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Witcher 3 ciri ending

Next Kaer Morhen and the epilogue Ending The Fate of the World Prev Kaer Morhen and the epilogue Ending The Introduction Of the Basic quest with Cirilla has the greatest impact on the ending. During the game, choosing different options for dialogue - not always consciously - you decide its fate. Three endings are available: Ciri dies, Ciri lives - and becomes a sorcerer or Ciri lives and becomes Empress. Fortunately, decisions are made not during the entire game, but only a few specific answers in dialogues in the three main quests: Blood on the Battlefield, Final Training, and Child of the Elder's Blood. Death of ziri In order to get the first end - the death of a girl - you have to make three decisions out of five available from the list below: During the blood on the battlefield quest, when Siri will not be happy, tell her that she should not be good at all. Later in the same quest go to the emperor and take the money. In the final preparation quest to go with Cirilla in Lodge Sorceress.The Child of the Elder Blood quest: tell to calm the girl when she starts to get angry. Don't agree to visit Schialla's grave when you're asked. Instead, tell me that time matters. Siri becomes a sorcererIn the second finale, Phiri becomes a sorcerer. If you want to get this end, you should choose one mandatory and two additional actions/dialogues according to the list below. They are the opposite of negative decisions that make the girl die. During the Blood on the Battlefield quest, when Siri won't be happy, tell her that you understand the burden she's carrying. Be sure: Later in the same quest not to go from Ciri to the Emperor - instead go to Yelen.In Final Cooking quest to convince Cirilla to go alone in the Lodge Sorceress.The Child of the Elder Blood quest: let her unload her aggression. When asked, go with Chirilla to Schialla's grave. Ciri becomes the new EmpressThess the possible end, in which Phiri becomes the new Empress, has the greatest requirements. In addition to the solutions you have to complete three side quests as well. The list of dialogues is almost the same as the above, except that this time you have to choose three of the five solutions available. During the Blood on the Battlefield quest, when Siri won't be happy, tell her that you understand the burden she's carrying. Later in the same quest go to the emperor and refuse to take the rewardIn the quest Final Preparations to convince Chirilla to go alone to the house Sorceress.The Child of the Elder Blood quest: let her unload her aggression. When asked, go with Chirilla to Schialla's grave. Also - as mentioned earlier - you have to complete some side quests that guarantee that Nilfgaard will win the war. Complete this quest from the second act: Eye by Eye, Deadly Plot, Redania's Most Wanted. in the third act you have to tell Dijkstra about Ciri's Blindingly Obvious Search. Thanks to this you will unlock unlock state quests. There you have to team up with Vernon Roche vs. Dijkstra. Next Kaer Morhen and epilogue Ending The Fate of the World Prev Kaer Morhen and Epilogue Ending Introduction Page 2 Download Game Guide PDF, ePub and eBooks Free iOS App Becoming a Witch! The Witcher's Guide 3: Wild Hunting is a comprehensive source of information needed to play a Polish blockbuster game and complete it one hundred percent. There is also a full game of step-by-step guide included. This is a guide for Polish CRPG super-products, i.e. The Witcher 3: Wild Hunt. The thing you're going to deal with here is the grand finale of an epic trilogy based on vaunted novels written by Andrzej Sapkowski. Among other things, you'll find here a detailed description of the game world, thanks to which you won't miss any of the places worth seeing, nr any other thing worth experiencing. Of course, there are also many descriptions of how to complete quests - both those that belong to the main storyline, and optional. Definitely, they will be found useful to all those who wish to make the right choice throughout the game and want to make sure that they will put an end to the adventures of the White Wolf to the end of what they like. We also want to provide you with an abundance of clues that can be useful for each monster fighter related to character development topics, fighting sword and magic (signs) hunting monsters or using yourself with the craft of a witch (e.g., brewing elixirs and building traps). Because in the third part of the game, CD Project Red provides access to the open world, which is a significant snippet of A.S.'s work, this guide can be irreplaceable, trying to avoid being overwhelmed by the myriad possibilities in front of you. So, among other things, you'll find here a detailed description of the game world, thanks to which you won't miss any of the places worth seeing, nr any other thing worth experiencing. Of course, there are also many descriptions of how to complete quests - both those that belong to the main storyline, and optional. Definitely, they will be found useful to all those who wish to make the right choice throughout the game and want to make sure that they will put an end to the adventures of the White Wolf to the end of what they like. 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