



Quest Design The Witcher 3

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Intentions

Develop the background around the witchers, understanding that they can have their own free will.

Develop the background around the dopplers, portraying them as creatures capable of having feelings.

Shift the atmosphere throughout the quest from a warm, nostalgic feeling to a sense of psychological horror.

Leverage the investigation tools from The Witcher 3, but avoid quests centered around “following tracks”.

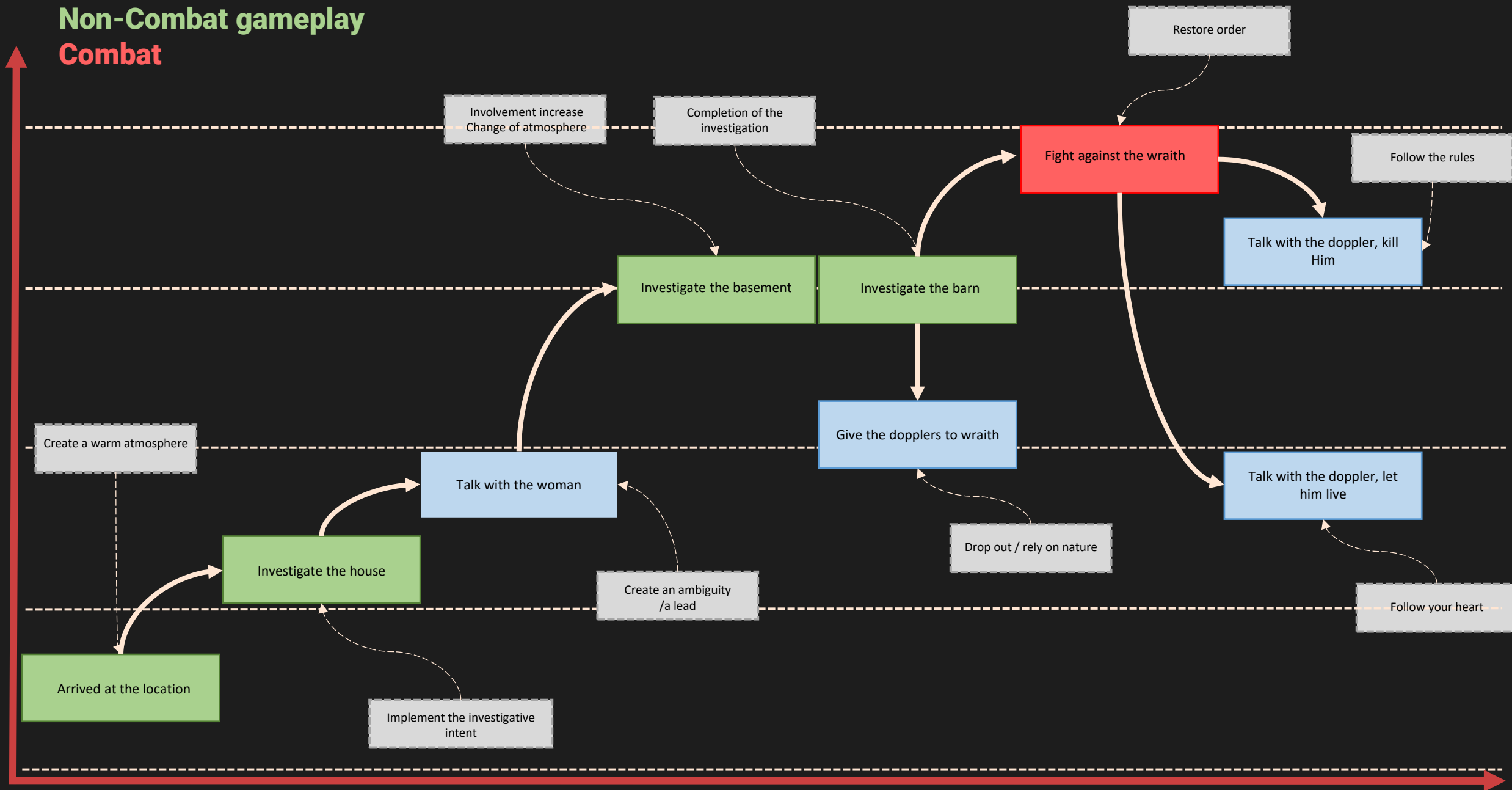
Scene

Non-Combat gameplay

Combat

Tension

Time

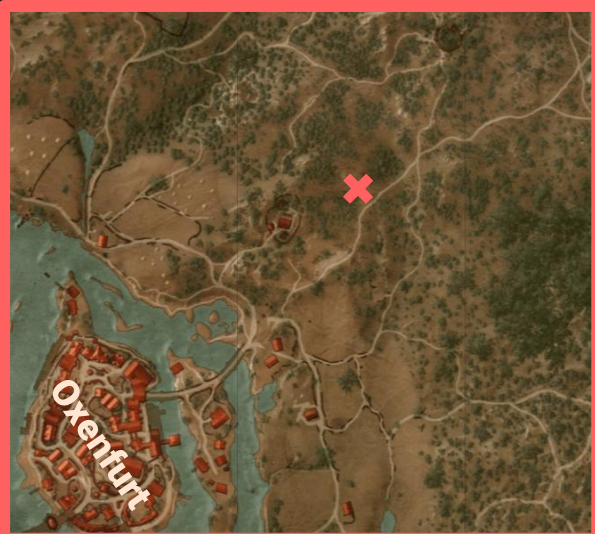


Synopsis

Geralt must find Giren, a retired Witcher, and persuade him to join the fight against the Wild Hunt. Upon arriving at the location, Geralt needs to investigate Giren's whereabouts by searching his home and speaking with his wife, Yelena. Something strange happened in that house, without anyone realizing that a Doppler was behind a terrible double murder.

Quest Details

Location



An isolated, tranquil location in Velen, ideal for retirees seeking to spend their days in peaceful solitude.

Characters & Gameplay elements

Brul, the doppler/the dog
Yelena, the witcher's wife
Giren, the witcher

The Witcher sense
The magic lamp
A found key

Enemy

Wraith Witcher



An enemy that has the same fencing style as a witcher.

Arrived at the location

The quest begins when players meet Lambert in a tavern. Lambert has something to tell Geralt about a potential ally. He tells him that he heard about a Witcher called Giren who decided to stop practicing and settle for a while.

He could be a good ally for us against the Wild Hunt if Geralt can convince him. At least, it's worth a try!

Players go to the location and discover a beautiful farmhouse. The place seems poorly maintained or has recently been abandoned.

Players can knock and enter, but no one is there.

If players take a tour around the house, they can notice a barn that is locked and a door leading to the basement of the house, also closed.

Players are encouraged to investigate inside the house. They can look around and find clues about where Giren could be.



Investigate the house



Players can activate the Witcher sense and find the following:

- In a chest: a witcher necklace from the griffin school and a letter justifying Giren's escape from Kaer Seren and his decision to abandon witcher responsibilities and brotherhood values.
- On the floor: a piece of rope chewed by a dog.
- A trapdoor on the floor at the back of the room.
- In a drawer : Giren's Diary, in which he wrote that:
 - He missed his beautiful life with his wife and his dog.
 - His dog disappeared overnight, and his wife was never the same afterward.
 - His wife became strange and forbade him from going to the barn anymore.
 - He needs to find out what's going on !

When players interact with the trapdoor, someone returns home, a woman. A dialogue scene is triggered.

Talk to the woman

She is shocked to see the witcher and asks him what is he doing here. Geralt explains the situation and apologizes, thinking the place was abandoned.

Geralt has the opportunity to ask questions. The discussion between the two characters:

- The dog, whom she called Brul, is dead and buried in the barn. She affirms that they buried him together.
- The woman is the wife of the witcher, her name is Yelena.
- The trapdoor leads to an underground where she can store supplies and old witcher stuff.

She proposes to Geralt a cup of tea, that he should not refuse, as the situation creates doubts and it will be an opportunity to investigate more, especially in the basement.



Investigate the basement



As Yelena is preparing tea in the kitchen, players can open the trapdoor to investigate the basement.

-They have time to look around but cannot take too much time. Otherwise, Geralt will be asked to return to the living room, Yelena won't be happy, and the quest will fail-

Players can investigate in the basement and find the armor of the witcher and only one sword, the iron one. He also finds a big and rusty key with blood on it. Another entry in the basement leads to outside.

At this point, with all the information players have gathered, they might want to look at the barn by themselves. Alternatively, players could also follow the scent of the blood that leads to the barn. Players can use the found key to open it.

When they enter the barn, Geralt's necklace vibrates.

Investigate the barn

Players discover two green fogs; they should use the Keira's magic lamp to understand the situation.

They discover :

- The wife, who has been killed by someone that she called Brul, who forced her to undress just before. (She became a Banshee)
- The witcher, who fought as best he could (overwhelmed by emotion) and finished the combat against what seems to be a Banshee. Unfortunately, he is too injured to hope to stay alive. His last words blame the dog "that tricked them" and finally blame a "twisted fucked doppler".

Yelena (Brul the doppler) will run to the barn to stop Geralt and push him out of it.



The wraith appears



A Wraith of the witcher appears and attacks Brul, whom players found at to be the doppler. The specter wields a sword and mimics the witcher's combat style.

It's the players' choice to defend the doppler or not.

- if players defend Brul, they will have to fight against the wraith. Afterward, they will have a talk together.
- If players let the wraith kill the doppler. Brul will die, and the wraith will disappear forever. It will be the end of the quest.

Talk to Brul

Brul is in tears. Geralt and he need to talk.

Geralt will understand the following:

- The story of the doppler, who decided to be the dog of this couple on a whim and fell head over heels in love with the witcher.
- The doppler decided that he wanted more and killed the wife to take her place during a couple months until the witcher began to have doubts. He didn't expect that she would turn into a Banshee.

Geralt, tormented by his values, should kill the doppler. Players have a choice to make:

- Kill the doppler as a witcher should do.
- or let him live, as Brul has suffered enough.

The quest ends.





Thank you !