pain +50%	40
Mahakaman Dagger	2-10	Pain +30%	
Assassin's Dagger	1-7	Pain +45%, Poison +18%	30
Holy Axe of the Order	8-17	Shield smash +50%	
Temerian Flail	6-12	Stun +20%	40
Temerian Steel Dagger	1-6	Pain +15%	20
Temerian Iron Dagger	1-6		10
Temerian Steel Axe	6-13	Shield smash +40%	60
Temerian Iron Axe	5-10	Shield smash +30%	40

Steel witcher swords

You'll rather buy these weapons than sell them. There are exceptions, however, such as **Temerian Iron Sword**, which is quite a good source of money.

The second column indicated the damage dealt by certain weapons – they alter the default damage that's an effect of Geralt's abilities.

In the third column you see different effects that weapons can cause. Mostly it's a chance of special status modifier cast on an enemy after hitting him.

The last column shows the price that you have to pay for a weapon sold by a blacksmith. If you want to sell a certain weapon, you'll get only 20% of its original price.

Meteorite swords can be forged with help of most of the blacksmiths, if you have at least three meteorite parts. Depending on the combination of meteorite parts (**Blue**, **Red** and **Yellow**), the sword will have different properties and price. Forging a sword from three parts of the same color increases its potential.

Name	Dmg	Effects	Price
Ceremonial Deithwen Sword	-30%	Disarm +60%, Precise Hit +30%	1500
D'yaabl	+30%	Pain +50%, Disarm +25%	
Elven Sword	-30%	Disarm +20%, Precise Hit +15%	
Gwalhir	+50%	Disarm, Pain, Precise Hit +40%	3000
Harvall	+30%	Disarm, Pain, Precise Hit +20%	
Sword of the Order	-10%		350
Illegal Sword	-20%	Pain, Bleeding, Precise Hit +30%	
Mahakaman Rune Sihill	+100%	Ignores enemy armor	
Holy Sword of the Order	+10%		
Temerian Iron Sword	-20%		200
Witcher's Steel Sword			200
Rusted Sword	-30%		100
Meteorite Sword 3B		Pain +45%, Disarm +20%	600
Meteorite Sword 2B + 1R	+5%	Pain +16%	700

Meteorite Sword 2B + 1Y	+8%	Pain +35%, Disarm, Precise Hit +10%	800
Meteorite Sword 1B + 2R	+20%	Pain +10%	900
Meteorite Sword 3R	+40%	Bleeding +30%	1000
Meteorite Sword 1B + 1R + 1Y	+13%	Pain 20%, Stun, Precise Hit +10%	1000
Meteorite Sword 1Y + 2R	+28%	Pain, Stun, Precise Hit +10%	1100

Silver witcher swords

Silver swords cannot be bought – you'll get the most interesting swords as rewards for particular quests. **Witcher's Silver Sword**, once belonging to **Coen**, will be given to you at the beginning of chapter II. You get **Aerondight** from **The Lady of the Lake** at the end of chapter IV. In chapter V you can get the **Moon Blade** – but only if you gathered all 10 monster trophies throughout the game.

You can upgrade your silver sword by placing runes in it – this can be done by most of the blacksmiths. Depending on the combination of **Sun**, **Earth** and **Moon** runes, your sword will gain additional features (for a right price). Just as with steel swords, using three runes of the same color grants you even more bonuses.

Name	Dmg	Effects	Price
Aerondight	+60%	Attack +10%, Pain, Blinding, Incinerate, Precise Hit +50%	
Moon Blade	+100%		
Witcher's Silver Sword			
Rune Sword 3S		Blinding, Incinerate +75%, Silver +15%	400
Rune Sword 2S + 1Z	+15%	Blinding +25%, Knockdown, Precise Hit +50%	800
Rune Sword 2S + 1K		Blinding, Incinerate +50%, Silver +15%	1000
Rune Sword 3Z	+45%	Knockdown +75%	1000
Rune Sword 2Z + 1S	+30%	Blinding +50%, Knockdown, Precise Hit +25%	1000
Rune Sword 2Z + 1K	+30%	Knockdown 75%, Silver +15%	1400
Rune Sword 1K + 1S + 1Z	+15%	Blinding, Knockdown, Incinerate +25%, Silver +15%	1400
Rune Sword 2K + 1S		Blinding, Incinerate +25%, Silver +30%	1400
Rune Sword 2K + 1Z	+30%	Knockdown +75%, Silver +30%	1600

Weapon Upgrades

This group includes polishing items (first six in the table below), runes and meteorites. The second column lists the price you have to pay for an item – you sell it for 20% of its original price.

Polishing items can be used on both silver and steel swords (regardless of their names). They boost weapon parameters for 24 hours of in-game time. They're certainly worth using.

Upgrade	Price	Properties
Whetstone	10	Damage +10%
Grindstone	20	Damage +20%
Diamond Dust	40	Damage +40%
Wodo Runestone	50	Attack +20%, Damage +20%
Swarog Runestone	100	Attack, Damage +40%, Crit.Hit +5%
Perun Runestone	200	Attack +60%, Damage +100%, Crit.Hit +30%
Blue Meteorite	300	Pain +10%
Red Meteorite	500	Damage +15%
Yellow Meteorite	800	Damage +30%, Pain, Stun, Precise Hit +30%
Sun Rune	300	Incineration and Blinding +25%
Earth Rune	500	Damage +10%, Knockdown +25%
Moon Rune	800	Opponent's sensitivity to silver +10%

Witcher armor types

Except for the shirt that you start the game with, you can obtain 5 types of armor in the game – but only three of them are available during a single playthrough.

Studded Leather Jacket

Vesemir gives it to you at the end of the prologue.

- 1 potion slot
- 1 short blade slot
- Damage received -5%

Excellent Leather Jacket

Can be bought in various stores when you reach chapter II, just for 5000 orens.

- 2 potion slots
- 1 short blade slot
- Damage received -15%
- Resistance to Pain +10%
- Resistance to Bleeding +10%
- Resistance to Incineration +10%
- Resistance to Poison +10%

Raven's Armor of the Elves

You get it when you complete Q4.95. Armor, if you supported the Squirrels.

- 3 potion slots
- 2 short blade slots
- Damage received -20%
- Sign Intensity +10%
- Endurance +25
- Endurance Regeneration +10%

Raven's Armor

You get it when you complete Q4.95. Armor, if you remained neutral.

- 3 potion slots
- 2 short blade slots
- Damage received -20%
- Vitality +75
- Endurance +15
- Vitality and endurance regeneration +5%
- All resistances +25%

Raven's Armor of the Order

You get it when you complete Q4.95. Armor, if you supported the Order.

- 3 potion slots
- 2 short blade slots
- Damage received -30%
- Damage +10%
- Vitality +150
- Endurance +15
- Vitality regeneration +10%

Meteorites and Runes

Meteorites can be forged into steel swords, and runes can be placed in silver sword, thus increasing their potential. Both tasks can be performed by blacksmiths. In practice, the idea of self-designed swords is not as cool as it sounds, as the best weapons in the game are given to you for completing quests anyway. Check out the weapons section for details. Below we list all the locations where you can find meteorite parts and runes.

Blue Meteorite

Chapter 1: Sold by **Harena Brogga** (M5.49).

Chapter 1: In a chest in the cave – phase 10 of **Q1.6. Salamandra's Tail**.

Chapter 2: Sold by **Order Merchant** (M8.33) and by **Blacksmith's apprentice** (M8.7).

Chapter 2: Sold by **Thaler** (M8.26).

Chapter 4: Sold by **Blacksmith's Son** (M30.21).

Red Meteorite

Chapter 1: In a crypt (M6.12).

Chapter 1: In phase 3 of **Q1.20. Dead Hand of the Past** – from **Leo's ghost**.

Chapter 2: In a crypt (M12.3), inside the tomb (M13.15).

Chapter 2: In Mage's Tower (M10.19) in the swamps.

Chapter 3: Won in fistfighting with **Andrew Gablodda** (M14.13).

Chapter 4: Sold by **Blacksmith's Son** (M30.21).

Chapter 4: One of the rewards for **Q4.106. Temptation**.

Yellow Meteorite

Chapter 2: phase 27 of **Q2.27. Vizima Confidential**.

Chapter 4: Won in fistfighting with **The Rock** (M30.6).

Chapter 5: In Striga's crypt (M34.14), by the body (M36.7).

Chapter 5: In Old Manor, in a chest (M37.6).

Sun Rune

Chapter 2: Sold by **Thaler** (M8.26).

Chapter 3: In Salamandra base, in a chest (M24.5).

Chapter 4: In phase 10 of **Q4.90. Ripples**, by **Dagon's** body.

Chapter 4: Sold by **Blacksmith's Son** (M30.21).

Chapter 5: Sold by the fence (M33.4).

Earth Rune

Chapter 2: Got from **Zoltan** at the end of **Q2.24. Memory of a Blade**.

Chapter 3: Won in fistfighting with **Andrew Gablodda** (M14.13).

Chapter 4: Near the village, by a body (M30.9).

Chapter 4: Reward for **Q4.91. Old Habits Die Hard**.

Chapter 4: Sold by **Blacksmith's Son** (M30.21).

Chapter 5: Sold by the fence (M33.4).

Chapter 5: Loot the body by a fireplace (M37.2) in Old Manor.

Moon Rune

Chapter 3: Loot a body (M25.3) in Kikimore Lair.

Chapter 4: In a chest on Black Tern Island (M31.3).

Chapter 4: Won in fistfighting with **The Rock** (M14.13).

Chapter 5: Sold by the fence (M33.4).

Chapter 5: In a chest in Old Manor (M37.6).

Chapter 5: In a chest in the Ancient Crypt (M39.4).

Item Pricelist

Weak Alcohol

Each costs 5 orens and can be sold for one oren:

- **Cintrian Faro**
- **Kaedwen Stout**
- **Redanian Lager**
- **Rivian Kriek**
- **Viziman Champion**

Medium Alcohol

These cost 10 orens and can be sold for 2 orens:

- **Toussaint Red**
- **Mahakaman Mead**
- **Sodden Mead**
- **Beauclair White**
- **Mettina Rose**

Strong alcohol

These are the base for potion mixing. Types of alcohol that cost 20 orens let you mix 3 ingredients; these for 30 orens let you mix 4, and these for 50 orens let you mix 5 ingredients. These are usually sold for 20% of their original price.

3-ingredient base (20 orens):

- **Local Pepper Vodka**
- **Nilfgaardian Lemon**
- **Redanian Herbal**
- **Temerian Rye**
- **Soldier's Hooch**

4-ingredient base (30 orens):

- **Pear Cordial**
- **Dwarven Spirit**
- **Temerian Spirit**
- **Zerrikanian Spirit**
- **Cherry Spirit Cordial**

5-ingredient base (50 orens):

- **Alcohest**
- **Azoth**
- **Mandrake Cordial**
- **Wormwood Spirit**
- **Wyvern Blood Spirit**

Dust

These enable you to produce bombs:

- **Stammelford's Dust** (20 orens, 4 Ingredients)
- **Alchemists' Dust** (70 orens, 5 Ingredientów)
- **Saltpeter** (10 orens, 4 Ingredients)
- **Zerrikanian Mix** (40 orens, 5 Ingredientów)

You can sell them for 20% of their original price.

Oils

These items enable you to oil the sword to enhance its power:

- **Goose Fat** (20 orens, 4 Ingredients)
- **Suet** (20 orens, 4 Ingredients)
- **Bear Fat** (40 orens, 5 Ingredientów)
- **Alchemical Paste** (70 orens, 5 Ingredientów)
- **Dog Fat** (10 orens, 5 Ingredientów)

You can sell them for 20% of their original price.

Gifts

Some people you meet in the game, mostly women, want a gift from you. Here is the list of available gifts. You can sell them for 20% of their original price.

- **White Rose** (30 orens)
- **Red Scarf** (50 orens)
- **Red Women's Gloves** (100 orens)
- **Red Rose** (30 orens)
- **Shawl** (200 orens)
- **Daisies** (10 orens)
- **Orchids** (50 orens)
- **Tulips** (20 orens)
- **Gold Scarf** (50 orens)
- **Gold Women's Gloves** (100 orens)
- **Yellow Rose** (30 orens)

Food

Food can be of use mostly in form of gifts (for beggars etc.). You find lots of food in all types of chests, so it's not heavy on your budget. You can sell them for 20% of their original price.

- **Watermelon** (10 orens)
- **Dried Fruit and Nuts** (25 orens)
- **Bun** (5 orens)
- **Bread** (5 orens)
- **Chicken Sandwich** (20 orens)
- **Ham Sandwich**(20 orens)
- **Candy** (15 orens)
- **Sugar Doll** (25 orens)
- **Pear** (5 orens)
- **Blueberries** (5 orens)
- **Wyvern egg** (15 orens)
- **Chicken** (25 orens)
- **Raspberries** (5 orens)
- **Wyvern meat** (25 orens)
- **Honeycomb** (25 orens)
- **Fish** (10 orens)
- **Cheese** (15 orens)
- **Dried Fruit** (5 orens)
- **Strawberries** (5 orens)
- **Chicken Leg** (10 orens)
- **Mutton Leg** (15 orens)
- **Pork** (20 orens)
- **Grapes** (5 orens)
- **Gutted Fish** (20 orens)

Also, there are 5 types of non-alcoholic beverages in the game: **Goat's Milk**, **Cow's Milk**, **Apple Juice**, **Raspberry Juice**, **Bottled Water**. Water costs 3 orens, the rest – 9 orens.

Valuable Items

Valuable items are a good source of money in the game. Be sure to collect them from looted chests and enemy bodies, then sell them for half the original price (listed below).

- **Amber** (40 orens)
- **Diamond** (120 orens)
- **Ruby** (80 orens)
- **Silver Necklace** (200 orens)
- **Silver Amber Necklace** (300 orens)
- **Silver Ring** (80 orens)
- **Silver Amber Ring** (120 orens)
- **Silver Ruby Ring** (160 orens)
- **Silver Signet Ring** (100 orens)
- **Silver Ruby Signet Ring** (200 orens)
- **Night House Signet Ring** (240 orens)
- **City Guard Signet Ring** (100 orens)
- **Eternal Fire Signet Ring** (100 orens)

- **Sapphire** (60 orens)
- **Gold Diamond Necklace** (600 orens)
- **Gold Ruby Necklace** (500 orens)
- **Gold Ring** (120 orens)
- **Gold Diamond Ring** (240 orens)
- **Gold Sapphire Ring** (180 orens)
- **Gold Signet Ring** (240 orens)
- **Gold Ruby Signet Ring** (300 orens)

Amulets

In brackets - (buying price/selling price):

- **Salamander Brooch**
- **Red Ribbon** (400/200)
- **Garlic** (600/300)
- **Rattle** (400/80)
- **Salt** (600/120)

Valuable Ingredients

In brackets - (buying price/selling price):

- **Chitin carapace** (10/5)
- **Barghest Skull** (5/5)
- **Fleder Fangs** (10/10)
- **Basilisk Skin** (10/10)
- **Wolf Pelt** (5/2)

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