

THE KILLING FIELDS

**EGC Games Entry to *The Witcher*
Adventure Contest
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Stage 1: Plot Design

Timeline: Earlier than the events portrayed in *The Witcher*.

Geralt has received an urgent letter from a priest of Lebioda for a witcher contract to eliminate a wraith in a village. Upon arrival, he's greeted by a Priestess who explains the situation. At midnight a wraith is roaming the road between the village and the plowing fields killing villagers. Geralt must find the monster, kill it and return for his reward. However, things are not that simple and certainly not what they seem to be in this secluded rural community...

Main Plot Characters:

1. Former Mercenary
2. Priestess
3. Village Elder
4. Wraith

Main Character Background

Priestess

A band of non-humans was rounded up from the nearby settlements as retaliation to a raiding party attacking a Flaming Rose official. The priestess fearing for the safety of the villagers and as an act of desperation has gathered all non-humans from the village and handed them over to the Order's captain, only to be massacred in the nearby field by a company of Flaming Rose soldiers. The Order captain has 'persuaded' the priestess to be an informant for the Order and report any sightings of non-humans within the surrounding area.

Village Elder

The liaison between the Priestess and the villagers, he's by far the wiser and definitely eldest member of the community. Although his sanity is questionable at times, he's a respected member of the community and serves as an advisor to the inhabitants while heavy drinker he roams the surrounding area half-drunk and specializes in brewing strong alcohol beverages for his personal consumption and as a supplier to the local tavern.

Former Mercenary

A retired soldier that finds it hard to give up on his 'expertise', tries to hold on to his former mercenary days by taking the role of the area's vigilante. Constant strife between him, the priestess and the local Flaming Rose detachment that in his view is incapable of keeping the peace.

Wraith

A once Scoi-atel leader, it roams the vilagge surrounding area haunting the road and warns travelers of the cruel disposal of him and his followers. The initial main reason

for Geralt being in the region, it attacks any weapon-wielding individual looking for revenge. It serves as the focal point and main quest line alteration hub.

Flaming Rose Official

A hardened veteran of many battles, he's blindly following his superior Knight orders, aiming to become a knight himself by showing extreme zeal to the Order's directives. The main person responsible for the non-human massacre in the field.

MONSTERS

I. Echinopsae

- Location field
- Time of appearance 21:00 to Midnight

II. Minor Wraiths

- Location Crypt underneath the village
- Time of appearance 24-hour

III. Main Quest Wraith

- Location Roaming between village and crossroads
- Time of appearance Midnight

IV. Bandits

- Location Small Ruins
- Time of appearance 20:00 to 06:00

V. Army Captain

- Location Village
- Time of appearance following Choice 2 in confrontation with Priestess quest line

VI. Army detachment

- Location Same as Army Captain
- Time of appearance Same as Army Captain

Main Quest Overview

As soon as Geralt makes contact with the Priestess, the player can choose to take a herb gathering quest from her. In addition, the former mercenary will offer a vigilante mission of disposing a group of bandits (perhaps his former comrades in arms) in the

nearby ruins. Provided that the player successfully completes the quest given by the mercenary captain, the NPC will assist in facing the Flaming Rose soldiers later on.

Of course, the Wraith that's the focal point of the adventure will have to be confronted at some point and the two distinct quest lines will be triggered upon the player's choice as follows:

1. Killing the Wraith
2. Listens to the story about Flaming Rose's extermination of non-humans in the nearby field

On (1), the player will return to the village in the morning, deliver an artifact collected from the Wraith's remains to the Priestess and be confronted by the local Flaming Rose official collecting his reward. From then onward, the field Echinopsae will be the next target, eliminating all of them will result in collecting a further reward and finishing the adventure.

On (2), the player will have to confront the Priestess on the following day and face the Flaming Rose detachment, attempting to exact revenge for their actions against the non-humans. Following a successful outcome, the Wraith will appear and direct the player to head over to the Echinopsae-infested field and told that the executed non-humans have been avenged and will rest in peace, not posing a threat to anyone in the area.

Side Quest

The Ancient Scroll

The representative and most wise of the populace confront Geralt with a matter of grave importance when the player returns from the first quest (either Priestess or Mercenary line).

An ancient scroll has fallen in the well and has to be recovered or the consequences will be grave. Provided that the player takes the quest to recover the scroll, he enters a crypt that leads under the well and fights a group of wraiths to get the artifact. Upon successful completion, the player following a dialogue with the elder NPC discovers that the 'ancient scroll' was in fact the recipe for local vodka!

MAP



1. Village
2. Echinopsae Field
3. Bandit Camp
4. Priestess quest herb locations
5. Entry Area

Quest Flowchart

