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[Minor Spoiler] "to death you share " Gwent Cards Hey Guys, I was wondering which Gwent Cards you collect until death you share the Quest. There was no indicator and I can't find new ones in my Gwent Collection--No cards attached. I checked the deck twice-nothing. It's either a bug or we're already finding these cards. Was very dissappointed. I had a question myself... On some pages, I've found info that you're supposed to get two cards: Barclay Els and Vampire: Bruxa. They don't sound like Skellige cards. Bruxa is obviously part of the Monsters deck and Barclay Els sounds like... Scoiatael, maybe?. I have to check if I really have them. I reported it to REDS and they told me that you could get two cards from this quest. Although if you already have these cards, you won't get any, even if Geralt says so. I reported it to REDS and they told me that you could get two cards from this quest. Although if you already have these cards, you won't get any, even if Geralt says so. Sorry. We need to complete this quest first thing before getting other Skellige cards -- in this case we will be rewarded with these cards. They must be ordinary, not unique or hero cards. Did this quest yesterday and just got a Bruxa card because I didn't have that one yet. As Sunsibar has pointed out, you only get cards that you haven't collected already, and they're the usual cards -- there are no hero cards. I must admit that I had expected more unique cards as well. I think -- the main reason why I moved a guy's urn to another room was because I wanted those cards and didn't believe him when he told me that he knew where they were. Next Turn and Face Strange Prev May be the only one this quest is not very necessary, but during it Geralt will have to make choices that can lead to two different endings. The main promise of the quest is to check the disturbing sounds that come from the cemetery. After checking, you will learn that ghosts quarreled spouses are the source of trouble. Meeting with Charles LanzanoYou can disable this search by checking one of the notice boards to Toussaint or exploring the city of Beauclair. You've got to meet Charles Wagano in the wise cog. The man will inform you about the disturbing sounds that can be heard at the cemetery at night. You can agree on a (very small) payment to check the sound source or immediately start the mission. Checking the cemetery Beauclair Entrance catacombsSsieset is located next to the tavern where you met Charles. You do not need to carefully examine the main part of the cemetery, you will not find any quest-related objects on the surface. Instead of finding a ladder leading to the catacombs. You have to wait until night (you can use meditation) and only then enter inside. Check catacombsOnce you're check the first room on the left. Activate witcher sensations and start checking items marked with red. Leave the room and return there after you hear suspicious sounds. Hide Geralt behind the great monument. The ghosts of Louis and Margot will appear in the room. Mr. and Mrs. Cotin will continue to argue what you've stopped. When Geralt joins the conversation you have to decide how to solve the trouble. The options available are: removing the urn with Louis's ashes from the captain'. This will make the tomb exclusive margotremoving urn with Margot's ashes from the captography. This will make the tomb exclusive for the Louis Variant -- Removing the urn in Louis's ashes room catacombs, where you must leave Louis'surnIf want to help Margot, then go to the Urn with the ashes of Louis de Corentin and take it. Louis will ask Geralt to move the urn to the part catacombs occupied by gwent players. Leave the room and go downstairs. Go straight and turn right. Once you have reached your destination, you will take care of a group of Grave Robbers. Remove them and place the urn in a representative location. Now go back to Margot, who promised Geralt a reward on how to get rid of Louis. Listen to the woman's information about the location of the house in the garden from which she dug gwent maps. Go to the northern part of Beauclair and find that house - it is shown in the picture. You have to reach the back of the house. This can be done by climbing on the roof or jumping over the wall. Be careful, because the archspore will appear when you reach the garden. Use the Jogni mark to prevent more damage to the monster. Hit the archspore only when it gets in the form of an open flower. When it is in closed form, it can explode and cope with a large number of damage. When the garden is clear, you can use witcher sensations to find a map of the chest displayed on the image. It has two cards - Bruxa (in the danger booth) and Barclay Els (Scoia'tael deck). Option B -- Removing the urn with Margot's ashes If you want to help Louis, then go to the urn with the ashes of Margot de Corentin and take it. Margot will ask Geralt to move her urn to the grave of her mother Micheline Belrose. The tomb is located in Lebioda's Gate. Leave the catacombs and go south. Once you have reached the new cemetery, you need to find the correct tomb that is shown on the above image. Leave the urn. Meet the blacksmith and take the swordGod back to Louis in catacombs. The ghost will disappear, but you can call it back by trying to pick your urn. During a conversation with Louis, you will find out that with his help you can get a valuable sword. Listen to his instructions and then go to the blacksmith's Trentin workshop in the city. Start a conversation during which you will get a unique Forged Fire steel sword. Trentin will ask you to play gwent, Optional. Graduation No matter what decision you made, go back to Charles Lanzano for Clever Cogs. You can tell him the truth about what happened in the cemetery or sleep for him. In both cases, he will give you gold. Next turn and face Strange Prev There may be only one page 2 Download Game Guide PDF, ePub & iBooks Free iOS App It's time to take a trip to Toussaint! Witcher 3: A blood and wine game guide contains everything you need to know to complete the game. You'll find a wide walkthrough -- all the main and side quests, all alternative endings. Unofficial Guide to Witcher 3: Blood and Wine contains all the information needed to achieve 100 percent complete this very content-rich extension. Most of the guides are descriptions of all major and side quests, as well as all new witch contracts and treasure hunts. The descriptions of the quests include, inter alia, information on the circumstances of their learning, all the measures necessary for their completion, all the decisions to be taken in their course, as well as their consequences, and the possible prizes we can receive for their completion. The chapter ends with a section dedicated to all ends available for extension. There is also a lot of space in the guide to the maps of the Duchy of Toussaint, where enlargement is taking place. In this part of the guide you will find a great map of the world, as well as many maps of the smaller area, where we have marked cities, villages and other places worth exploring. The whole separate chapter guide presents the most important innovations that were introduced in blood and wine. The guide will introduce you to things like a new set of maps -- Skellige (along with map locations as well as people you can play), the debut mechanics of exposing Geralt mutations (the process of unlocking mutations, their operating principles, the most interesting mutations), new pieces of gear can be found, romance options, or the ability to manage your property (Corvo Bian Vineyard). In addition, the guide is complemented by several smaller chapters focusing on descriptions of noteworthy boss struggles appearing in the extension and alphabetical list of all available quests, which you might find useful for effective navigation using this guide. Blood and Wine is the second main story extension of Witcher 3: Wild Hunting. The action takes place in the Duchy of Toussaint, ruled by Duchess Anna Henrietta. In the kingdom there is a completely new map, which you can explore according to your will and reveal your future secrets. Expansion provides more than 30 hours of the game, and offers the opportunity to complete nearly a hundred new quests. In addition, Geralt can acquire new elements of gear, complete a brand new set This time from Skellige, and facing several previously unseen monsters. Jacek Stranger Halas (www.gamepressure.com) Next Basic Information About Guide Author: Jacek Stranger Halas on gamepressure.com Translator: Michal Czarny Wilk Grygorcewicz & Slawomir rattchen Niejadlik & Jakub jbugielski Bugielski last update: May 31, 2016 manual contains : 65 pages, 391 images, 8 maps and annotated illustrations. Use the comments below to submit your updates and corrections in this guide. Page 3 Download Game Guide PDF, ePub & iBooks Free iOS App It's Time to Take a Trip to Toussaint! Witcher 3: A blood and wine game guide contains everything you need to know to complete the game. You'll find a wide walkthrough -- all the main and side quests, all alternative endings. Unofficial Guide to Witcher 3: Blood and Wine contains all the information needed to achieve 100 percent complete this very content-rich extension. Most of the guides are descriptions of all major and side quests, as well as all new witch contracts and treasure hunts. 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