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Next, you'll have to eliminate two Skelliger brothers - no quarter asked or given. A Wyvern awaits, its fiery breath and claws making it a force to be reckoned with. Fourth in line is an Endrega Warrior paired with a Drone, a formidable duo that demands your undivided attention. Finally, Boris the bear will put your strength to the test as you take on the fifth and final round. But that's not all - on your journey, you'll need to dispatch Igor, his four accomplices, and a canine companion. Locate Igor's corpse to claim the key, then track down Whoreson's remaining men in Oxenfurt's streets. A hidden chest holds secrets within, including cryptic notes that reveal more about the world of Witcher. As you progress, Dijkstra will guide you through your next steps. You may choose to confront Whoreson Junior, whose ties to Redania could have far-reaching consequences. Alternatively, seek out Vernon Roche at the Temerian Partisan Hideout or meet him on Oxenfurt Bridge - each conversation yields 150 XP. Your mission takes you to a seedy mansion, where thugs and henchmen lie in wait. Weaken them enough, and they'll part ways with an invitation into Whoreson's inner circle. With caution, proceed through the gates, fending off henchmen along the way. Finally, face off against Whoreson Junior, deciding his fate is yours to decide. With these objectives complete, you'll gain 150 XP each time, and your path forward will be shaped by the choices you make in Oxenfurt's underworld. =====The once mighty Whoreson Junior is now reduced to begging in the streets, struggling with kids who take advantage of his vulnerability. Both opponents use two-handed weapons, making it crucial not to try to parry or counterattack. The Wyvern, however, proves quick and agile, requiring a safe distance to observe its movements before striking. To defeat the Wyvern, focus on killing one of its drones first due to their slower speed and area-of-effect poison attack. If poisoned, cast Quen to neutralize the effect. Maintain a safe distance from the bear while attacking with swift light or heavy attacks, allowing for quick dodges to avoid any potential counterattacks. Meanwhile, Dijkstra's quest leads him to various locations, including Sigismund's Bathhouse and Junior's Hideout. In the bathhouse, he encounters crime lords Francis Bedlam and Carlo Varese, who provide valuable information about Junior's whereabouts.Gerald will be ordered by Whoreson to kill him. He must then eliminate Igor and his men, loot their bodies for a key, and use this key to open a chest in Igor's throne room. Inside, he'll find a note revealing Junior's hidden stash location. The next step is to visit Roche's hideout, where Gerald will meet Ves, who will have an argument with Roche before storming out. Roche then tells Gerald that he has a meeting with the Redanian contact at the Oxenfurt Chess Club and invites him to join them. After meeting Radovid, Junior's boss, Gerald learns that Whoreson is his target and must be dealt with. To find Junior, Gerald must first complete other quests, such as dealing with Ves and returning a favor for Radovid. Once he knows Whoreson's location, he can go to the hideout, eliminate guards, enter, and find Junior torturing someone. Gerald will then interrogate Whoreson about Ciri, starting the quest "Visiting Junior." After completing this, Gerald can choose to spare or kill Whoreson.Make your way into Casino after completing Junior quest or receive it, then make your way to the Casino by peaceful or forceful entry. The peaceful approach results in less violence. To enter peacefully, use Axii dialogue or pay 200 crowns to Delusion level 2 or higher individual. Once inside, head to first floor and play 2-3 Gwent games with players at tables. This will attract the 'dealer' who will take you to high-stakes room on second floor. The dealer will try to kill you, resulting in a fight. Looking forward to seeing everyone at this meeting tomorrow and discussing our strategies for recognizing the enemy's attack and countering it effectively. We will have to face some tough opponents, kill them all, and find the leader of Junior's men upstairs. There we'll talk to him and learn about Ciri. Once the conversation and flashback are over, we have a choice to make: kill or spare him. Either way, our objective is clear - eliminate him. SPARING HIM WILL ONLY LEAD TO HIM BECOMING A BEGGAR IN THE FUTURE. We're given a key to unlock the front door of their hideout, and we'll need to be careful as there will be more Junior's men waiting for us. We have a choice to make: kill him or spare his life. It won't change much in the story either way, but our goal is clear - take him out. When we tell the guards that we're bringing prostitutes, a house is marked for us to use as an entry point. It's located on the southern side of town. We'll enter the house, head to the basement, and make our way through the passage. Along the way, we'll encounter more enemies, so we need to be prepared. We have two objectives to complete: get Junior's location and kill him. If we succeed, we'll gain valuable information about Ciri and strengthen our position in the underworld. Our goal is clear - eliminate the enemy and achieve success. =====with him about \*\*\*\*\*son. You learn he owns a casino in the Bitz District, a fighting arena in the sewers beneath Gildorf and a house in Novigrad on Temple Isle. You will have to explore these areas. After speaking about \*\*\*\*\*son, you can ask Dijkstra about Radovid and Philippa Eilhart, his previous occupation as a spy and about Dandelion. He will talk to you about problems he's having which triggers the main quest Count Reuven's Treasure. Swim or cross the bridge to Temple Isle. Approach the front entrance to find Cleaver's men already there. Inspect the scattered papers and head up the stairs to use your Witcher Senes to find a dead end. At this point the following quests are set in motion, The Gangs of Novigrad, Honor Among Thieves, A Favor for Radovid. Your next destination is the casino \*\*\*\*\*son runs, in the Gildorf District. Speak to the guards at the entrance. You may enter violently, bribe them for 200 crowns or use Axii to force them to let you in. Once inside you can use careful conversation choices and win a round of Gwent to be invited to the VIP room. Don't tell anyone you speak to that you are here to see the owner, mention him or be impolite. You may also opt to use the violence. Whatever you choose, combat is inevitable. Defeat all the thugs and search the area, including Igor's corpse for his key, unlock a chest on the side table by his chair and follow the route to the hidden lock box. Light the torch at the secret wall and step through the opening and gather the crowns and mysterious letter. Read the letter and return to Dijkstra to speak about things, especially the knowledge that Junior is working with the Redanians. Once you're ready to seek out Vernon Roche hop on Roach and head to Oxenfurt. Speak to the guard at the Temerian Partison Hideout. Once you're let in, speak to Roches about his activities. Tell him about \*\*\*\*\*son and he will agree to take you with to meet his Redanian contact. Head across the eastern bridge with Roche. You will come to King Radovid, speak with him about several topics and then about \*\*\*\*\*son. He will direct you to an Oxenfurt mansion in exchange for a future favor. Make your way there and speak to the guards about the new \*\*\*\*\*. Make your way to the mansion. If you killed the guards the casino or arena the guards here will be violent. If you did not, you can speak to them about fresh \*\*\*\*\*. If you fight them, loot them for the key to the grounds. Take out the guards inside and enter the mansion near the fountain or at the back. Take out all the enemies inside. Find a set of stairs in the northwest room of the mansion. Use your Witcher sense to examine the gruesome scene. Find him and subdue him, and he will tell you about Ciri and Dandel. They brought him a phylactery to repair in exchange for stealing Reuven's treasure. Ask him about what happened toThe fates of Whoreson Junior and Dandelion are intertwined, leading to a pivotal point in the main quest Payback of The Witcher 3: Wild Hunt. Upon encountering Whoreson Junior, Gerald must decide whether to terminate him or spare his life, which significantly influences the progression of events. After learning that Whoreson Junior was on the run and believed to possess information about Dandelion's whereabouts, Gerald embarked on a perilous journey to find him. His search led him to Sigismund's Bathhouse, where he encountered Happen, who allowed him to proceed despite initial reluctance. Upon entering the private room, Gerald met with Dijkstra and other members of the Big Four, including Francis Bedlam and Carlo Varese (Cleaver). The conversation was tense, as Whoreson Junior's henchmen launched a surprise attack. Subsequently, Gerald engaged in a lengthy discussion with Dijkstra, which ultimately revealed three locations connected to Junior: a casino, arena, and his residence. The decision to visit these locations can be made in any order, and pursuing the secondary quest The Gangs of Novigrad can be accomplished by conversing with Cleaver. It is crucial to note that certain actions during this stage may render it impossible to utilize secret passages later on. Junior's house proved to be a barren lead, as his residence had already been ransacked by Cleaver's men. However, examining three "clues" allowed Gerald to deduce that the location was devoid of valuable information. The arena presented a more promising opportunity, where Gerald encountered Zdenek being killed by Junior's thugs. Loot from Zdenek's corpse granted access to impersonate him, but this action would fail if attempting alternative entry methods. At the entrance of the arena, two guards could be approached in distinct manners: paying them 100 earned 10, using Axii, threatening them, or entering peacefully without prior action. Each choice led to a unique experience, with options for more XP and loot emerging later on. Regardless of the initial approach, Gerald was compelled to engage in combat within the arena, where he would encounter various opponents. Conquering these battles granted insight into the world of The Witcher 3: Wild Hunt, as well as potential rewards and interactions with other characters. Ultimately, the path chosen by Gerald during this quest significantly impacted his journey forward, as Whoreson Junior's fate had far-reaching consequences for the main quest Payback.Dogs first. Your next foes are the "Hairy Brothers" (Skellige fighters), then a Wyvern, two Endregas (drone and warrior, though labeled the same), and finally a bear called Boris. After defeating Boris, Whoreson appears, but Cleaver's dwarves attack the arena before you can speak. No matter your playstyle, the rest is the same—kill every one of Whoreson's men, with your starting spot varying. During this, you also kill Igor and must loot his body for a key, unlocking a box near his "throne". Reading the note inside, you now search for a stash using Witcher Senses. Find it on the lower level, near the arena, where Gerald notices dragging marks on the floor. Interact with the wall torch (don't just light it) to open a hidden door with the stash. Loot the chest for a mysterious letter, completing your arena task. The letter reveals Junior works for Radovid, directing you to Dijkstra. (150) Note: pursuing this path fails other objectives if not already done. Casino[ At the casino, choices include: Propose a deal (locks bribing), Threaten (starts a fight), Pay 200 (earns 20 ), or Use Axii (needs Delusion level 2 for 35 ). Like the arena, a fight occurs even with peaceful routes, but starting calmly unlocks a secret passage for XP, Axii, loot, and Gwent. To go peaceful, head to the second floor and beat two Gwent players (two with bets up to 100, one fixed at 50 ) to trigger a cutscene inviting you to a "high-stakes room". Refusing twice calls guards, starting a fight. Accepting leads to an interrogation room, where a fight begins regardless. Note: Leave an enemy alive to use Cleaver's help later. After calling Cleaver, enemies respawn, letting you finish The Gangs of Novigrad. The rest is the same—kill all, with starting positions changing. Post-deaths, go to the top-floor interrogation room, find a tied halfling. Talking reveals Whoreson serves Redanians, directing you to Dijkstra. Note: this path fails other objectives if not done. Free the halfling to complete the quest (150) and earn a reward from the King of Beggars, starting Honor Among Thieves. Note: completing arena and casino objectives gives a bonus 150. The Redanian contact[] Whether you learn of Whoreson's ties to Redanians, you're sent to Dijkstra. He directs you to Vernon Roche, who has Redanian contacts. If you haven't met Roche, Hortensio blocks entry. Regardless, Roche lets Gerald in. After a greeting, Ves appears before you can discuss Whoreson Junior. Roche will... Gerald is headed to the Oxenfurt Chess Club to meet a contact, but he will have to do so there instead. (150) Once you've explored Junior's house, casino, or arena, this is your last chance to visit these places before this objective and The Gangs of Novigrad quest are completed if not already done. If you leave immediately, you can ride with Roche, but it's easier to fast travel to the Novigrad Gate. When you arrive, talk to Roche and go to the chess club. As you approach, a cutscene plays out and the contact is nowhere to be found, but you meet Radovid instead. After talking for a bit, he reveals where Whoreson can be found and how to locate him. Upon leaving, Vernon asks Gerald for help with something related to Ves, which starts An Eye for an Eye. (150) Find Whoreson Junior When you go to Whoreson's hiding place, there are two guards in front of it. What happens when you talk to them depends on your choices so far. If you haven't asked about Junior or started a fight yourself yet, say you're new and bringing girls, and they'll tell you about the secret passage. With that, go to the marked location and then through a short tunnel into Whoreson's cellar. In any other case, the guards recognize you and attack. Kill them and take a key from one of them to unlock the front door and enter the big house ahead. Regardless of how you entered, everyone inside is hostile, and you must fight multiple men before reaching Whoreson Junior in his room. Gerald can't help but rough him up before asking about Ciri, which starts Ciri's Story: Visiting Junior. After finishing Ciri's story, you can kill or spare Junior, getting 500 regardless of your choice. What happens next only changes a little later in the game, but remember that you must kill him to complete all objectives.To uncover the truth behind Whoreson Junior's villainous schemes, follow these objectives: Go to the bathhouse and talk to Sigi Reuven. Get undressed and put your clothing in the dresser. Follow Happen. Defeat the assassins. (150) Find Whoreson Junior's hideout. Search Whoreson Junior's hideout using your Witcher Senses. If looted Zdenek's body: Pretend to be Zdenek to take part in the fights. Visit Whoreson Junior's arena. If entered peacefully: If agreed with Igor to fight in the arena: Fight in the ring to prove you'd make a good bodyguard. Defeat your opponent. If spared Gustav Roene: Defeat your opponent. Defeat your opponent. Survive the fight. Kill Whoreson's thugs. Search the arena for information about Whoreson. Read the documents you found. Use your Witcher Senses to find a way to access the secret stash. Search the secret stash. Read the mysterious letter. (150) Find Whoreson Junior's casino. If provoked peacefully: Play cards with the casino guests. Defeat Whoreson Junior's thugs. Search the casino for information about Whoreson. (150) Talk to the tied-up halfling in the casino. Talk to Dijkstra about Whoreson's ties to the Redanians. Talk to Vernon Roche in the partisan camp. (150) Meet Roche by the bridge in Oxenfurt. Enter the chess club with Roche. (150) Get inside Whoreson's hideout. Unless jumped over the walls: Use the secret passage to reach Whoreson Junior's hideout. If the guards attack you: Kill Whoreson Junior's guards. Search the guards' bodies. Use the key to open the door to Whoreson Junior's hideout. Search Whoreson Junior's residence. Kill Whoreson Junior. (500) ===== Dandelion's search for Whoreson Junior takes a surprising turn as he encounters Dijkstra and other Big Four members at Sigismund's Bathhouse. The group is unhappy with Junior, and a brief skirmish ensues, prompting Dandelion to seek out more information. Dijkstra provides three locations for Junior: the casino, arena, or his own residence. Depending on the discussion, some events will be triggered, including the Count Reuven's Treasure main quest. Visiting these locations in any order is possible and allows for completion of the secondary quest, The Gangs of Novigrad, by interacting with Cleaver. Upon arriving at Junior's home, it appears that Cleaver's men have already scoured the premises, rendering it uninformative. Conversely, the arena presents an opportunity to confront Zdenek before he is killed by Junior's henchmen. A certificate can be acquired from Zdenek's corpse and used to impersonate him at the entrance. Several options are available upon entering the arena: using the certificate, impersonating Zdenek, or threatening the guards. These choices determine the start of the fight, with some outcomes leading to more challenging opponents. Following the fight, Dandelion will engage in a bodyguard job for Igor, who assesses his combat prowess and invites him to participate in the arena's events. The first opponent is Gustav Roene, who may plead for mercy if defeated. However, sparing his life requires overcoming additional challenges before facing subsequent opponents.Looking forward to seeing everyone at the meeting tomorrow and discussing our strategies in the city of Novigrad. There's a big problem with some shady characters, like Hairy Brothers (Skellige warriors) and Whoreson's gang, who are causing trouble. To get rid of them, you'll need to fight your way through an arena where you'll face a Wyvern, 2 Endregas (drone and warrior), and finally a bear named Boris. Once the bear is defeated, Whoreson will appear, but before you can talk much, Cleaver's dwarves storm the arena and Junior orders you killed. The rest of the quest is the same no matter what, you just need to kill every last one of Whoreson's men, including Igor, and loot his body for a key. This key opens up a box next to his "throne" with a note inside that will lead you on a wild goose chase. You'll have to search for a stash using your Witcher Senses and find it on the bottom level, near the arena. When you interact with a torch on the wall, you can open a hidden door with the stash inside. After looting the chest, you'll get a mysterious letter that will make your job at the arena done. The letter directs you to Dijkstra, but be warned, pursuing this lead too far will fail the objectives for other two locations. Now, let's head over to the casino and deal with those guards. You have several choices: propose a deal, threaten them, pay 200 gold, or use Axii (requires Delusion level 2). No matter what route you choose, the fight will always start when starting with the peaceful route can unlock a secret passage and earn more XP from both Axii fights, loot, and playing Gwent.Finding Whoreson Junior: A Quest of Unpredictability ===== Gerald's encounter at the Oxenfurt Chess Club marks a crucial juncture in his quest, as meeting the Redanian contact will render certain objectives unachievable unless already completed. Following the chess club meetup with Radovid instead, Gerald is guided towards Whoreson Junior's hiding place. Locating Whoreson Junior Upon reaching Whoreson's residence, two guards lie in wait. The approach depends on the player's actions thus far. If no confrontations have occurred, a friendly conversation ensues, providing a passage to the secret area. Conversely, hostile encounters force Gerald into combat, necessitating the acquisition of a key from one of the defeated guards. Confronting Whoreson Junior Inside the main house, Whoreson's men pose a formidable challenge, and Gerald must navigate through them to reach the second floor. There, Gerald discovers Ciri in distress, prompting an unsettling confrontation with Whoreson Junior. Unraveling the Mystery The completion of this quest has far-reaching implications. Depending on whether Whoreson Junior is killed or spared, the narrative unfolds differently. Notably, a specific journal entry reflects on the events that transpired: Gerald's deal with Whoreson Junior proves to be a double-edged sword. Consequences and Reflections Gerald's decision to spare or slay Whoreson Junior holds significant weight in shaping the story's progression. Either way, the encounter leaves an indelible mark on Gerald's psyche, as he grapples with the moral implications of his actions.You're on a mission to track down Whoreson Junior, a notorious individual with ties to the Redanians. Your objectives include gathering information about his whereabouts and taking care of some business for Radovid. You've been tasked with visiting Sigi Reuven's bathhouse, following Happen, defeating assassins, and getting your hands on some crucial documents. Along the way, you'll need to navigate through Whoreson Junior's hideout, casino, and partisan camp, all while keeping an eye out for any Redanian connections. To start, head over to Sigi Reuven's bathhouse and get undressed - don't worry, your clothes will be safe in the dresser. From there, follow Happen and take care of those assassins (you know, just a routine day). Once you've got the documents, it's time to get into Whoreson Junior's arena and see if you can catch him in action. You'll have some choices along the way - try to sneak past the guards or go in through the secret passage. Just be careful not to mess up your quest log; you don't want any unnecessary objectives showing up. And hey, if you're feeling lucky, you could even try to maximize your reward by going into the casino peacefully and playing some Gwent. Just remember, there are some potential bugs and glitches to watch out for - like Zdenek getting a bit too chatty or Whoreson Junior's guards getting in the way. But don't worry, with the right console codes, you can get back on track and complete the quest without any issues. So, what are you waiting for? Time to get into character and start tracking down Whoreson Junior!he continus to struggl with Whoreson's goons, especially if nobody recognise him befor the battel!beginns. =====

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