

The plot

Introduction

The action takes place in the village of Darkwater (or what's left of it) a few years after the events described in the original game. Geralt has some pressing matters in Maribor. These matters require some financial investment. Namely 800 orens. Geralt has spent a lot of time hunting down monsters in order to gather the necessary sum. As soon as he did that the witcher left for Maribor. Eventually he came to Vizima and crossed its lake in the evening. The night caught Geralt not far from the Darkwater inn, so he decided to rest there. In the morning the witcher woke up to find out that he was robbed. All his gold was gone. Now time is running out and Geralt needs to return his orens, or find another 800 coins as soon as possible. This is a start.

Development of the action

Enraged Geralt goes to the hostess. She seems to know him. The hostess is the daughter of the old innkeeper. Geralt met her while he was in these parts (in the original game). Her parents were slain in the bloody massacre when Toruviel and her squirrels were taking hostages. The hostess claims to know nothing of the stolen money. Moreover she gloats over the witcher troubles and believes that he was the reason of all the misery in Darkwater.

Meanwhile it seems that these are troubled times for the inn as well. Beside Geralt there is only one visitor. It is a man with a face partly covered by scarf. His name is Lense. He informs Geralt that last night he spotted a boy, local village fool, in the inn. The hostess hears his words and sarcastically asks if he is a thief himself. Lense gets very angry and shouts that he is no thief. Geralt decides to gather some more information and goes to Darkwater.

The village leaves a painful impression. It is almost extinct. Most houses are empty and desolate. Geralt understands that Darkwater was never able to recover after the massacre. It turns out that only three villagers inhabit this place: an old man, who claims to be a village elder; his son, a local fool and a young widow.

The boy is the one Geralt is looking for. The witcher speaks calmly but the fool is mocking at him. Soon Geralt starts thinking about some radical measures. At this moment comes the priestess. She persuades Geralt to let go the fool. Intrigued the witcher agrees and the fool runs away from Darkwater. The priestess turns out to be a follower of Melitele goddess from the temple in Ellander. At least she spent there a few years under guidance of wise Nannake. Priestess name is Gwena. She heard stories about Geralt and asks him about a favor. The priestess says that in the inn there is a man named Lense who bears a grudge against her for some sins in the past and wishes her dead. Gwena asks Geralt to stop him. No! Not to kill, but persuade to refuse from his sinister plans. The priestess claims to know where the stolen money is and promises to tell him if he helps her.

Geralt returns to the inn. Lense laughs sadly and refuses to spare the priestess. He tells Geralt that Gwena was the reason of his older brother Artar death here in Darkwater ten years ago. "The circle is locked. An old snake bit his tale." he says. Other than that he tells nothing. When Geralt comes back to Gwena she listens to him and says that Lense told the truth. But the priestess refuses to give any explanation. Geralt is a bit frustrated and decides to speak to locals.

The widow had not heard anything about Gwena and Lense. She came to Darkwater recently. Still the widow says that she likes Gwena, because the priestess has healed the elder. Also she asks Geralt to bring her some herbs. The widow is willing to give him 50 orens.

The hostess remembers that she heard stories about two brothers and a woman, but that was a long time ago, when she was a child so she can't remember anything. Still the hostess likes Lense because he helped her to chop some firewood.

The village elder is more helpful. He suggests Geralt to go to the ruined bridge at night and "see for himself". Also the elder complains that he can't go and have a beer because he fears echinops which suddenly emerged near the inn. The elder asks Geralt to get rid of them. In case of success the elder is eager to give 100 orens.

Geralt travels to the ruined bridge, meets there the wraith of Artar and learns his story. Once he was a rich merchant from Darkwater. Artar fell in love with local orphan girl, Gwena, and was going to marry her. What he did not know was the fact that she and his younger brother, Lense, became lovers. Gwena had persuaded Lense to kill him and get all his money. One night Lense called Artar to the bridge claiming that he needs to discuss very important things. And here, near the bridge, Artar was slain. Now his restless spirit is thirsty for revenge. Artar wants both Gwena and Lense dead.

Climax

On his way back to Darkwater Geralt meets Lense. He understands that the witcher has met his brother wraith. Lense tells him that after murdering Artar he went crazy and ran away. For many years he traveled around the world searching death as a mercenary until a few years back he came across Gwena. He loved her once but now he believed that she had to die so that Artar can rest in peace. Lense pursued the priestess for a long time. He says that he will come for her on the sunrise of the next day and promises to pay Geralt 800 orens if the witcher will not interfere.

Now Geralt will have to make a choice:

- Banish Artar
- Kill Lense
- Kill Gwena
- Do not interfere

He can try to persuade Gwena to leave Darkwater or Lense to refuse from his plans or even the wraith to refuse from his revenge but to no avail. In the end only four choices will be available for Geralt.

Consequences

Banish Artar

When Geralt returns to Darkwater and tells Gwena and Lense about Artars banishment they stay silent for a few moments. Then the priestess gives Geralt back his money which were stolen by the fool and given to her as a token of gratitude for healing his father. Lense throws a purse to Geralt. They leave Darkwater. Together.

Kill Lense

Gwena gives Geralt back his money which were stolen by local fool and given to the priestess as a token of his gratitude for healing his father. Then she goes to the ruined bridge.

Kill Gwena

Lense goes frenzy and attacks Geralt. Geralt slays him and gets 3000 orens from the bodies.

Do not interfere

Lense slays Gwena. He looks at her for a bit and then throws Geralt a purse of money. Then Lense goes to the ruined bridge.

Ending

In any case Geralt continues his way to Maribor with coins clinking in his belt. But the idea he expresses depends on choices he made

Characters

- 1) Gwena – the priestess (model). Appears during the first dialog of Geralt with the fool. She spends her days walking around Darkwater. At night she sleeps in one of the deserted houses.
- 2) Lense – the mercenary (man with a scarf model). He spends all his time at the inn.
- 3) Village elder (old man model). An old man spends all his days near his house basking himself in the sun. At night he sleeps in his house. If Geralt takes care of echinops an old man will walk to the inn have there a drink and than go back to Darkwater.
- 4) Village fool (male model). Before the first dialog with Geralt he walks aimlessly at the far northern end of Darkwater singing some silly song, something about brother-slayer. After that dialog he runs away and disappears.
- 5) The widow (Selina model). The widow spends most of her time outside the village gathering the herbs. She comes back very late and goes to sleep in her house
- 6) The hostess (the same model as in the original game) spends all the time at the inn.

Sub quests

- Gather herbs for the widow
- Kill echinops for the elder

Designer notes

- 1) I chose a free form for stage 1, since it's just a concept.
- 2) English is not my native language.
- 3) I had some trouble with writing names like Vizima or Maribor in English. Wish there were a glossary out there.
- 4) I decided not to provide detailed descriptions for characters, since there will be no voiceovers for them (not yet, at least). Their personalities will be outlined through dialogs later on. Also dialogs will outline characters motivations.
- 5) I will provide detailed description of cut scenes at later stages, since this is not necessary for the first stage (If I understood correctly) and besides I am not quiet sure of what I can achieve with the D'jinni editor (studying it).
- 6) Geralt receives 3000 orens for killing Gwena because in my opinion moral choices in games usually are not choices. If you do something "good" you receive a huge benefit. I would like to see the game where "evil" players will have the easiest life of all... and cry bitter tears when they see what their choices turned their character into.
- 7) I decided to keep a number of NPC small because this will allow me to concentrate on each of them and create some an interesting dialogs. Also I want this adventure to have mood of loneliness and emptiness.
- 8) The appropriate journal entries will be fulfilled after the dialogs

Thanks for reading all this.

P.S. It was a bad idea to make Geralt the main character in the original game. All the fans would've bought it anyway and non-fans do not bother about Geralt... anyway! I lost a lot of fun because of it.

P.S.S. Still you've made one of the best games ever and I am eager to see the Wiedzminland Online.

A comment from Artur Ganszyniec:

The story is ok., but just ok. Something crucial is amiss. The plot itself is interesting, the choice - not obvious, the characters – intriguing. Still, the whole scenario is just ok. while it could have been very good. So, what went wrong? It seems to me, that the players motivation is the bad apple, that spoils the whole basket. Geralt does not care for the villagers’ problems, he just want his stolen money back. The scenario gives the player a chance to get back to money, but the chance is not the obvious one. Most players would rather interrogate all suspects and look for the hidden money by themselves. The game gives them no such opportunity and this is the weakest point of the scenario. Fixing this issue would bring great improvement to the whole adventure.

A comment from Katarzyna Kuczyńska:

I like the way Geralt is drawn into the situation: he needs his money and they have been stolen. That’s a good reason to investigate the village, but you gave a player too little options of what he can do to get his money back. It’s a pity you didn’t describe the characters (like you wrote in a disclaimer), it makes writing dialogs a lot easier even if you don’t make voiceovers. The story is interesting, but it needs polishing. You should think about adding more gameplay scenes and situations, because now your story is being told only by dialogs, Geralt only runs and talks, nothing else happens. I liked the way you designed the choice, a player make it by some action, not by talking and there are different consequence after each decision.