

The Witcher 2: Assassins of Kings Walkthrough

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General notes on Xbox gameplay:

A and X to attack, B to roll, Y to use sign.

Left button: Meditate.

Left on wheel: Signs; Right on wheel, bombs, etc.; center: Meditate to create (top) potions and bombs, traps; and right to use potions/decoctions, Y to drink.

Meditate to choose a sign on left side of wheel (Y to use the sign).

To oil your sword, either go to sword in inventory and "enhance" or go to oil and add to sword.

Start button to save--often! because you have to go back often in this game.

Back button:

- LT/RT to access the map

-level up (character)

-quests

To use bombs, throwing knives, traps and snares, go to inventory and add to your pockets. Then left trigger, choose which one you want to be the main one. Unless required for a quest, traps and snares aren't really useful. Bombs are the most useful things. Throwing knives are actually powerful, especially silver daggers at the end "Enter the Dragon" quest. Level up throwing daggers both times so your dagger throwing is the most powerful.

When leveling up, you have to open 6 "training tree" options before the other three skill trees will open up.

-I invested 0 in alchemy.

-You have to have Footwork (2/2) and enhanced Yrden (2/2), Quen (2/2), and Aard (2/2) to finish main and side quests; enhanced Axii (2/2) is helpful. Also, for the dragon fight at the end, invest 2/2 in dagger throwing in the training tree. 1/2 works but 2/2 would make the fight shorter.

When Geralt says the medallion is humming, a place of power might be nearby. Press left stick and look around in the yellow/red "wash". You should see center ripples. Walk into them to get the power (temporarily). If you come back much later to the same place, you can use it again.

The only potions I found useful were Swallow, Thunderbolt, Cat. Petri's philter gives a bonus to signs. You're forced to use some others for quests but some drain your vitality so aren't worth using. Tawny oil, golden oriole, rook, whirl are good.

Best oils: Falka's blood, brown oil (on silver or steel), hanged man's venom.

Doesn't matter if you do well in the arena initial sequence at all. You merely have to get through it.

In the prologue, When Roche asks you what happened while you're in the prison during the various phases, always choose the very top thing on the list. Don't skip around or you'll be forced to do harder quests when you're not leveled up to handle them.

For the most part, do most of the side quests in each chapter in the order listed in the book. Otherwise you might miss some of them because the main plot advances too quickly.

Save often, after each stage in a quest (main or side).

Buy a ton of **silver** in the early parts of the game because it's hard to come by in later times. **Save red, blue and yellow meteorite ore** in your chest. Again, these are extremely hard to come by in the game and you have to have at least 3 of any kind of ore in order to make that kind of ore with the diagram.

Best armor in the game is Elder Blood armor, but the components are fairly easy to get. When moving into Chapter 3, your best bet is Draugr (@ level 31), so save all draugr parts (essence and armor fragments) in your chest before that. You'll also need robust cloth, hardened leather, twine. \$750 orens.

Meteorite swords are always silver swords. Red is best for warrior. Yellow for alchemy. Blue for magic. Only need the kind of ore for the meteorite sword you want to create. But save **yellow meteorite ore** for the most powerful silver sword you can make in Chapter 3.

Need *oil, leather, cloth, amethyst and diamond dust* (but not much). **Template designs for robust** versions are worthwhile. **SAVE TROLL SKIN**. Get rid of timber unless you like traps. For runes, need **essence of water, elemental stones, nekker hearts, diamond dust, endrega saliva**.

Page 332 of the Prima book has the runes details.

Things you should never sell and need for certain chapters (once you sell them, you can never get them back):

- Chapter 1, **troll tongue, arachas eyes, essence of death, endrega embryo**
- Chapter 2, **80 harpy feathers [get them out of your trunk just before you leave Kaedowen Camp]**
- Chapter 3, 1 warrior nekker blood (it's in your quest item listing so you should have it automatically when you need it), **1 queen endrega pheromones, 1 bullvore brain, and either 1 harpy egg or rotfiend tongue** (if you've sold any of these things, you can never get them again for the encrypted ms. quest)
- Need for formulas/bombs:
 - arachas eyes, kayran tissue, kayran eyes, essence of death, queen endregas pheromones**
 - Need for swallow: endrega embryo, queen endregas pheromones, essence of death, kayran eyes, kayran tissue, arachas eyes, bullvore brain**

Elder Blood armor requirements:

- Boots: 3 cloth, 2 leather, 2 twine
- Trousers: 4 cloth, 2 hardened leather, 3 twine
- Gauntlets: 4 cloth, 2 hardened leather, 1 twine

Zerrikanterment silver sword (best in the game), becomes available in Chapter 3: 1 diamond dust, 1 dragon scale **[you can find this in Phillipa Eirhart's house in Loc Muinne; in the main market square, there's a guard named Bloomber who's usually sleeping; to the left of him is a door--that's her house]**, 10 iron ore, 16 silver ore, 3 **yellow meteorite ore**

You get the best steel sword of the game by finishing the "An Encrypted Manuscript" quest. Once you finish it, you're given the diagram and can make it then.

Best armor of the game: Armor of Ys: 30 robust cloth, 12 studded leather (2 hardened leather, 1 oil, 1 twine), 1 troll skin, 5 nekker claws

Main quests in the order they should be done between side quests

Prologue

- By the King's Will
- Barricade
- At the Fore
- Trial By Fire
- To the Temple **[Be careful and save often during this quest. It can glitch if you don't find the knights in the courtyard, get the key from the most powerful knight, then and only then go turn the wheel to let the king in.]**
- Blood of His Blood
- The Dungeons of the La Valettes

ENTIRE GAME QUESTS

- The Assassins of Kings
- Returning Memories
- The Wild Hunt

Chapter 1

- A Rough Landing
- By the Gods - Stringing Up Sods **[There's a sneaky way of doing this that doesn't involve much fighting; see the book]**
- The Kayran
- Indecent Proposal
- The Kayran: A Matter of Price
- The Kayran: Ostmurk
- The Rose of Remembrance
- Where is Triss Merigold?
- At a Crossroads: Vernon Roche or *At a Crossroads: Iorveth*
- Death to the Traitor!
- The Floating Prison (Iorveth quest)*

Chapter 2 - Roche

Note: When talking with Dethmold in camp, don't give him those papers that need to be translated; save them for Chapter 3 so avoid talking about them at all.

- Prelude to War: Kaedwen
- Conspiracy Theory
- In Cervisia Veritas
- The Butcher of Cidaris
- The Blood Curse
- The Path to Vision **(don't bribe this guy; tell him you want to be a true follower--it's the only way to advance the quest)**
- Courage Symbolized

- [Before going to Vergen make sure you take all the harpy feathers out of your chest so you have them in your inventory for the fluff quest]**
- Hatred Symbolized
- The Spear of Destiny
- A Sackful of Fluff (return to the guy after doing another quest once he has all the harpy feathers he needs to complete the question; meditation indefinitely doesn't make bring about the last part of the quest)
- Death Symbolized
- Faith Symbolized
- The Eternal Battle
- The Siege of Vergen **[If you don't kill the female troll near the shipwreck and instead talk to her, you won't get the key you need for Chapter 3, Mystic River--though it'll say you do have it when you access the chest in the ship behind her. Kill her and get the key that way.]**

OR

Chapter 2 - Iorveth

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

Chapter 3 - Roche

- For Temeria!
- Where is Triss Merigold? (either rescue Triss) OR Of His Blood and Bone (choose to help Roche instead of rescuing Triss)
- INVEST NOW IN SILVER DAGGERS and bring grapeshot bombs--they're the most powerful against the dragon, though zekarrian suns also work. Make sure all of these are in your pockets for easily retrieval during the fight. Also, you can oil your silver sword with falka's blood or brown blood for the dragon fight.)**
- A Summit of Mages (When Triss tells you to go after Phillipa, oil sword and take thunderbolt and swallow potions, make bombs, put Quen up; after your initial fight with the dragon, you have to climb to the very top of the tower--take potions again and make more bombs if you can before you go up; you won't be able to save)
- Enter the Dragon (you need as many bombs and silver daggers as possible during this quest, save most of your bombs and daggers for the last part on the top of the tower; nothing else works against this foe, other than hitting with the sword, and quen is the only thing that saves you from having your health whittled down to fast by the dragon's fire and physical attacks faster than you can whittle its vitality down; this quest takes forever to get the dragon whittled down enough to die unless you have silver daggers and invested in dagger throwing; also a ton of bombs--it's really a battle to the death but if you have enhanced quen

(2/2) and bombs and daggers you'll eventually manage it, then have the choice of having mercy on the dragon or killing it once and for all)

- Epilogue

OR

Chapter 3 - Iorveth

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

Complete List of Side Quests in the order they should be done in-between main quests

PROLOGUE

- Melitele's Heart, Part 1
- Woe to the Vanquished

CHAPTER 1 [**Mysterious merchant is at the docks near the guy you haggle with in "A Matter of Price"; he's behind him up from the other guy yelling at you and telling the guards your hassling him; he sells everything cheaper than anyone else in town]**

- Poker Face: Flotsam [**the 4th dice gets covered by Geralt's name--make sure you look to see what it right away, press x to reroll of a dice, moving with left stick to the next, press a to reroll gently so the dice don't fly off the table and you don't get any credit for that one; save in-between each fight and reload a game if you lose; with a few, rarely you have to lose twice to win once]**
- Bring It On: Flotsam (**to win the fistfights, press the X, Y, or A button when it appears on the screen--just once and quickly without lingering, sometimes you'll have to do 2 back-to-back; save between fights and redo]**)
- One on One: Flotsam
- Fight Club
- A Sword for Monsters
- The Ballista (**this happens during the indecent proposal quests; if you've never done fist fighting before, don't start here because if you don't win against these two guys, you can't finish this quest, in which case it's better to simply bribe the prostitute]**)
- The Scent of Incense
- Little Shop of Dreams
- The Nekker Contract
- In the Claws of Madness
- Malena
- The Endrega Contract
- Troll Trouble
- Mystic River, Part 1
- Melitele's Heart, Part 2: troll tongue, arachas eyes, endrega embryo, essence of death
- Hung Over [**Don't do this quest; you lose all your equipment and have a terrible time trying to find it and you have to spend a ton of money to get rid of the tattoo that comes from it]**
- Margot's Disappearance

CHAPTER 2 ROCHE

- Bring It On: Kaedweni Camp

- Poker Face: Kaedweni Camp
- Against the Blue Stripes (save between and redo to get the A Score to Settle, Part 1 quest)
- A Score to Settle, Part 1
- Ave Henselt
- Lost Lambs
- Little Sisters
- From a Bygone Era, Part 1
- The Rotfiend Contract
- Mystic River, Part 2 **[If you don't kill the female troll near the shipwreck and instead talk to her, you won't get the key you need for Chapter 3, Mystic River--though it'll say you do have it when you access the chest in the ship behind her. Kill her and get the key that way.]**

OR

CHAPTER 2 IORVETH

- With Flickering Heart
- Hey, Work's on in the Mines
- The Harpy Contract
- The Queen Harpy Contract
- A Score to Settle (Chapter 2 and 3)
- Bring It On: Vergen
- One on One: Vergen
- Poker Face: Vergen
- Suspect: Thorak
- Baltimore's Nightmare

CHAPTER 3 ROCHE

- Poker Face: Loc Muinne
- Bring It On: Loc Muinne
- A Score to Settle, Part 2
- Crown Witness
- Lilies and Vipers
- Pacta Sunt Servanta **(don't kill the mercenaries; kill the other guys)**
- The Messenger **(have to have enhanced Yrden or you can't finish this quest; even when I did, I ran around trying to lay Yrden traps for him at each of his locations but I couldn't trap him, finally after a long time, near the stairs that end in rubble, he stood still a long time and I could hit him with the sword and bombs, maybe daggers until I whittled down his health)**
- Mystic River, Part 3 **(I think you need to do this quest before From a Bygone Era, Part 2 or you can never complete it??? also last time I played, I couldn't get the door to unlock--because I didn't kill the troll in Chapter 2????--and so I couldn't get the Vran armor, on the Ys armor; I did find another sewer entrance in Phillipa Eirhart's house in Loc Muinne)**
- From a Bygone Era, Part 2 **(if you don't fight the observer but ask him what you need to do, you can redistribute all your talents and make sure you have enhanced Yrden to finish The Messenger quest, if you haven't already done it)**
- The Gargoyle Contract **[locations #26, 27 and 28 on map--#27 is near where you played poker dice--prepare by drinking potions, oiling blade and having quen up; save right before going down the steps since a golem attacks you and I died once; follow map for**

#26; #28 is hard to find. It's in the same place where you had to kill the messenger and lay down yrden traps. There's a door next to a soldier named Yakov. Follow that out and it's like you're leaving the fortress. There are three doorways from there. Take the right one. When you enter, the gargoyles on top of the wall have a short cutscene, so you know you're in the right place. Right in the middle of this courtyard are stairs that lead down.]

- An Encrypted Manuscript (if you have all the ingredients--warrior nekker blood (it's in the quest items inventory so you should automatically have it) , 1 queen endrega pheromones, 1 bullvore brain, and either 1 harpy egg or rotfiend tongue--you can finish this question immediately; otherwise you can never finish it since there's no way to get the last ingredient. He gives you the diagram for Caerme steel sword you can make it right there.)**

OR

CHAPTER 3 IORVETH

- Poker Face: Loc Muinne
- The Gargoyle Contract
- Bring It On: Loc Muinne
- An Encrypted Manuscript
- The Secrets of Loc Muinne
- Tome of Dearhenna