

# Quest Core & Information

Quest Name: Same Old Mysterious Tracks (after: Like One Who Once Had Wings)

Quest Type: Initially a Monster Hunt quest which then becomes a Side Quest

Monster - Fiend

Location - Lindenvale & Novigrad

## Prerequisites

- Must finish the “Witcher Wannabe” Side Quest (10-12 in game days after) or any time if the side quest (“Witcher Wannabe”) was not initiated.
- Get a contract from a Notice Board in Oretton, Downwarren, or Lindenvale.

## Logline

A routine monster contract in a village leads Geralt to a fellow witcher whose protection of the locals hides a darker truth

## Synopsis

Geralt finds a notice posted on a Notice Board, the village of Lindenvale is in desperate need of a witcher to deal with a monster that has been terrorizing them for weeks. When Geralt asks the villagers of Lindenvale about it, he learns that another witcher had been protecting the village for some time in exchange for payment but after his price grew beyond what the village could afford, the witcher left. Shortly after his departure, a new monster began appearing near the village, and the villagers turned to the notice board for help.

Geralt tracks the creature to a nearby cave and slays it, only to discover signs that the Fiend was lured there deliberately. The herbs and compounds used to draw it remind of the marks of witcher alchemy. Returning to the village, Geralt begins to investigate what really happened to the previous witcher and where he went.

The trail leads to Novigrad, where Geralt finds the witcher Tolard Nas of the School of the Griffin and uncovers the truth, Tolard has been luring monsters to Lindenvale for some time now, killing them for inflated fees, and using the money to drink away a past he cannot escape.

### Themes and design intent

- Show how other witchers can cope with stressful situations from their past. Somewhat similar to the short story "The Lesser Evil" however this quest shows how other witchers react to such situations.
- Show that not all of the witchers follow the Witcher Code

## Quest Structure

### Phase 1 - Hook

- Geralt takes a contract for a monster hunt. To begin, he must speak with the village elder about the problem.
- The elder tells Geralt about the monster and briefly mentions that another witcher used to defend the village from similar threats.
  - (One or two sentences from the previous witcher is not the focus of this conversation yet.)
- Geralt negotiates the price and accepts the contract.
- The elder points Geralt toward the nearby forest, where the monster has been sighted.

### Phase 2 - False Contract (Monster Hunt)

- Search the forest using Witcher Senses.
- Follow the monster's tracks.
- Locate the source of the scent trail.
- Find a way into the cave.
- Explore the cave using Witcher Senses.
- Geralt notices a set of human footprints nearby.
- Following the footprints leads to a spot where someone had been meditating.
- Prepare bait using the alchemy formula for the Fiend.
- Place the bait at four points around the hill.
- Geralt finds that bait has already been placed at two of the four points.
- Wait in the cave for the Fiend to catch the scent.
- Kill the Fiend.
- Take a trophy from the Fiend.

- By inspecting the body, Geralt finds devil's puffball burn marks on the Fiend's hide, indicating that someone with witcher level alchemical knowledge had fought this creature before.

## Phase 3 - Investigation

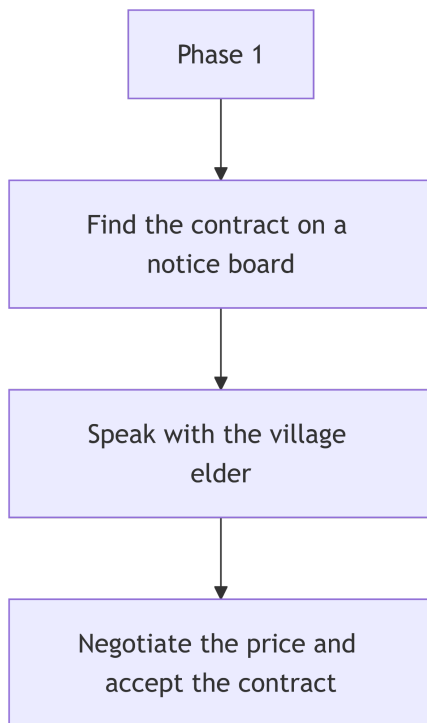
- Geralt suspects the monster was lured to the cave deliberately.
- Walking the village perimeter, Geralt finds additional planted monster nests and katakan eggs evidence that the luring has been systematic, not a one time scheme.
- Return to the village and collect the reward from the elder.
- Ask the elder more about the witcher who had been defending the village.
- The elder explains that the witcher had protected Lindenvale for some time, but gradually began raising his price until the village could no longer afford him.
- The elder mentions that the witcher used to stay at the village inn.
- Geralt goes to the inn and questions the innkeeper, who recalls that monster attacks always seemed to begin whenever the witcher was in residence.
- Geralt finds the Witchers diary in his room. The pages include bestiary notes, day to day thoughts (Hint: his favorite bar), and fragments of an older contract in Vizima, a cave, children, and a howler.
  - (The full story is withheld here, to be delivered by the Witcher himself during the confrontation.)
- Geralt finds additional luring potions hidden in the Witcher's room.
- Geralt travels to a Novigrad inn where the Witcher may be staying.
- The Witcher is not at the inn, but Geralt can question the bar workers. They confirm that he comes in often, and that he left not that long ago.
- Geralt uses Witcher Senses to track the scent of alcohol through the streets.

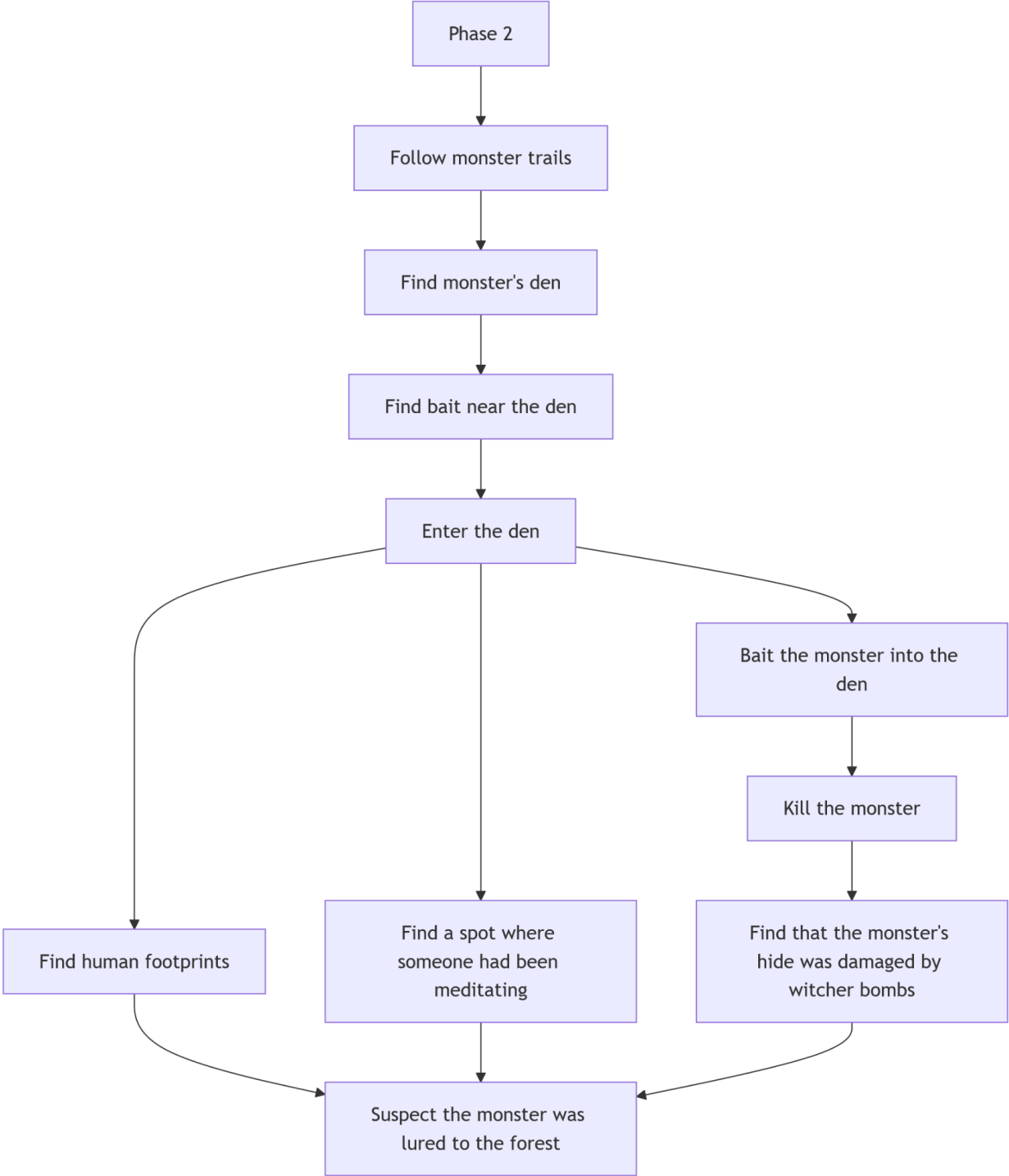
## Phase 4 - Finale

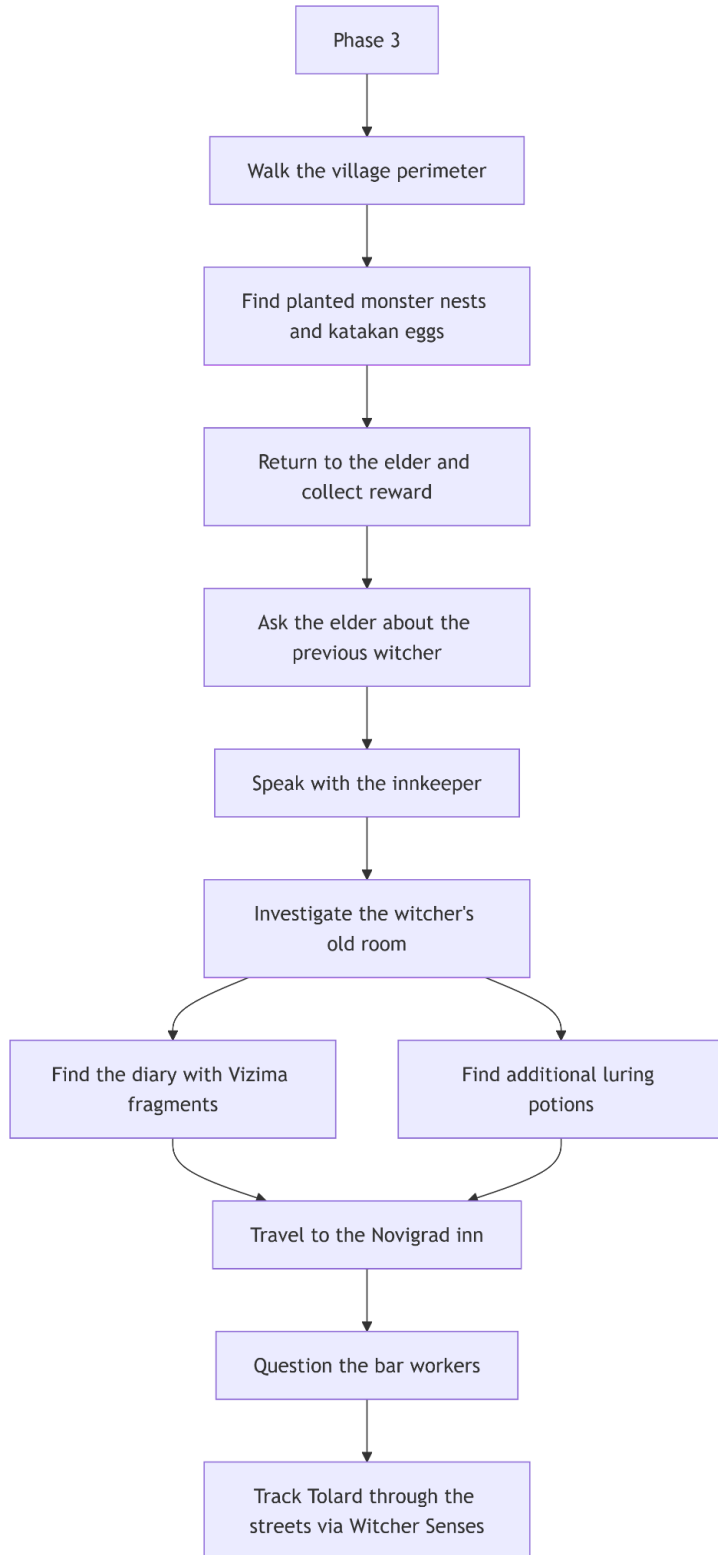
- Geralt finds the Witcher on the street, drunk, trying to pick a fight with several bandits.
- Geralt can help the Witcher fight off the bandits or Watch as he gets beaten up.
- Tolard thanks Geralt if helps or blames him for not helping a fellow Witcher.
  - Dialogue sequence begins.
    - Learn more about the Witcher, who he is, where he is from, and what he does.
    - Ask him about his work protecting the village.
    - Push him on what he has done.
    - The Witcher breaks down and tells Geralt the truth about Vizima and Lindenvale.
      - **Final Choices:**
        - Bring the money back to the village yourself.
          - Tell the villagers what Tolard has done.
          - Lie to the villagers and simply return the money.
        - Force the Witcher to bring the money back himself

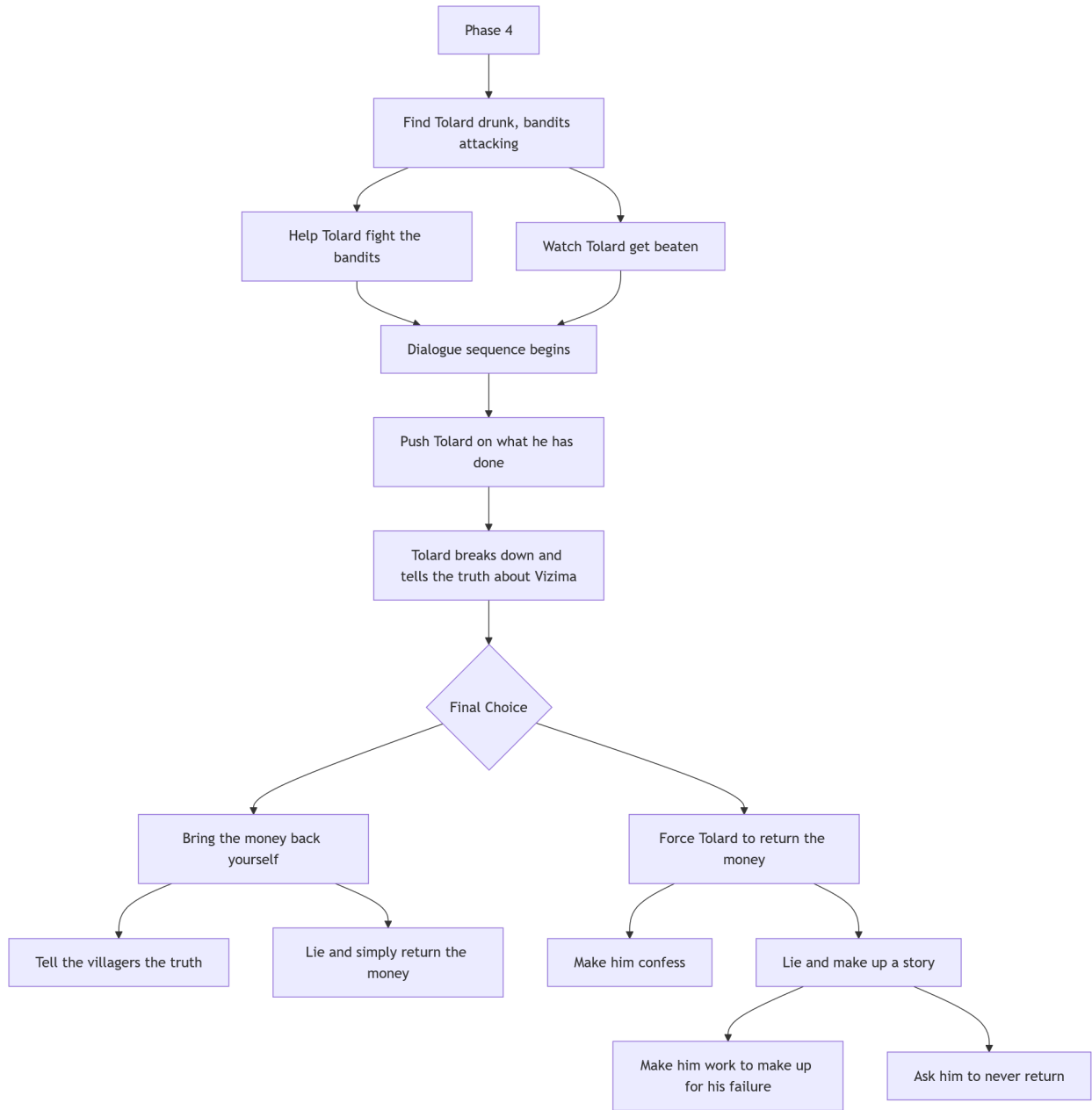
- Make him Confess
- Make up a lie
  - Make him work for the village to make up for his failure
  - Make him leave Velen

## Quest Flow Chart

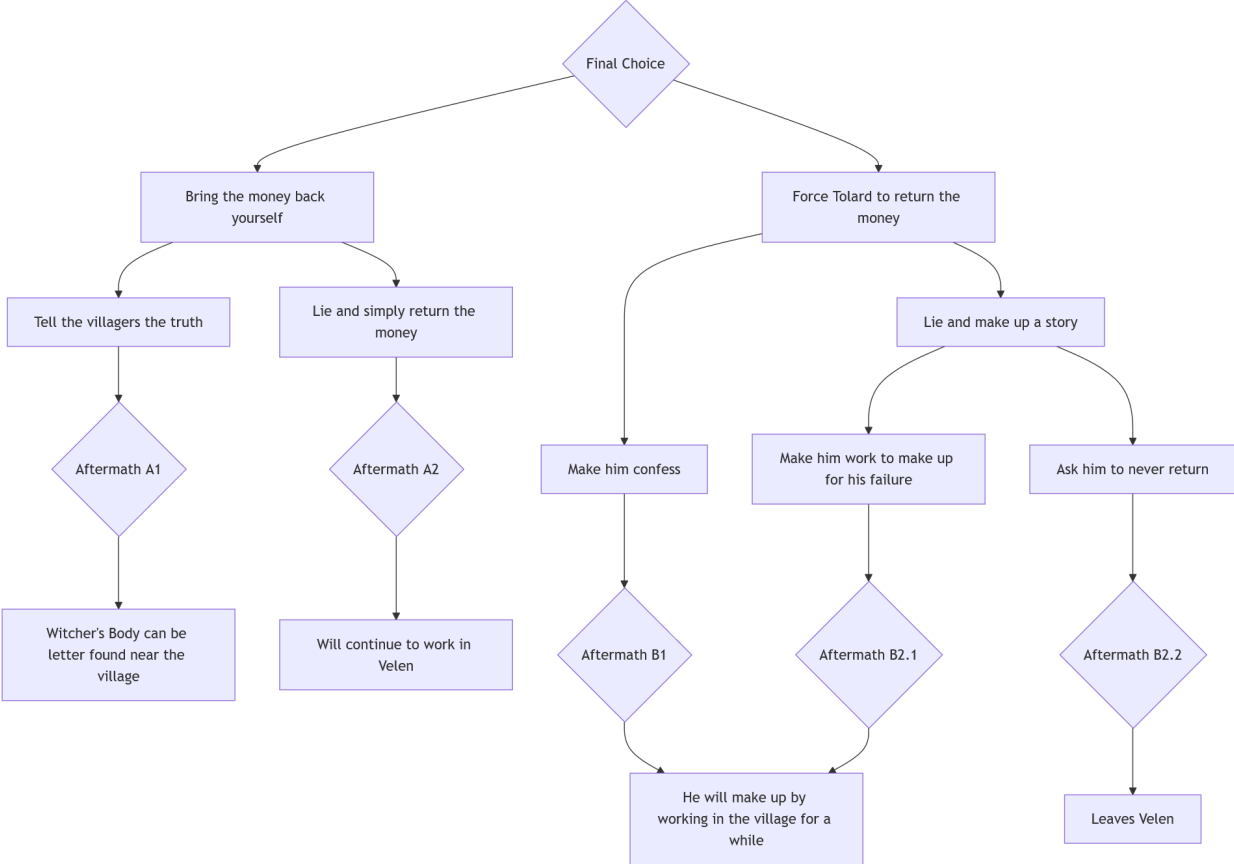








# Aftermath



## Aftermath A1

- After a dialogue with Geralt, Witcher will come back to the village to ask everyone for forgiveness however it will be too late.
- Due to unbearable hatred of what he has done, Witcher will take his own life
  - Geralt can find his body in future in Wolven Glade's area

## Aftermath A2

- A journal entry can be found talking about a witcher from a school of griffin who has been helping out a lot of different villages lately

## Aftermath B1&B2.1

- Something similar to "Witcher Wannabe", Witcher will help the village out with getting rid of any planted monsters and serve them for a while

## Aftermath B2.2

- Witcher will leave Velen

# Cast

**Tolard Nas** - Witcher of the School of the Griffin,. A tragic incident during a contract forced him to flee the region. Once a witcher who held to his school's chivalric code is now a fallen man, drinking heavily and exploiting his craft.

## The Incident

Tolard accepted a contract to rescue a group of children who had wandered into a cave and gone missing. Their parents had not heard from them for some time and feared the worst. When Tolard reached the cave, he found the children alive but the howler returned while he was leading them out, and attacked.

While Tolard was defending the group, one of the children panicked and ran deeper into the cave. The howler broke off and followed the boy. Tolard tried to reach him, but he could not catch up in time. With the rest of the children still in danger, Tolard made the only call he could which was gathering those he could save and flee the cave, leaving the boy behind.

When he returned to Vizima, the villagers blamed him for the boy's death. His reputation in the region was ruined, and he was forced to leave. He drifted west into Velen and took up regular witcher work, but the weight of the incident followed him. He began drinking to forget, and the more he drank, the more his money disappeared. When the contracts alone could no longer sustain him, he started exploiting his knowledge of monsters, luring them to settlements, killing them for inflated fees, and using the coin to keep himself drunk enough to sleep well.

NPC

Names

ID (.w2ent)

Lindenvale Eldest	Udravir	nml_villager (crowd_old_01)
Lindenvale Inn keeper	Lese	nml_villager_woman (5)
Novigrad Inn keeper	Thietlion	novigrad_elf_woman
Bar Worker A	Clinami	novigrad_fisstech
Bar Worker B	Effis	nml_villager_woman (17)
The Bandits (4)	Bandit (A-D)	novigrad_rogue_lvl1(01-04)
Bandit Leader	Idom	novigrad_rogue_lvl1(06)

## Locations

Lindenvale - Main Location of the story where the Geralt will have to investigate the inn as well as its surrounding Forest for Monster Hunt and Investigation sections of the quest.

The Forest South Eastern to Lindenvale -

Cave

Novigrad Inn

Novigrad Street

# Open Questions

- Playtest the moral weights of the final decisions
- Killing the Witcher may seem as a less logical option as he has done no direct harm to anyone
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# Extra Notes

On the prerequisite. Due to "Witcher Wannabe" also being in Lindenvale to not have any complications this quest has to be some time after completing the quest (10-12 in game days) or at any time if the player did not start "Witcher Wannabe" quest. If the player has already completed the quest there is an extra voice line from Geralt joking about weird witchers coming to this village.

