

PROLOGUE

- Fistfighter
 - Eskel (*after potion for Triss*)
- Sign
 - Aard (*unavoidable*)
- Women
 - Triss Merigold (*after saving her*)

CHAPTER I

- Dice Poker
 - 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*)
 - Drunkard (*Inn*)
- 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*)
- Main Quests
 - Buried Memories
 - Of Monsters and Men
 - The Salamander's Tail
 - The Secret Garden
 - Strangers in the Night
 - Witches' Secrets → II
- Side Quests
 - A Game of Dice → II
 - The Barghest Contract
 - Dead Hand of the Past
 - Dice Poker: The Novice
 - The Drowner Contract
 - The Ghoul Contract
 - Hot Potato → II
 - King of the Crypt (*trophy*)(*2nd visit to Crypt, talk to Mikul*)
 - The Monster of the Lake(*trophy*)(*E of Mill after 0000*)
 - Racists
 - She's No Early Bird
 - Wanted → II

CHAPTER II

- Dice Poker
 - Elven Convict (*Prison at the start*)
 - Gambler (*The Hairy Bear*)
 - Zoltan Chivay (*all over the place*)
 - Carmen (*In or near Eager Thighs Brothel*)
 - Gardener (*outside the Hospital during the day*)
 - Vaska (*Swamp*)
 - Munro Bruys (*Hairy Bear*)
 - Thaler (*all over the place*)
- Drinking
 - Coleman (*The Hairy Bear, 7 Beers*)
 - Messenger (*Inn, 5 Beers*)
 - Thaler (*9 Beers*)
- Fistfighter
 - Butter Bean (*Hairy Bear*)
- Signs
 - Axii (*Swamp Mage Tower*)
 - Quen (*Swamp Cave*)
 - Yrden (*Swamp Druid Camp*)
- Sephirot
 - Chocc'mah (*given by Kalkstein*)
 - Keth'aar (*Raymond, after investigation complete*)
 - Kezath (*Vaska's quest*)
 - Maa'kaad (*Cackatrice in Sewers*)
 - Neh'tza (*The Sentry quest*)
 - Tipperath (*bought from Declan Leuvaarden*)
 - Ghe'vrath, Oth, Veen'ah (*HospitalAltar or SwampShrine, give any food*)
 - Y'eshath (*Viran's sarcophagus in Swamps*)

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- 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*)
- Main Quests
 - Prison Break
 - Vizima Confidential
 - A Mysterious Tower
 - Monoliths
 - The Crown Witness
 - Anatomy of a Crime
 - The Sentry
 - Clay Pits
 - Witches' Secrets → III
- Side Quests
 - The Alghoul Contract
 - The Beast of the Sewers(*trophy*)(*unavoidable*)
 - Bloodthirsty Vegetation(*trophy*)(*plant in Swamps*)
 - Berengar's Secret → III
 - The Cannibal
 - Clay Pits
 - The Cultist's Crypt (*unofficial, only if paired with Seigfred*)
 - Dice Poker: The Professional
 - The Dogcatcher of Vizima
 - The Drowned Dead Contract
 - The Echinops Contract
 - Finders Keepers
 - Flowers and Gold
 - Force Recon (*either Order or Scoi'atel, neither if neutral*)
 - A Ghost Story
 - A Gravedigger's Gratitude
 - Hot Potato
 - A Long Way from Home
 - A Lost Lamb → III
 - Memory of a Blade
 - A Most Uncommon Wine
 - Old Friend of Mine
 - A Pilgrimage
 - The Rat
 - A Restless Ghost
 - Safe Haven
 - Suspects:
 - Kalkstein
 - Leuvaarden
 - Ramsmeat
 - Thaler
 - Vincent Meis
 - Vivaldi
 - Wanted → III
 - What Lies Beneath
 - The Wolf Contract
 - Working Girls
 - Worth its Weight in Gold

CHAPTER III

- Dice Poker
 - Dandelion (*New Narakort, maybe not required*)
 - Hierophant (*Druid Camp*)
 - Count De Witt
- Drinking
 - Dandelion (*New Narakort, Sodden Mead*)
 - Erkin von Blunt (*New Narakort during Reception, 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 kill the Lady of the Night*)
 - Rozalind Pankiera (*during Lute quest*)
 - Town Clerk (*upstairs Town Hall, say she's naughty, give a gem*)
 - Triss OR Shani (*Send Alvin to the one you want*)
- Main Quests
 - The Source
 - A Posh Reception
 - Lock and Key
 - The Unforgiven
 - Following the Thread
 - The Viziman Connection
 - Diplomacy and Hunting
 - Reaping Time
 - Gold Rush
 - Witches' Secrets → IV
- Side Quests
 - All the King's Men
 - The Archspore Contract
 - Beauty and the Beast
 - Berengar's Secret → IV
 - Blue Eyes
 - The Cockatrice Contract
 - Dandelion's Lute
 - Dice Poker: The Sharper
 - Echoes of Yesterday
 - The Fleder Contract
 - The Ghoul Contract
 - The Graveir Contract
 - Identity (*through end of game*)
 - The Kikimore Contract
 - A Lost Lamb
 - Medic in Distress
 - The Predatory Wyvern (*Trophy, Wyvern Island in Swamp*)
 - The Ring
 - Six Feet Under
 - The Source
 - Wanted
 - White Fang (*Trophy, in Swamp at night, not during "Reaping Time"*)
 - Won't Hurt a Bit → V
 - The Wyvern Contract

Chapter IV

- Dice Poker
 - Chireadan (*Elf Cave*)
 - Dandelion (*Country Inn, maybe not required*)
 - 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 jesting*)
 - Peasant Woman (*Sugardoll, Inn*)
- Main Quests
 - Ripples
 - Free Elves
 - The Heat of the Day
 - Alvin
 - Armor → V
 - Witches' Secrets → V
- 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
 - Identity → V
 - Old Habits Die Hard
 - The Paths of Destiny
 - 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
 - Nurses (*Neutral Path only*)
 - Toruviel (*Scoia'tael Path only*)
 - White Rayla (*Order Path only*)
- Main Quests
 - Sweet Revenge
 - Her Highness the Striga → E
 - Witches' Secrets
 - Raven's Armor
 - 1:** Order Path: Talk to the Order Armorer, then in the 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
 - Dice Poker: The Legend
 - The Flame that Cleanses (*Order*)
 - The Garkain Contract
 - A Gnomish Device (*Armor, Scoia'tel*)
 - Hope Burns Bright (*Scoia'tel*)
 - A Magic Formula (*Armor, Neutral*)
 - Mud and Velvet
 - Saint George's Litany (*Armor, Order*)
 - Under a Fiery Sky
 - The Vampiress of the Swamp (*Trophy, Cemetary Island at night*)
 - Won't Hurt a Bit (*no save editing on the boxer's tooth*)
 - The Wraith Contract