

## PROLOGUE

- Fistfighter: Eskel (*after potion for Triss*)
- Woman: Triss Merigold (*after saving her*)

## CHAPTER I

- Dice Poker: The Novice
  - Gambler (*Inn*)
  - Haren Brogg (*house on river bank*)
  - Mikul (*east bridge*)
  - Odo (*house off path south of Inn*)
  - Zoltan Chivay (*Inn*)
- Drinking
  - Zoltan Chivay (*Inn; 7 Beers*)
  - Drunkard (*Inn; 5 Beers*)
- Fistfighter: Fat Fred (*Inn*)
- Sign: Igni (*in the Crypt in the northeast*)
- Women
  - Peasant Woman (*give her Tulips*)
  - Vesna (*escort, then bring Wine to Mill 1930-2300*)
  - Abigail (*in the plot cave*)
- Side Quests
  - The Barghest Contract
  - Dead Hand of the Past
  - The Drowner Contract
  - The Ghoul Contract
  - Hot Potato → II
  - King of the Crypt (*trophy*)(*2<sup>nd</sup> visit to Crypt, talk to Mikul*)
  - The Monster of the Lake(*trophy*)(*E of Mill after 0000*)
  - Racists
  - She's No Early Bird

## CHAPTER II

- Dice Poker: The Professional (beat 4 of these)
  - Carmen (*in or outside Eager Thighs Brothel*)
  - Elven Convict (*Prison at the start*)
  - Gambler (*The Hairy Bear*)
  - Gardener (*outside the Hospital during the day*)
  - Munro Bruys (*Hairy Bear*)
  - Thaler (*all over the place*)
  - Vaska (*Swamp*)
  - Zoltan Chivay (*all over the place*)
- Drinking
  - Coleman (*The Hairy Bear; 7 Beers*)
  - Messenger (*The Hairy Bear; 5 Beers*)
  - Thaler (*9 Beers*)
  - Boozer (*The Hairy Bear; 7 Beers*)
- Fistfighter: Butter Bean (*Hairy Bear*)
- Signs
  - Axii (*Swamp Mage Tower*)
  - Quen (*Swamp Cave*)
  - Yrden (*Swamp Druid Camp*)
- Sephirot – part of Main Plot quest “A Mysterious Tower”
  - Chocc'mah (*given by Kalkestein*)
  - Keth'aar (*Raymond, after investigation complete*)
  - Kezath (*Vaska's quest*)
  - Maal'kaad (*Cackatrice in Sewers*)
  - Neh'tza (*“The Sentry” quest*)
  - Tipperath (*bought from Declan Leuvaarden*)
  - Ghe'vrath,  'Oth,  Veen'ah (*Hospital Altar or Swamp Shrine, give any food*)
  - Y'eshath (*Viran's sarcophagus in Swamps*)
- Women
  - Gossip (*wanders; a pair of gloves or a diamond*)
  - Half-Elf (*after A Ghost Story quest, across from Vivaldi's*)
  - Morenn (*During A Lost Lamb quest, bring a Wolf Pelt*)
  - Prostitutes (*Money or Flowers; after Working Girls quest*)
  - Shani (*after the party, have a Red Rose*)
- Side Quests
  - The Alghoul Contract
  - The Beast of the Sewers(*trophy*)(*unavoidable*)
  - Bloodthirsty Vegetation(*trophy*)(*plant in Swamps*)
  - Berengar's Secret → III
  - Clay Pits
    - A Lost Lamb → III
  - The Cultist's Crypt (*unofficial, only if paired with Seigfred*)
  - The Dogcatcher of Vizima
  - The Drowned Dead Contract
  - The Echinops Contract
  - Finders Keepers (*0600-0900*)
  - Flowers and Gold
    - A Long Way from Home
  - Force Recon (*either Order or Scoi'atell, neither if neutral; Order wins by default*)
  - A Ghost Story
  - A Gravedigger's Gratitude (*after Autopsy*)
  - Hot Potato
  - Memory of a Blade
  - A Most Uncommon Wine
  - Old Friend of Mine (*after Autopsy*)
  - A Pilgrimage
    - The Cannibal
  - The Rat
  - A Restless Ghost (*1200*)
  - Safe Haven
  - The Wolf Contract
  - Working Girls
  - Worth its Weight in Gold

### CHAPTER III

- Dice Poker: The Sharper (beat 3 of these)
  - Count de Wett (*Watchtower upstairs day, after "A Posh Reception"*)
  - Dandelion (*New Narakort*)
  - Hierophant (*Druid Camp*)
  - Koster (*Gambling Den at night, only if you've beaten 2; disappears if you beat 3*)
  - Velerad (*Watchtower downstairs day, after "Gold Rush"*)
- Drinking
  - Dandelion (*New Narakort, 5 Sodden Mead*)
  - Erkin von Blunt (*New Narakort during Reception, 4 Sodden Mead*)
- Fistfighter: Andrew Gablodda (*New Narakort*)
- Women
  - Blue Eyes (*in House of the Queen of Night, can still kill her after*)
  - Courtesans (*Temple Quarter, give flowers*)
  - Noblewoman (*one near Jester or one in white outside Town Hall, give silk scarf*)
  - Princess Adda (*after a chain of fetch & retrieve quests at Reception*)
  - Queen of the Night (*don't immediately kill the Lady of the Night*)
  - Rozalind Pankiera (*during Lute quest; "dump, too much, comfort"*)
  - Town Clerk (*upstairs Town Hall, say she's naughty, give a gem*)
  - Triss OR Shani (*Send Alvin to the one you want, Ruby Ring or Amber Ring*)
- Side Quests
  - All the King's Men
  - The Archspore Contract
  - Beauty and the Beast (*finish during "Lock & Key"*)
  - Blue Eyes
  - The Cockatrice Contract
  - Dandelion's Lute
  - Echoes of Yesterday
  - The Fleder Contract
  - The Ghoul Contract
  - The Graveir Contract
  - Identity → V (*Thaler, Seigfried/Yaevinn, Vincent, Dandelion*)
  - The Kikimore Contract
  - A Lost Lamb (*finish during "Reaping Time"*)
  - Medic in Distress (*1200-1300 near Gardener*)
  - The Predatory Wyvern (*Trophy, Wyvern Island in Swamp*)
  - The Ring
  - Six Feet Under
  - The Source
  - White Fang (*Trophy, in Swamp at night, not during "Reaping Time"*)
  - Won't Hurt a Bit → V
    - (Alp Fangs, Barghest Skull, Beast Fangs, Centaur Jaw, Devourer Teeth, Fleder Fangs)*
  - The Wyvern Contract

### CHAPTER IV

- Dice Poker (beat 3 of these)
  - Chireadan (*Elf Cave*)
  - Dandelion (*Country Inn*)
  - Gambling Ghost (*Village Ruins*)
  - Hermit (*SW Fields*)
- Fistfighter: The Rock (*Country Inn*)
- Women
  - Celina (*any Ring, before "The Heat of the Day"*)
  - Elf Woman (*Wyvern Meat, after "Daily Bread"*)
  - Lady of the Lake (*after Hermit story, say you want mission, then say you're jesting*)
  - Peasant Woman (*Sugardoll, Inn*)
- Side Quests
  - The Alp Contract
  - The Ancient Cemetaur (*Trophy, Field Crypt*)
  - The Basilisk Contract
  - Daily Bread
  - The Devourer Contract
  - The Giant Centipede Contract
  - Hunting the Wild Hunt (*choose Wreath as reward*)
  - Identity → V (*Dandelion, Lady of the Lake*)
  - Old Habits Die Hard (*choose to be healed*)
  - The Royal Wyvern Contract
  - Small Problems
  - Temptation
  - The Vodyan Priest (*Trophy, Fields S of Ruined Mill*)

### CHAPTER V

- Dice Poker: King Foltest (*Castle*)
- Fistfighter: Zdenek (*Refugee's Cave, S of Cemetary Island*)
- Women – only one of these
  - Nurses (*Neutral Path only*)
  - Toruviel (*Scoia'tael Path only*)
  - White Rayla (*Order Path only*)
- Raven's Armor Parts
  - 1:** Order Path: Talk to the Order Armorer, then in Striga's Crypt, Sign order: Aard, Aard, Igni
  - 1:** Neutral Path: Talk to Kalkstein, then in Refugee's Cave, Sign order: Aard, Igni, Aard
  - 1:** Scoia'tael Path: Talk to Dwarven Blacksmith, then in Mine, Sign order: Igni, Igni, Aard
  - 2:** Remains of Armor (*Raven's Crypt*)
  - 3:** Count Ruyter (*Raven's Crypt*)
  - 4:** Notes (*Striga's Crypt*)
- Side Quests
  - The Bloedzuiger Contract
  - Bloodwing (*Trophy, Cemetary Island at night*)
  - The Bruxa Contract
  - The Cemetaur Contract
  - The Garkain Contract
  - Identity (*King Foltest*)
  - Mud and Velvet
  - The Vampiress of the Swamp (*Trophy, Cemetary Island at night*)
  - Won't Hurt a Bit (*Zdenek's Tooth*)
  - The Wraith Contract