

CIRI TRAINER

BECUMMING A WITCHER

(Official Walkthrough by [DarkTI](#) and [TheWorst](#))



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1. Basic Concepts

Ciri and **Main Character** have different skills. Improving them is one of the main goals in the game.



1.1 Ciri skills

- **Melee:** unlocks new attacks
- **Alchemy:** unlocks crafting of new items at the alchemy table
- **Magic:** unlocks new spells
- **Obedience and Lewdness:** unlock new scenes and options, often required to progress in the game

1.2 Main Character skills

- **Alignment:** how **Ciri** perceives you. It may improve or get worse depending on certain actions. If it drops to zero, **Ciri** will leave and it's game over.
- **Axii:** Axii mastery. Axii sign allows mind control. The higher the mastery the more options become available.

1.3 Special Save System (SSS)

While you can use normal saves, they can become unreliable as code gets updated over time. To mitigate the issue, we use **special saves** between chapters. So, if the need to start a new game arise, you will be able to load any of those **special saves**, skipping as many chapters as you have completed already.

Only **one** special save per chapter is allowed. In order to overwrite it, you will need to beat the whole chapter again.

2.Intro

2.1 Kaer Morhen

Skippable. There are a few important decisions to make during the intro, but game will allow you to make them before moving on to the next chapter.

Intro storyline is pretty linear: after you entered the castle and spent a night in there, click on the book to find a map, then click on the map to familiarize with surroundings. Then click on the door.

After a short event, click on the fireplace to start a fire (unless you started it already), click on the map and then on the door. After another short event, click on the bed to go to sleep.

On the next day, you are given an option to steal coins from the coin bag by clicking on it: after you decided what to do with the coins, click on the book to read a letter. Put out fire and click the small hole in the wall to hide yourself.

After another event, click on the bed to advance to the next day.

The following day starts with Cirilla arrival. From now on, your actions will affect alignment, so choose carefully.

After a dialogue with Cirilla, click on the bed to advance time. **Ciri** will come to visit asking for a bedtime story. After the story, you will get to choose a name for your character. Note that some names such as “*Triss*” or “*Geralt*” cannot be used.

On the following day you will get to decide which skill Cirilla will be focusing on for the next few years. The skill you choose will get a +1 in the next chapter, speeding up its training. You can choose between melee, alchemy and magic skills.

After you are done writing the letter, click on the door to summon **Ciri**. Intro will be over after a few events: If you didn't skip it, game will save your progress before starting the next chapter.

3. Chapter One

3.1 Beginning

Click on the book to read a letter. Then click on the chest to unlock it. Keep clicking on the chest until you get the hourglass, then click on it to advance time. **Ciri** will come visiting. After a few alignment-affecting choices, she will leave. Start clicking on every item in the room, one by one, until **Ciri** returns and puts her doll on the desk. Click on the door, then click on the door to summon **Ciri** again. Ultimately, click on the bed to advance to the next day.

Click on the door and summon **Ciri**. After you talked to her, the main game begins.

At this stage, your goal is to finish several quests. Chapter will end as soon as you're done completing them. Click the book on the desk to access quests log. You will notice there are also a few quests tagged as “*optional*”: feel free to ignore them if you want.

3.2 "Basic Training"

it's your primary goal. This quest will be completed as soon as you complete **Melee** Training, **Alchemy** Training and **Magic** Training quests.

3.3 "Melee Training"

Melee training consists of two phases:

- Training **Ciri** until she levels up **Melee skill**;
- **Field test**, where she needs to test her skills in **battle**;

Each level of **Melee** skill unlocks new attacks.

In battles, your goal is to select suitable options depending on both the type of enemy and his/her actions.

Rain and snow can make training harder: **Ciri** may even catch a cold, therefore needing a few days to recover.

Summon **Cirilla** to your room, select training and talk about Melee training. It will trigger the "**Magic Shop**" quest (*unless it got triggered by alchemy training already*). After completing the quest, you will get access to **Sorceresses Shop** by clicking on the coin bag on the table.

Now you will need to get **Ciri** a sword: you can complete contracts to earn enough to purchase it.

Once you got a sword, equip **Ciri** with it (*you can access inventory screen by clicking on the dolls*) then talk about melee training again.

After a short dialogue, you will have to defeat a training dummy. Very straightforward, you just need to attack the dummy until the end. If you picked **Melee** skill during the intro, **Ciri** will effortlessly defeat the dummy.

Otherwise, you will need to train her **melee** skill and try again.

Once you are done with the dummy, you will need to find a new enemy for **Ciri**. Dismiss **Ciri** and click on the door to select the corresponding option: This will unlock Nekkers for melee training.

Summon **Ciri** and select melee training again. She will have to fight a Nekker. It's the first real fight in the game, and you have to select the right options to win. **“Dodge”** when it uses claws, **“Step Back”** when it uses fangs. Please note you can counter **“Dirt Attack”** by using **“Kick”**, but it won't be available until you get to **melee skill 2**.

After fighting the Nekker, keep on training **melee skill to 2**. You will now need to fight a Nekker again, but without taking any damage. If you take any damage, you will have to try again.

Dismiss **Ciri** and click on the door to look for a new enemy: you will unlock harpies. Please note you won't be able to defeat harpies without Smoke Bombs, so **Ciri** will need to learn how to craft them first. You can still try to fight an harpy, but you will need to either escape or face defeat.

Using items in combat requires an Alchemy Belt, available in sorceresses shop.



Once you have access to **Smoke Bombs**, use one as the fight begins so to prevent harpy from dodging your attacks. Use "**Side Roll**" when harpy dives, and use "**Dodge**" to avoid claws. **Melee level 3** will unlock "**Counterattack**", which is effective against all harpy attacks while dealing damage in the process.

(Please note fighting harpies offscreen consumes one Smoke Bomb

Once you reach **Melee level 3**, you will need to fight an harpy without taking damage: succeeding will complete the quest.

3.4 "Alchemy Training"

Alchemy training consists of three phases: **gathering ingredients**, **training alchemy skill** and **crafting items** on the alchemy table. Some ingredients can be gathered upon killing monsters, while some others can be gathered at anytime. **Gathering** slightly increases alchemy skill, but not as much as training.

Alchemy training takes place in your room, at the Alchemy table next to the door. **Ciri** trains **better** on rainy/snowy days, and **worse** on sunny days. As soon as alchemy skill is high enough and you have gathered enough ingredients, you can craft bombs and potions using the Alchemy Table. Please note that crafting while on a low alchemy skill will result into explosions (*although it has no negative effects at all and ingredients are not consumed in the process*).

Summon Cirilla to your room, select training and talk about Alchemy training. It will trigger the “Magic Shop” quest (unless it got triggered by alchemy training already). After completing the quest, you will get access to Magic Shop by clicking on the coin bag on the table. Now you will need to provide **Ciri** with Alchemy Equipment: you can complete contracts to earn enough to purchase it.

Your first task will consist in collecting some **Nekker's Manure** and **Nekker's Ashes** and craft a **Smoke Bomb** from it. You can access gathering from the alchemy training menu. In order to collect **Nekker's Ashes**, you need at least **Melee skill 1**.



After you collected them both, click on the alchemy table and try crafting a Smoke Bomb.

If **Ciri's alchemy skill** is not 1, crafting will fail. **Train alchemy skill to 1** and try crafting the bomb again.

After the **Smoke Bomb** is crafted, check the chest for alchemy tomes. It will unlock a new recipe, **Deep Swallow**, which can heal **Ciri**. However, it requires two ingredients: **Dryad's Juice** from “**Forest Dweller**” quest and **Doppler's Jizz** (aka “Sticky Liquid”) which you can gather after unlocking at least one **PlayWitch** issue and by clicking on the chest at night.

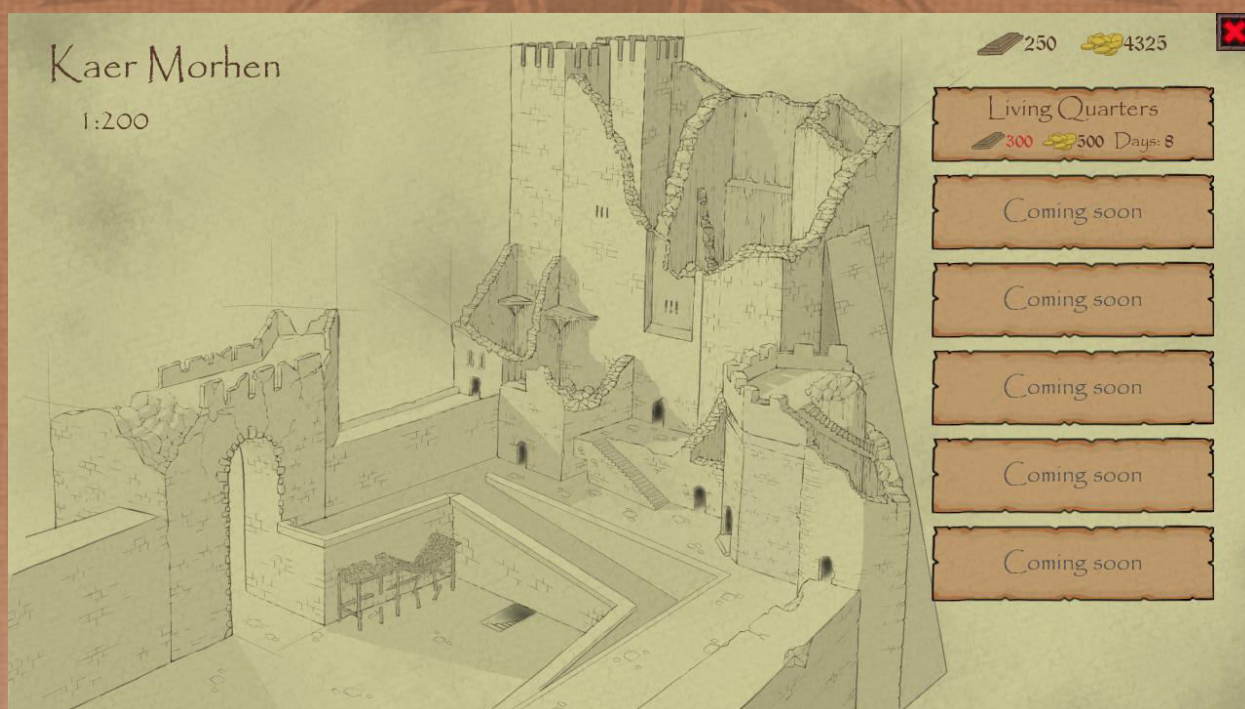
Once you have both ingredients, train Ciri until she gets to alchemy skill 2. Then craft at least one **Deep Swallow** vial to complete the quest.

3.5 "New Teacher"

Once you have improved in melee and/or alchemy skill, you will be given an option to write **Triss** a letter inviting her to the castle. Click on the **inkwell**, then wait for two days to get an answer. This will trigger another quest, "**Forest Dweller**", which will require you to collect some **Dryad's Juice** for **Triss**. Once you have **10 vials**, send them to **Triss** and then wait for another two days to get her answer.

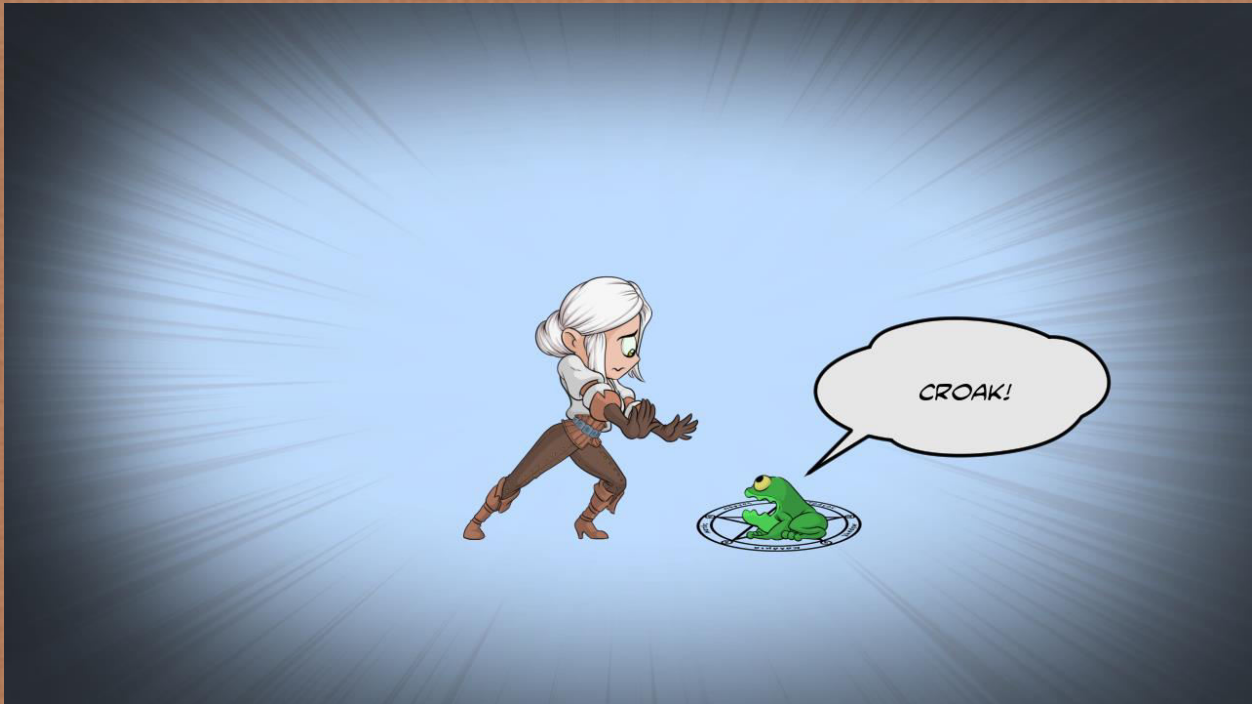
Now you need to prepare a room for **Triss**. Click map on the desk to access upgrades menu. You need to perform three tasks: **clear rubble**, **build living quarters** and **build a room**. You're gonna need either **gold** and/or **materials**. You can get **materials** in the **Sorceress Shop**, or find them while exploring **dungeon**. All upgrades will take a few days to complete.

Once all upgrades are ready, click the inkwell again to invite Triss. After a short scene, Triss will arrive to the castle, unlocking **Magical Training**: quest completed.



3.6 "Magical Training"

Quest is triggered as you access **Magic** training for the first time after inviting **Triss** to the castle. **Magic** training is not based on weather.



If you picked **Magic** as **Ciri**'s training focus in the intro, she will receive a gift from **Triss** immediately, and your next goal will consist into achieving **level 2 in Magic**.

Otherwise you have to keep training **Ciri** by sending her to **Triss** until her **Magic** gets to level 1.

At Magic level 1, **Ciri** will receive her first dress from **Triss**. It can't be used for training in chapter 1, and will be useful in future chapters. You can freely switch between dress and armor via **Ciri equipment screen**. Once you reach **level 2 in Magic** skill, **Triss** will teach **Ciri** her first spell, "**Reveal**". It will be useful while fighting enemies who can become invisible.

3.7 "Magic Shop"

in order to train **melee** and **alchemy** skills, you need to purchase certain items. Both **melee** and **alchemy** training trigger this quest. Click on the **inkwell** to write a letter to **Triss**, then wait for two days. Upon reading her reply, you will unlock the **Sorceresses Shop** and this quest will be completed.

3.8 PlayWitch #1

30 days after unlocking **Sorceresses Shop** you will get a letter from someone going by the name of **Gambit** (Patreon Reward). He will propose you to trade the first **PlayWitch** issue with **500 orems**. Click on the **inkwell** to send him the money and wait for a few days. Read his answer.

This will unlock first **PlayWitch** issue and complete the quest. You can check all the available **PlayWitch** issues by clicking on the chest. From now on you can produce **Sticky Liquid** by clicking on the chest at night and selecting "**Masturbate**". The more issues you have, the more vials you can produce every night. This will allow you to advance in the **Alchemy Training**, as crafting **Deep Swallow** needs **Sticky Liquid** as one of the reagents.

3.9 PlayWitch #2

The second **PlayWitch** quest is available as soon as **Triss** arrives to the castle, after collecting the first **Playwitch** issue. Visit her room (*by clicking **Visit** button in castle map screen*) and talk to her about the **Lodge**. Send another letter to **Gambit**. He will reply with **3 letters**, one after another. After the last letter, you have to send him **1000 orems** to unlock the **second PlayWitch issue**. You will be delivered the issue in a few days, completing the quest.

3.10 "Forest Dweller"

Quest begins as **Triss** requests for **Dryad Juice** vials. Click on the door to start searching for dryads around the castle. Summon **Ciri** and talk to her about **Dryad Juice**. After the scene, summon **Ciri** again.

Now there are **two ways** to advance the quest: **spank Ciri** or **use Axii** to convince her. You will need **level 2 Axii** skill to avoid **spanking**.

After convincing **Ciri**, send her to the dryad again.

After the scene, you will need to find a book about dryads. Click on the **chest** to unlock **bookshelf**, then click on **bookshelf** and search for **books**. This will trigger an optional quest, "**Ghouls and Alghouls**".

Open your inventory and click on the "**Shadows of Brokilon**" book to make **Ciri** start reading. Exit the inventory and wait for a few days until she's done reading the book. Summon her to your room and send her to the dryad. After another scene, summon her again and talk about the Juice. This will complete the quest and you will be able to visit the dryad any time for more Juice.

3.11 "Underground Secrets" (*optional*)

At the beginning of the game, you will unlock access to Castle's **Dungeon**. You can visit it at anytime to collect random resources.

In order to complete the quest, you need to **visit Dungeon 28 times** in total. **Every 7 times** you will meet **Ciri**, and a short event will happen.

Ghouls and Alghouls (*optional*):

You can trigger this quest while searching for a book about dryads in the **bookshelf**. Read the book called "**Ghouls and Alghouls**" in your inventory.

After a short event, summon **Ciri** and use the book again. This will unlock another **punishment**. Spank her "**for Ghouls and Alghouls**" to complete the quest.

From now on, you can use the book as an excuse to punish her anytime.

3.12 "Peeping Tom" (optional)

After **Ciri** started collecting alchemy ingredients, she will sometimes visit the lake to take a bath. When that happens, you will see a "???" as for "**Ciri Activity**".



Click on the door to check on her. **This will unlock the first part of gallery scene #1.**

After the event, summon **Ciri** and use **Axii** on her to change the bathing spot. You need at least **level 1 Axii** skill to do it. Now wait for a few days until she goes to the lake again, and peep on her. **This will unlock the second part of gallery scene #1.**

Use **Axii** again to convince her to return to the same spot. Then wait for **Ciri** to take a bath and peep on her again: this will complete the quest, while **unlocking the third part of gallery scene #1.**

3.13 "Winter Cums"

Chapter One's final quest. As you progress with training **Ciri**, you will start having weird dreams. Eventually, you will need to **talk to Triss about Ciri** at night (use the "Visit" button on castle map screen).

Wait for the night after and click on the door to visit **Ciri**.



After that, **Geralt** will randomly visit **Triss** at nights (*Ciri Activity in the top right corner will change into "Geralt's Visit!"*), during his visits keep on visiting **Ciri** until you have seen all variations of peeping scene (*this will unlock gallery scene #4*). After that, you will be given a choice: **try to fuck Triss** or **leave her to Geralt** only (*This choice will affect ending*). If you choose to **ignore Triss**, you won't be able to unlock **gallery scene #5**, so consider saving your game before choosing: you can unlock the scene, then load savegame and pick another option if you wish to leave her to **Geralt**.

Quest will be completed upon choosing to **ignore Triss**.

Otherwise, visit **Triss** and talk to her.

She will ask you to collect **Foglet's Ashes**, and an option to collect them will unlock in **Alchemy Training** menu. However, defeating a **Foglet** will require **level 2 in Magic** and learning **Reveal** spell from **Triss**. Once you have the **Ashes**, give them to **Triss** to unlock **gallery scene #5**.

On the day after completing all of the **main quests**, story automatically advances and **chapter ends**. The game will **save your progress**, allowing you to **skip Chapter One** in future updates.

4. Hints:

- While she's in your room, you can grab **Ciri** boobs **once**. If you want to grope her some more, you need training **Axii** to **level 2** and use it on **Ciri**.
- You can use **Deep Swallow** before spanking to enter "**Pleasure Mode**": **Ciri** will enjoy her punishment more than usual.
- The dress **Ciri** receives from **Triss** will protect her from **Axii**: make sure to change her outfit before using **Axii** on her.

To be Continued...