

# The Witcher: Visenna's Legacy (DLC)

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## Game Design Document

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IMAGE SOURCE: 1 TRISS MERIGOLD BY DARKAKELARRE (DEVIANART.COM)

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## OVERVIEW

Little is yet known about the background of the mysterious Geralt of Rivia. In this DLC, we will be taking a little peek into the past life of his mother, **Visenna**. She is based on Andrzej Sapkowski's written novels of a character of the same name. However, in this DLC, Visenna is portrayed as a very powerful sorcerer, as opposed to being a simple druid who heals. She will be the central figure in the story development of the DLC.

She will not appear in the game though. She will only be speculated in the introductory cut-scene, and mentioned regularly throughout the game. Geralt learns in the game who her mother really is and what she has done to save a village from the degeneration of humanity and evil deeds. Her actions would force Geralt to reflect on his own actions as well in the end.



## STORY SUMMARY

The game will start in a small fishing village which used to be called Murky Waters. Geralt is called on the village to solve a specter problem. Before he embarks, Triss Merigold hints to him that the Book of Exegesis, which they have been looking for all this while, is rumoured to be located in that village. What the old Storyteller of the village will tell Geralt will set things in motion in search for that book. The story thereafter touches on a sensitive topic about religion and societal deception. Geralt will eventually acquire knowledge of Visenna's involvement and attempts to rid the village of the atrocities committed by the villagers.

There is a historical backstory of Visenna available in **Appendix II**, entitled "Visenna's Legacy", which covers what might have happened in the village many years before Geralt arrives to Murky Water.

## GAMEPLAY

This DLC would provide at least an hour of gameplay. It is a short game but what players would hopefully gain after completing the game is the sense of awe for Visenna's magical prowess, which also explains why Geralt is such a powerful witcher.

The gameplay can actually be categorised into two parts. The first part involves a lot of interaction with the NPCs, which would also require Geralt to roam around a lot on the map. The second part takes part indoors and is mostly combat intensive. This would be where the game would end.

In this DLC, Geralt's choices in conversations will have a greater impact on him than usual. Players will discover that Geralt could be well rewarded if he is more attuned to the needs of the people than being mostly indifferent to their problems. This may be unbalanced or one-sided. Players would have to re-load a previous save in order to choose the correct line to acquire the rewards they want. But this could teach players about the virtue of helping those in need. There will also be two different endings, simply represented in the final conversation with Triss Merigold. The ending players get depends on a crucial decision Geralt makes in the main quest (Book of Exegesis).

There will be a set of new potions and a single powerful sword introduced in the game. This is only to aid in the completion of the quests and to overcome more difficult enemies in this DLC. Yes, the enemies would be more difficult, but if Geralt acquires the right equipment, he could defeat them with ease.

## GERALT'S STATS

Keep in mind that since this is a DLC, Geralt's stats, like the amount of XP, any orens left in his pouch or inventory available at the end of the original game will automatically be transferred into this DLC. Geralt will start with whatever he has before in the main game. There are no consequences or outcomes from the main game that is needed in this DLC. (Another thing to keep in mind that the balance of the various stats for example, XPs, stats of monsters and weapons, etc. DLC is not refined. Extensive further balancing may be required)

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## IMPORTANT NPCs

The following are NPCs who are involved in the progression of the story. There are other NPCs who are non-interactive. They can be added for aesthetics purposes, especially in the village.

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**TRISS MERIGOLD:** She will only appear in the intro and the outro in-game cut-scene. Her only purpose is to inform Geralt of the current situation, the reason of why they need to find the Book of Exegesis and the possible location of where the book might be. She will start the main quest for finding the book.



**VILLAGE LEADER:** An interact-able NPC who will initiate a quest for getting rid of the specters at the fishing bay where the villagers make their livelihood. He rewards Geralt for completing the Specter quest.





**THE OLD STORYTELLER:** He will tell Geralt about the history of the village and mentions his mother's name. He will also inform Geralt about the murky past of the village and a hint of a powerful book being hidden in a cave. The NPC is important for Geralt to interact with as he could receive crucial information which will be used to solve riddles near the entrance of the hidden cave. The storyteller is also a *merchant*.

The Old Storyteller is also a **merchant**, with whom Geralt could trade. The following is the list of items he sells. The cost of each is what has already been imposed in the original game.

- **Specter Oil**
  - **Sunblade Silver Sword (2000 orens)**
  - **White Vinegar**
  - **Wine Stone**
  - **Quicksilver Solution**
  - **The Mandrake Oil Formula (350 orens)**
  - **The Eagle's Eye Potion Formula (200 orens)**
  - **Saltpeter**
  - **Stammelford's Dust**
  - **Phosphorus**
  - **Sulfur**
  - **Zerrikanian Mix**
  - **Grindhouse**
  - **Whetstone**
  - **Naezan Salts**
  - **Goose Fat**
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**PRAYING MOTHER:** She is an interact-able NPC who will start a conversation with Geralt if initiated. She is located between the lower part of the map and the upper part. Depending on Geralt's choices in the conversation, she will start a quest for finding her son.



**LOST BOY:** The son of the Praying mother, he did not come home to his mother for the past two days. He is responsible for causing the specters to appear and haunt the village.

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**FLEURISE:** A friendly specter, Geralt will have a small empty chat with her when he finally solves the specter problem. She will re-appear when Geralt finally reached the entrance to the hidden temple, giving advices while Geralt journeys into the underground temple. There is actually a kind of a plot twist when Geralt finally reach the end of the temple where the book is hidden.



**KING OF THE WILD HUNT:** He will appear, yet again, towards the end of the cave. He is quite an important NPC as Geralt's past is mainly linked this entity. His appearance will inform players the severity of the crimes of an evil sorcerer, known as the High Priest. Geralt will have the choice to fight him or give up the soul of the evil sorcerer.

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# MONSTERS

*\*Health Points stats of these monsters follow that of the original game. However, they would be more difficult to be defeated by their numbers. Furthermore, these monsters have **an increased tendency to use their special tactics by 20%.***

**SPECTERS:** The name comes up from the generalization of what they are actually known as noonwraiths or nightwraiths, due to lack of knowledge on the villagers' part. They are ghostly entities which originate from the spectral plane and haunt at certain places due to an unfinished business in the mortal world. Geralt will discover that these specters which haunt the fishing village resemble young girls and they kill their subjects. They are the vengeful type of ghosts without saying, but there seemed to be something more than meets the eye. Unlike the Noonwraiths or the Nightwraiths though, these specters can be seen at any time of the day, day or night.



## SPECTERS

Occurrence: **Appears at the fishing bay at any time of the day or night.**

Immunity: **Immune to blinding, poison, pain, fear and bleeding.**

Susceptibility: **Sensitive to silver swords and Specter oil. (Specter oil does +50% damage)**

Tactics: **They are known to blind their prey.**

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**GOLEMS:** Geralt will encounter these frustrating products of magic in the hidden temple. There are brought to life by a lightning bolt and are made of solid rock. The first one Geralt will encounter however is tasked to give a puzzle to the seeker of the hidden temple. If Geralt gives one wrong answer to the puzzle, this golem will attempt to fight him. He will also encounter two more golems deep in the hidden temple.



## GOLEMS

Occurrence: **In the hidden temple, animated by magic.**

Immunity: **Immune to sword blows and all effects.**

Susceptibility: **Sensitive to steel swords imbued with Electro oil. (Electro oil does +50% damage)**

Tactics: **They knock down, stun and even crush their opponents.**

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**WARRIOR WRAITHS:** Somewhat similar to the specters, these wraiths are the tormented souls of mercenaries and soldiers. They will appear in large numbers in the hidden temple. \*They have more 2x more HP of the specters.



**Occurrence:** In the hidden temple, summoned by the King of the Wild Hunt.

**Immunity:** Immune to blinding, poison, pain, fear, bleeding and knockdown attempts.

**Susceptibility:** Sensitive to silver swords and Specter oil. (Specter oil does +50% damage)

**Tactics:** They can inflict pain on their opponents. This group of wraiths also has the ability to blind their opponents using their fire torches.

**WILD HUNT:** Geralt will get the chance to send the King of the Wild Hunt back into the spectral plane if Geralt decides not to give up the soul of the High Priest.



**Occurrence:** Near the end the hidden temple, will start a conversation before attempting to fight Geralt, as usual.

**Immunity:** None is known.

**Susceptibility:** Sensitive to silver swords and Mandrake oil. (Mandrake oil does +30% damage)

**Tactics:** They can inspire fear into the hearts of their opponents.

**DROWNERS:** They can be found in the area of map marked below. They are no quest related to them but these group of drowners are more likely to produce Ginatz's acid and cadaverine, which are needed for important potions. Hunting them to obtain those ingredients would prove to be beneficial.



**Occurrence:** Near the river up north on the map.

**Immunity:** Immune to fear, bleeding, blinding and poison and stun attempts. Axii sign has no effect on them.

**Susceptibility:** Very sensitive to silver swords. Vulnerable to knockdown attempts.

**Tactics:** They will attack in fours or fives at any one point of time. They are dangerous in large numbers.

## NEW ITEMS

The purpose of introducing these new items in this DLC is to make the game more interesting (which is one of the attractive factors), and they are also used in completion of the quest so the player has a sense of purpose for acquiring these new items.

### SUNBLADE SILVER SWORD



This silver sword will only be available as an item for sale from the Storyteller. It will be the only silver sword in the game that can be bought, provided that Geralt has accumulated enough orens to purchase. If this sword is compared to the *Moonblade* which has +100% damage and should be the last silver sword acquired by Geralt in the first game, this sword has a lower damage, but it makes up with an increase in attack and defense, and on top of that, it has the Precise hit Critical Effect of +50%. This sword is definitely better than the *Aerondight*. Players would have the choice of getting this sword or keep the Moonblade which they have initially.

### STATS

**Cost:** 2000 orens (from the Storyteller)

**Damage:** +80%

**Attack:** +10%

**Defense:** +10%

**Chance of Critical Hit Effect:** Precise Hit +50%

## MANDRAKE OIL FORMULA



The formula can be bought from the Storyteller. It will effectively increase damage to the Wild Hunt if applied to a silver sword. **Mandrake roots are needed to prepare this oil.** Of course, this oil would be redundant if the player decides that he carries out the Wild Hunt's request instead (see **Game Flow - 10. Sacrificial Room**, page 47).

**Acquisition:** 350 Orens (From the Storyteller)

**Ingredients Needed:** 5x Mandrake Roots + 1x Top Quality base

**Effect:** Damage inflicted on the Wild Hunt is increased by 125%.

\*The only way to obtain these mandrake roots is by completing the *Lost Boy quest*.

\**Technical Note:* There may be a problem with this feature as the original gameplay logic dictates that an oil preparation requires any one of the six basic substances. They may not necessarily be any change in the programming. One solution is to just check if all the 5 ingredients contain quebirth. It does not matter which ingredients players may have put in. As long as all 5 of them contain quebirth, the oil is prepared. Hopefully, the players would not have to find that out.

## EAGLE'S EYE POTION FORMULA



The purpose of this potion is to help Geralt after "The Darkest Room Ever" section (page 42), where Geralt cannot proceed further unless he drinks the Cat potion for him to be able to see in the dark and enters the next room. The blinding specters would immediately attack Geralt as he enters the next room. Everything around him is white-bright, due to the specters' ability to blind Geralt. Geralt can nullify the effects of the Cat potion immediately in order to see clearly in the room with the White Honey potion, but the specters would continuously attack Geralt with its blinding tactic. This potion will eliminate the effect altogether.

Of course, if the player already knows what is to come before he proceeds to the next room, he will meditate. This potion however, gives players a chance to get through the ordeal without dying and reloading.

**Acquisition:** 200 Orens (from **the Storyteller**)

\*It can also be acquired as a reward from the **Village Leader** (see page 37)

**Ingredients Needed:**

- 2x Rebis
- 1x Hydragenum
- 1x Vermilion
- 1x Vitriol

**Effect:** Grants immunity to blinding effects.

## PRAYING MOTHER'S MEDALLION

Geralt can acquire this medallion if he chooses the appropriate dialog with the Praying Mother and completing her task of finding his son.

**Effect:** Increases both of Geralt's **Attack** and **Defense** stats by **+15%**.

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## QUESTS

The main objective of this DLC is for Geralt to find the Book of Exegesis, which is in a hidden cave. There are 3 quests leading to this objective which Geralt needs to complete. All of these quests are dependable on one another. For example, you are not able to complete the Specter quest without completing the Lost Boy quest first.

As usual, Geralt's decisions in conversations will affect the outcome of these quests, mostly in the form of the rewards he would receive. The total number of XP acquired in this DLC is **100,000 XP**. This is to cater to players who have had a hard time levelling up to the maximum level of 50. Therefore, they will have the opportunity to max out Geralt's stats and will be able to enjoy playing Geralt more as the fearsome witcher.

For the first two quests, XPs are received upon completion of these quests. It is only for the main quest (Book of Exegesis) that XPs are received in stages of completing it.

The following is the general breakdown and brief descriptions of the three quests. The quests will be elaborated in the [Game Flow](#) section as they are tied in with Geralt's choices in his conversations with the NPCs.

### The Spectre Nuisance

**Initiation:** After ending the first conversation with the Village Leader.

**Objective:** Get rid of the spectres near the fishing bay.

**Stages:** The following are updates which will appear in Geralt's journal upon completing certain stages of the quest.

- a. (Initiated) *I am interested to find out how much of a problem these specters are to the villagers.*
- b. *These specters will just keep coming. It seems the specters could be the work of a conjuror. There must be a source of a spell or magic somewhere. I must find it.*
  - This update will occur after Geralt has defeated a certain number of specters. He realized the spectres will keep spawning.
- c. *Mandrake root have magical properties almost certainly linked to the spectral world. Planting them in graves would conjure their vengeful spirits. I believe this could be the source of those spectres. I need to take them out and see if this works.*
  - Geralt will have to explore a certain area on the map. He will discover that a boy was planting mandrake roots in graves.
- d. *I have plucked out all the mandrake roots. I need to get back to the fishing bay to check if the spectres are now gone.*
- e. *The specters are still appearing but they are fewer in numbers now. Maybe I could have missed a grave or two. Time to head back to that same cemetery to find out.*
  - Of course, players could also speculate that there could also be another cemetery somewhere, but Geralt's monologue, which accompanies this quest, suggests that there is only one cemetery in the village. This would ensure players that Geralt is on the right track. It is just that something else is going on in that cemetery from where he comes from.
- f. *The boy is planting mandrake roots again. I must get rid of the boy in order for this problem to end, and the only way to do this is to send him back to his mother.*
  - Geralt finds this out when he gets back to the cemetery. This would require the player to complete the Lost Boy quest, although there is a couple of ways to complete that quest.



- g. *Problem solved. Now to see the Village Leader for my reward.*
- h. (Quest ends) *I'm finally glad this is over but that friendly specter worries me.*
  - Geralt is referring to the specter he encounters in the graveyard. It is a prelude for the main quest.

#### Rewards for completing quest:

- **25,000 XP** awarded
- Choose between the de Vries Extract potion OR the White Honey potion from the Village Leader on top of the 150 orens he will receive
  - *Upon completion of quest, Geralt will also get to choose between the White Honey potion, which immediately cancels any effect from the last potion drank, or the de Vries extract.*
  - *The White Honey potion is useful for Geralt in the hidden temple. There will be a room immediately after a very dark one which lightens up. If Geralt does not "nullify" the Cat potion he drank to see in the dark previously, he will be blinded and would have a hard time fighting more specters in this room.*
  - *The de Vries extract would be used to find the hidden temple. If Geralt does not have this, he must find ingredients in the area to create this extract.*
- Obtains 250 orens in total for completing the quest within one night
- Obtains 150 orens only if completion of the quest extends more than one night

## The Lost Boy

**Initiation:** There are 2 possible initiation of this quest, depending on how Geralt interacts with the Praying Mother.

- a. If Geralt is sensitive to the religious nature of the Praying Mother, Geralt will initiate this quest after ending the conversation with her.
- b. If Geralt has prematurely ended the conversation with her, this quest will initiate when he discovers the boy in the cemetery.

**Objective:** Find the Praying Mother's son and bring him back to her.

**Stages:** The following are updates if Geralt successfully ends the conversation with the Praying Mother. Otherwise, the update for #2 will first appear if Geralt finds him in the cemetery.

1. *I could not simply ignore the cries of a desperate mother. I will find the boy and return him to her.*
2. **A.** *I have found a lost boy. He seems delusional about his love for a ghost. I have to bring him back to his home immediately.*

**OR**

*I have found the lost boy. He seems delusional about his love for a ghost. I have to bring him back to his mother immediately.*

**B.** *I have found a lost boy. But I have more important matters to attend to. I will get back to him when it is convenient for me again.*

- Geralt has two options once he finds the lost boy: Either he brings the boy to his mother. Or leave him be until he settles his other problems. He will discover that if he chooses the latter, the boy will be an utter hindrance to completing the Spectre Nuisance quest. He has to complete this quest in order to complete the Spectre Nuisance quest.
3. *It is such joy to see the union of the mother and her son, I almost fell into tears.*

**Rewards received after completing the quest:**

- a. **20,000 XP** awarded
- b. Obtains 250 orens
- c. Received a **medallion** that increases Geralt's own damage stats to 50% (if Geralt chooses the appropriate lines in the conversation).

## The Book of Exegesis

This is the main quest of the game. XPs are rewarded upon completing stages of this quest.

**Initiation:** After ending the first conversation with Triss Merigold in the intro cut-scene.

**Objective:** Find the Book of the Exegesis in the fishing village.

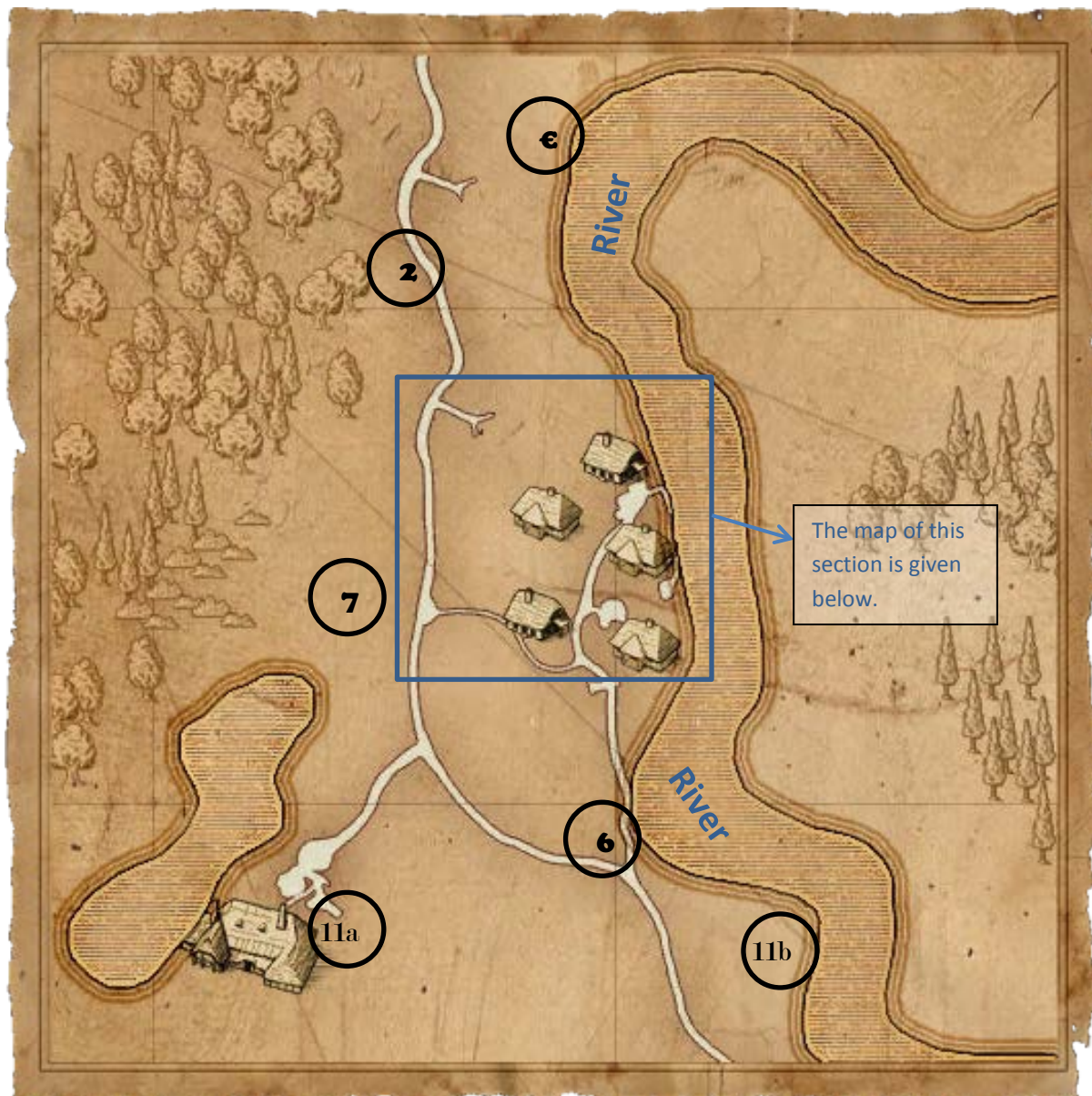
**Stages:**

1. (Initiated) *Talk to any of the villagers and gather any information about the book.*
2. *Talk to the Old Storyteller of the village.*
  - This update will occur after ending a conversation with the Village Leader.
  - However, if Geralt talks to the Old Storyteller before talking with the Village Leader, the update will not occur but he will still receive the XPs after talking with the Old Storyteller.
3. *Find the Hidden Temple*
  - This update will occur after talking to the Old Storyteller.
  - XPs rewarded at this point: **10,000**
4. *Go to the magical presence and find the entrance to the hidden temple.*
  - This update will occur when the Village Leader provides a useful hint about the whereabouts of the Hidden Temple after Geralt successfully solves his spectre problem.
5. *Create the de Vries extract and drink the potion to reveal the location of the entrance to the hidden temple.*
  - This update will occur when Geralt reaches the area the Village Leader was talking about. He senses a magical presence but is still uncertain where the entrance is. Concocting the de Vries extract, would help him in this matter.
  - XP rewarded at this point: **15,000**
6. *Go deeper into the underground temple.*
  - Geralt has to answer questions posed by a golem correctly to enter the Hidden Temple. This update will occur after he succeeds in providing the right answers.
  - XP Received: **20,000**
7. *Prepare yourself before going into the next room.*
  - There will be a big fight when Geralt enters the final room. He will however receive XPs after defeating enemies in this room.
  - XP Received: **25,000**
8. *Place the skull at the stone table where his skeleton is.*
  - This update will only occur if Geralt chooses to listen to the Wild Hunt's request. Otherwise (and regardless), the next update will occur instead.
9. *Find a way to deactivate the force field and retrieve the book.*
10. *Take the headless skeleton and throw in into the river. Head back to Fleurise after it is done.*
  - This update will only occur if Geralt does not give in to the Wild Hunt and decides to help the friendly spectre (Fleurise) instead.
11. (Quest ends) *I have now attained the book. I have never missed Triss so much.*

**Rewards:** 70,000 XPs in total.

## LOCATION AND MAP OVERVIEW

This location represents a similar map to Murky Waters. There is only a small population in this fishing village. The numbers in circle represent the game sequence which is described in further detail in the next chapter “Game Flow”. Geralt’s map will be updated with navigation markers on locations according to the quests given or updates. Below is a brief description of what each number represents.



- €. Drowners spawns here. These drowners are more likely produce Ginatz’s acid and cadaverine.
- 2. This is where Geralt will be teleported to. Triss will teleport Geralt to his location.
- 6. The fishing bay, where the specters haunts.
- 7. The hidden temple is found here. Geralt will also find the boy here in the cemetery next to the temple.



**11a.** The shortcut out from the underground temple.

**11b.** This is where Geralt could throw the skeletons into the river.



**3.** This is where Geralt will automatically start a conversation with the Village Leader once Geralt enters the village.

**4.** The Old Storyteller is situated here.

**5.** The Praying Mother is situated here.

Game sequence 8, 9 and 10 have locations in the underground temple itself. The maps are provided in the game flow chapter.





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## GAME FLOW (STORY FLOW)

This is a sequence of how the game should go. From event #4 onwards (The Old Storyteller), the sequence may be different depending on what the player decides to do, but it is the most likely sequence the player will take on. This most likely sequence is based on a three-act structure for an almost linear story which somewhat incorporates a varying intensity curve that goes up, in terms of story interests and game difficulty.

\*XPs for the main quest (Book of Exegesis) are divided and given in stages. There are 50,000 XP in total for this main quest.

\*There is a game flow summary incorporated into the map section in the previous chapter.

### 1. CINEMATIC CUT SCENE

(Please Refer to Appendix 1 for the screenplay)

The game will start with a cinematic cut scene which depicts a wounded girl struggling to run away from a pack of wolves. And then Visenna appears to help the girl from the wolves. Both of them tries to get away but a magician appears to block the two of them from escaping. Visenna manages to get the two of them to escape the situation using her powers. The way she escaped shows how powerful a sorceress Visenna is.

### 2. IN-GAME INTRO CUT SCENE (USING GAME ENGINE)



Location: In Geralt's quarter in King Foltest's castle.

Geralt's meditation is interrupted by a knock on the door. He opens it to find Triss Merigold standing in the doorway. Triss informs Geralt that a village needs his attention. Geralt is reminded of his job. Triss also tells him that the King has encouraged Geralt to attend to this offer. Geralt asks what was so important about it. Triss mentions about the Book of Exegesis which he can find in the village. Triss would not mention why it is so important. Triss offers Geralt to teleport Geralt immediately to the location. Geralt senses the urgency and desperation of the King.

The dialog is as follows:

---

**Geralt**

I think it is too early in the morning for you to be up and excited. Unless...

**Triss**

I'm not here for whatever you think it is. There is a pressing matter you have to deal with first.

**Geralt**

I'm here for whatever pressing matter you have me to deal with Triss.

**Triss**

Geralt... (Rolls eyes, goes into his room and hands Geralt a letter.)

A fishing village is encountering wraiths recently and they need your help to get rid of them.

**Geralt**

What is so pressing about it? This can wait. I need my much needed rest. After all, the attempted assassination on King Foltest by a witcher has kept me up all night.

**Triss**

May I remind you your job as a witcher, Geralt?

**Geralt**

Someone is being testy this morning.

**Triss**

I'm sorry Geralt. Being an adviser to the King has not been easy for me.

Would it help if I tell you the King wants you to take on this job?

**Geralt**

Now we are getting somewhere. I'm sure this is more than just getting rid of wraiths.

**Triss**

It is rumoured there is a book hidden in this village you're going to. The Book of Exegesis.

**Geralt**

Sounds like sorcery to me. What does the King want with a book he would not understand?

**Triss**

I'm sorry Geralt I can't tell you any more than that.

**Geralt**

It would take me 3 days to get there. I better get going then.

**Triss**

I know. That is why I'm here. I will teleport you there. You will have to find your way back here on your own.

**Geralt**

I sense the desperation now.

**Triss**

Talk to any of the locals there. See if you can get anything from them. Probably the myths or legends they would have. Of course, your job there takes priority.



-----End of Conversation-----

## JOURNAL UPDATES

**Quest:** Find the Book of Exegesis.

**Status:** Active

**Description:** Killing monsters for the money is what my job is all about. But being endorsed by the King? I wonder what the motive is. This may be a different but interesting matter altogether.

**Update:** Talk to any of the villagers and gather any information about the book.

\*\*\*\*\*

## 3. THE VILLAGE LEADER

Once Geralt is teleported to the area, he will have only one way to the entrance of the village. Once he reached the entrance, he will automatically start a conversation with the head of the village.

There are *branches* in this conversation. Geralt's choices determine the outcome of the quest which is described thereafter.

The dialog is as follows:

### Village Leader

You are finally here Witcher. I would have assumed you would not come to my aid at all.

### Geralt

I am here now. You'd better make this trip worth my while.

### Village Leader

I'm sure this problem of mine would be of your calibre only.

Specters have been haunting my village for the last 2 weeks near the fishing bay. Many fishermen are found dead on that bay. This has affected my fishing trade badly.

### Geralt

You mean wraiths. They are called wraiths.

### Village Leader

Call them whatever you want, Witcher. We call them specters here.

Bottom line is... I want you to get rid of them.

### Geralt

G1: Hmm... Specters that kill? You have something big going on here. (Go to V1)

G2: Wraiths... I mean, specters, are hard to kill. (Go to V2)

**Village Leader**

V1: Big or small, Witcher. I want them out of my village. The people here are scared shitless. Some of them are already moving out. Others have simply lost their minds. (Go to G4 & G5)

V2: Are you already talking about your reward, Witcher? (Go to G3)

**Geralt**

G3: Not really. But since you're at it... (Go to V5)

**Geralt**

G4: I sense that magic is involved in this matter. Anything suspicious happening lately? (Go to V3)

G5: Can you tell me more about your village? Its history, perhaps. (Go to V4)

G8: I'm on it.

**Village Leader**

V3: I have observed nothing amiss lately Witcher. People go about their business like how they do every day. No outsider has ever visited us for a long time.

V4: I know not of what has past. I am only concerned with the present, Witcher.

Fortunately for you there is someone who knows much about this small insignificant fishing village. Talk with the Old Storyteller. He seems to have many stories to entertain the children almost every night. I may not know however if they are based on past events that happened here, but you may get some insights on those. (Go to G8. *Activate quest to talk with the storyteller.*)

**Geralt**

G6: I already told you, something big is going on here. (*Intimidate*) (Go to V6)

G7: That seems reasonable. I'm on it. (*Ends conversation*)

**Village Leader**

V5: 150 orens are in store for you. But of course, complete the job first. (Go to G6 + G7)

**Village Leader**

V6: Go plough yourself Witcher. Your intimidation will not work on me. But me being reasonable enough, I will add another 100 orens if you could make those specters go away by tonight. Now, go before I change my mind. (Go to G8)

**Geralt**

G8: I'm on it.

-----End of Conversation-----

\*Geralt is able to interact with the Village Leader again with line G5 from this point onwards.

## JOURNAL UPDATES (QUEST IS INITIATED)

**Quest:** Get rid of the specter nuisance.

**Status:** Active

**Update:** I am interested to find out how much of a problem these specters are to the villagers.

**Quest:** Find the Book of Exegesis.

**Status:** Active

**Description:** The Old Storyteller sounds like a historian. I'm sure the old storyteller could provide some information about the book.

**Update:** Talk to the Old Storyteller of the village.

\*\*\*\*\*

## 4. THE OLD STORYTELLER

He provides the stories, myths and legends about the village's disturbing past. The importance of this character is such that it is not possible for Geralt to enter the hidden temple without talking to this character first. He contains information that would be valuable for the player to remember when it comes to answering to a quiz provided by the Guardian Golem of the hidden temple in order to enter it.

The Storyteller also mentions about Geralt's mother. This will provide some backstory about Geralt's mother, Visenna. Geralt will find evidence of her involvement in this village, the sinking of the temple and the book itself.

The dialog is as follows when initiated:

-----  
**Geralt**

Greetings.

**Old Storyteller**

Ah. You must be the monster hunter. What can I do for you?

**Geralt**

I gather you tell many stories. Particularly ones about historical events that may have taken place here. Could you share them with me?

**Old Storyteller**

Yes of course. But, to be more specific, the stories I have are not historical events. They are merely based on conjectures. And children like it more if it is sprinkled with... fantastical fabrications.

**Geralt**

You could tell me without the fantastical fabrications then.

**Old Storyteller**

\*Laughs. I do not mean to insult you Monster Hunter. Nobody can ever be certain of the exact way events took place in the past. Not even written documents can be trusted.

I believe you would be interested about what happened fifty years ago. There are many versions of it. I could tell you the most popular version, which is what historians say the religious version, or the conspiracy version. Which do you want to hear?

**Geralt**

G1: Yes. We could start from there. Tell me the most popular version first. **(Go to S1)**

G2: The conspiracy version could be interesting. **(Go to S2)**

**Old Storyteller**

S1: There was a time this village was much bigger than it is right now. One could say it was almost like a farming town. One day, a prophet who called himself the High Priest, came to the village and proclaimed he was sent by Sartho, an unknown god to the villagers at that time, to preach about the abomination of living their sufficient lives without devoting their time to the omniscient god who has provide abundance and prosperity to the village.

He even built a big, tall temple for them so the villagers could go and worship Sartho. Unfortunately, he has only a few followers who would go to the temple.

There was a point of time the villagers could no longer stand his preaches and his objections to their sinful ways of their lives. They decided to kill the high Priest. Having known of this, the High Priest asked Sartho to lay his wrath upon the village.

Soon, the crops died out. The number of fishes in the lake suddenly dwindled. There was no rain for a long time. Before getting away alive, the High Priest used his powers and made the temple disappeared from the face of this earth, so that nobody would steal the secrets he kept inside. He left the village to plunder into their own sins. **(Go to G3)**

\*\*\*\*\*

S2: There was a time this village was much bigger than it is right now. One could say it was almost like a farming town. It was enjoying prosperity and sufficient sustenance. But one day, the village was hit by a drought. The crops died out. The number of fishes in the lake dwindled to almost nothing.

Then, a false prophet who called himself the High Priest took this opportunity and came to this village to preach about the benefits of worshipping Sartho. He claimed Sartho would alleviate them from their misery and suffering. Out of despair perhaps, most of the villagers began to follow the High Priest's teachings. They even built a big, tall temple dedicated to the worship of Sartho.

A powerful sorceress knew about this and was enraged by the High Priest's actions. She proclaimed that Sartho did not exist and was an invention of the twisted mind of the High Priest. She tried to make sense with the villagers but to no avail. One day, she simply sunk the temple to the ground to prove her utter disapproval. **(Go to G4)**

**Geralt**

G3: Any rumours of where that temple would be now?

**Old Storyteller**

Some say the whole temple actually sunk into the ground. It could be right beneath us for all we know. Others say the temple could be magically transported to another land.

But if the former is true, the temple's location may be hidden and guarded by magic. It could be the reason we are still not able to discover.

**Geralt**

*(If conspiracy version is not chosen at first)*

G4: Tell me the conspiracy version. **(Go to S3)**

*(Else, Go to G7)*

**Old Storyteller**

S3: The famous disappearance of the temple was such a popular topic of discussion among the University of Oxenfurt historians that they travelled to this village to learn more about what really happened. They compiled all the stories they heard, analysed them and came up with this conclusion.

The High Priest was a false prophet who preached a false god.

It was a known fact that this village was hit by a drought. It was soon followed by the dying of crops. The number of fishes in the lake dwindled to almost nothing.

The High Priest took this opportunity and came to this village to preach about the benefits of worshipping Sartho. He claimed Sartho would alleviate them from their misery and suffering. Out of despair perhaps, most of the villagers began to follow the High Priest's teachings. They even built a big, tall temple dedicated to the worship of Sartho.

A powerful sorceress knew about this and was enraged by the High Priest's actions. She tried to make sense with the villagers about the falsehood of the High Priest and Sartho but to no avail. She was the one who sunk the temple to the ground to prove her utter disapproval. Not the High priest.

Of course this is the version the worshippers of Sartho in this village refuse to believe. **(Go to G5)**

**Geralt**

G5: Any rumours about who this sorceress might be?

**Old Storyteller**

She is popularly known as Visenna by name.

**Geralt**

Visenna? What a coincidence. That is my mother's name. And she is a sorceress too.

G6: Tell me about the popular version. **(Go to S1)**

G7: Do you have any knowledge about the Book of Exegenesis? **(Go to S4)**

**Old Storyteller**

S4: I have not heard of such a book before. The name does have an impression of ancient magical relevance, which probably those Oxenfurts would have some knowledge on. But I am just an old uneducated peasant.

**Geralt**

I should be going right now.

**Old Storyteller**

Wait, Monster Hunter. Knowing your profession, I do keep a store of things you might find useful. Would you like to trade?

**Geralt**

G9: Sure. *(Opens up inventory)*

G10: Maybe next time. *(Ends conversation. Updates the Book of Exegesis quest.)*

-----End of Conversation-----

**XP Received: 10,000 XP**

**Quest:** Find the Book of Exegesis.

**Status:** Active

**Description:** The Old Storyteller does not know anything about the book. If Triss is right and the book is definitely here, the hidden temple could provide some clue to this. Since it is hidden by magic, I need a counter magic, or potion, to reveal its location.

**Update:** Find the Hidden Temple.

Geralt can start with a conversation with the Storyteller again. He will respond by saying:

**Old Storyteller**

How can I help you?

**Geralt**

1: Let's trade *(Opens inventory for trading)*

2: Could you tell me about the most popular version of what happened here 50 years ago? (Go to S1)

3: Could you tell me about the conspiracy version of what happened here 50 years ago? (Go to S2)

\*\*\*\*\*

## 5. THE PRAYING MOTHER



Geralt will have a chance to talk with this NPC near the gate towards the fishing bay. She will initiate a quest to find her lost son. And Geralt will also discover after he finds the boy that he is responsible for the specter problem in the village.

There is *branching* in this dialog.

The dialog is as follows:

---

#### **Praying Mother**

Hail Praises for Sartho. Oh dear Lord of the Dark Skies. I beseech unto thee to alleviate my sufferings.

#### **Geralt**

May I interrupt you for a while, Madam?

#### **Praying Mother**

Oh... Sartho has heard my prayers. The Great One, hail praises to him.

#### **Geralt**

G1: On second thought, I think I will leave you to your prayers. (*Ends convo, but able to interact with mother again.*)

G2: Hmm. I don't think so. Maybe this is just a coincidence. I just want to ask about your disturbance. (Go to M1)

G3: Sartho sent for me? I may not live up to your expectations. (Go to M2)

G4: How may I alleviate your suffering? (Go to M3)

#### **Praying Mother**

M1: Don't mock Sartho, disbeliever. Be gone now before I ask of Sarthos's wrath to befall upon you. (*Geralt is not able to interact with the mother again, until Geralt finds the boy.*)

#### **Praying Mother**

M2: Sartho knows best of what's to come. But he would never abstain the fulfilment his followers' prayers. (Go to G4)

#### **Praying Mother**



M3: My son has not come back home for two days. Could you please find him? (Go to G5 & G6)

**Geralt**

G5: I could help you but I am sure Sartho rewards those who aid him in fulfilling his followers' prayers. (Go to M4)

G6: When was the last time you saw him? (Go to M5)

**Praying Mother**

M4: I have a few extra orens in my savings. They are meant for you I believe. (Go to G6 & G9)

**Praying Mother**

M5: For the last few weeks, every day. He has been wandering off at sunset.

But he would be back 3 hours later. When I ask where he went, he said he was playing with his friend in the woods.

I didn't think much of it. Only two days ago, he did not come back at all. I fear for him. Please find him sir. I beg of you. (Go to G7 & G8)

**Geralt**

G7: What kind of mother would not be worried about her son going out every night? (Go to M6)

G8: You must have trusted him a lot to give him such a freedom? (Go to M7)

**Praying Mother**

M6: Who are you to judge but Sartho? *(ends convo, Geralt is not able to interact with the mother again until Geralt finds the boy.)*

**Praying Mother**

M7: He's already 12. I wouldn't want to be a mother who confines him to this world and not see what's out there. (Go to G9)

**Geralt**

G9: I will try my best to find him. *(ends convo, Initiates new quest. Upon completion, gets a medallion that increases Geralt's Damage stats by +50%)*

-----End of Conversation-----

\*Initiates the Lost Boy quest

**Quest:** The Lost Boy.

**Status:** Active

**Update:** I could not simply ignore the cries of a desperate mother. I will find the boy and return him to her.

## 6. THE SPECTERS



Geralt will encounter two specters lurking near the fishing bay. Geralt would soon discover that even after getting rid of the two specters, 2 more specters appeared immediately after that. No matter how many of them he kills, they just keep coming. He comes to the conclusion that there must be a magical spell or entity that conjures the specters but he needs to find out where the source is. This would encourage the player to explore the area within the boundary.

The quest update below will appear after killing 10 specters. No more specters will spawn again after killing 10 of them, but there will appear 24 hours later if Geralt does not do anything about it.

**Quest:** Get rid of the specter nuisance.

**Status:** Active

**Update:** These specters will just keep coming. It seems the specters could be the work of a conjuror. There must a source of the spell somewhere. I must find it.

Geralt will find the lost boy who is the son of the Praying Mother in a cemetery, sitting next to a grave quietly. Upon closer inspection, Geralt took note of the engraving on the tombstone. "Fleurise. Forever loved." Furthermore, this particular tombstone is more decorated than the other tombstones in this cemetery. The boy said he has been putting mandrake roots, which he said he has found them himself in the meadow fields, into the graves. Geralt knows about the magical properties of mandrake and realizes that what he is doing could be the source of the specters.



#### DIALOG BETWEEN GERALT AND THE LOST BOY (BRANCHING):

---

**Geralt**

What are you doing here in the middle of the night, boy?

**Lost Boy**

I'm waiting for Fleurise to come?

**Geralt**

Who's Fleurise?

**Lost Boy**

My best friend. She said she will appear in this world again and we can be together forever and ever.

**Geralt**

Your best friend. Is she a ghost?

**Lost Boy**

She will soon no longer be. I have put mandrake roots into the graves like she has asked me to.

**Geralt**

Mandrake roots? Where have you acquired them?

**Lost Boy**

I have found them somewhere in the meadow fields. For the past few days. It was tiresome but I don't mind. All this will be worthwhile soon.

**Geralt**

G1: I have to bring you back to your mother. She is worried for you. (Go to B1)

G2: You may continue to sit there. Just behave yourself and mind your own business. (Ends conversation)

**Lost Boy**

B1: I do not want to go home. I want to wait for Fleurise.

**Geralt**

G1: Listen boy. Either you do as I say or you will have a good beating from me instead of your mother. (*Intimidate*: 50% success)

1. Boy will start crying and runs off into the woods and ends conversation, or

2. Go to B3.

G2: I'm here because I was looking for you, to tell you that Fleurise is waiting for you with your mother at home. (*Lied*: 100% success, Go to B3)

**Lost Boy**

B3: Oh really! Yes let's go. I can't wait to meet her.

-----End of Conversation-----

QUEST UPDATE

**Quest:** Get rid of the specter nuisance.

**Status:** Active

**Update:** Mandrake root have magical properties almost certainly linked to the spectral world. Planting them in graves would conjure their vengeful spirits. I believe this could be the source of those spectres. I need to take them out and see if this works.

#### QUEST UPDATE

**Quest:** The Lost Boy.

**Status:** Active

**Update:** I have found the boy. He seems delusional about love for a ghost. I have to bring him back to his mother immediately.

The boy will now **follow** Geralt to wherever he goes. He must find the praying mother to end this quest. The dialog that follows thereafter is written in the Praying Mother section above.

If Geralt ignores him or let the boy run away, the following update will occur instead:

**Quest:** The Lost Boy.

**Status:** Active

**Update:** I have found the boy. But I have more important matters to attend to. I will get back to him when it is convenient for me again.

Geralt must pluck out 3 mandrake roots out planted into the graves in the cemetery. It is during this process that the boy will try to stop Geralt from doing it. This time, the option will appear again of either to ignore the boy or to send him to his mother immediately.

#### DIALOG BETWEEN GERALT AND THE LOST BOY AFTER PLUCKING A MANDRAKE ROOTS FROM A GRAVE:

---

##### Lost Boy

What are you doing?

##### Geralt

G1: I have to bring you back to your mother. She is worried for you. (Go to B1)

G2: I am trying to end a problem which you have caused, boy. Now keep quiet! (Ends conversation. Boy runs off into the woods crying.)

##### Lost Boy

B1: I do not want to go home. I want to wait for Fleurise.

##### Geralt

G1: Listen boy. Either you do as I say or you will have a good beating from me instead of your mother. (*Intimidate*: 50% success)

1. Boy will start crying and runs off into the woods and ends conversation, or
2. Go to B3.

G2: I'm here because I was looking for you, to tell you that Fleurise is waiting for you with your mother at home. (*Lied*: 100% success, Go to B3)

### Lost Boy

B3: Oh really! Yes let's go. I can't wait to meet her.

-----End of Conversation-----

If Geralt ignores the boy, the boy will run off crying into the woods again and the following quest will appear after Geralt successfully plucking out all the mandrake roots.

**Quest:** Get rid of the specter nuisance.

**Status:** Active

**Update:** I have plucked out all the mandrake roots. I need to get back to the fishing bay to check if the spectres are now gone.

If Geralt ignores the boy or lets the boy run away, he will find out that this time only one specter still lurks in the fishing bay and spawns another after killing it. It does not seem that he has solved the problem, so he needs to get back to the cemetery to check. The following update will appear when Geralt reaches the fishing bay and sees a specter there. He does not need to kill it to activate the new quest update. He has the opportunity to kill up to 5 specters to gain XPs, after which they will not spawn again until 24 hours later.

Just to be certain, Geralt says this to himself:

*"The spectres persist but they are fewer in numbers. Either there is another cemetery or I must have missed a grave or two. But there is only one cemetery in this village. This means I must get back to the cemetery from which I come from and check the graves again."*

**Quest:** Get rid of the specter nuisance.

**Status:** Active

**Update:** Specters are still there but they are fewer in numbers now. Maybe I could have missed a grave or two. Time to head back to the cemetery to find out.

When Geralt gets back to the cemetery, he sees the boy putting in mandrake roots again. (The reason for him doing this is described in a dialog pertaining to the Lost Boy quest.) The following update appears.

**Quest:** Get rid of the specter nuisance.

**Status:** Active

**Update:** The boy is planting mandrake roots again. I must get rid of the boy in order for this problem to end, and the only way to do this is to send him back to his mother.

INTERACTS WITH THE BOY:

**Geralt**

You have caused enough problems. I have to bring you back to your mother. She is worried for you.

**Lost Boy**

I do not want to go home. I want to Fleurise to be alive again and we could be happy forever.

**Geralt**

Fleurise is actually waiting for you with your mother at home.

**Lost Boy**

Oh really! Yes let's go. I can't wait to meet her.

-----End of Conversation-----

Geralt needs to bring the boy back to his mother. The graves would no longer be interact-able in the game to pluck the mandrake roots out, not until the Lost Boy quest is completed.

DIALOG BETWEEN GERALT AND THE PRAYING MOTHER AFTER GERALT BRINGS THE BOY BACK TO HIS MOTHER:

-----Start Conversation-----

**Praying Mother**

Hail Praises for Sartho. You have found him. Come here my dear child.

**Geralt**

The reason he goes off in the evenings is to be in the company of a ghost. A friendly girl ghost I would say. Now he seems too attached to her and would do whatever the ghost wants him to do.

Like finding mandrake roots in the meadow fields for the past two days.

**Praying Mother**

Oh dear. I will do whatever it takes now to keep him in the house.

*(If Geralt finishes the previous conversation to G9)*

Sartho rewards those who do kind to people. This is all the money that I could afford.

But I think the deed you have done for me deserve something more. This is a medallion which helps the wearer in times of great need. You should have this.

Thank you once again. Sartho knew you were the one. He has answered my prayers.

*(If Geralt ends the previous conversation prematurely)*

Sartho rewards those who do kind to people. This is all the money that I could afford.

Thank you once again. Sartho knew you were the one. He has answered my prayers.

-----End of Conversation-----

#### ITEMS RECEIVED

- **20,000 XP awarded**
- Obtains 250 orens
- Received a **medallion** that increases Geralt's own damage stats to 50% (if Geralt finishes the previous conversation to G9).

**Quest:** The Lost Boy.

**Status:** Complete

**Update:** It is such joy to see the union of the mother and her son, I almost fell into tears.

\*\*\*\*\*

After completing the Lost Boy quest, Geralt will have to go back to the cemetery to pluck out 4 more mandrake roots from the graves again. After Geralt successfully does this, Fleurise, a young friendly specter, will appear. After having a small talk with her, the quest ends.

#### FIRST ENCOUNTER DIALOG WITH GERALT AND FLEURISE:

-----

**Fleurise**

Hi. Would you be my friend, please?

**Geralt**

A small child.

**Fleurise**

I have nobody to talk to. It's so lonely here.

**Geralt**

Did you ask a boy to plant those mandrake roots into the graves?

**Fleurise**

My name is Fleurise. I love playing with my dolls. But I can't find them.



**Geralt**

How did you die Fleurise?

**Fleurise**

I am twelve years old and can be as sweet as honey. Would you be my friend please?

**Geralt**

How long have you been here?

**Fleurise**

I love the looking at the stars too. We can sit together and watch them from here.

**Geralt**

Hmm. I'm going nowhere with this.

-----End of Conversation-----

**\*Notes**

Geralt would, however, save a trip to the fishing bay if he sends the boy home to his mother much earlier. The disadvantage of this is that he only gets 3 mandrake roots, but he gets 100 **more** orens from the Village Leader for completing the quest in one night.

On the other hand, if Geralt takes the longer path, he gets 7 mandrake roots in total, of which he could sell 2 of those to the Old Storyteller for 20 orens each (Geralt can easily use 5 of the 7 mandrake roots to create the Mandrake Oil, useful to fight against the wraiths and the Wild Hunt), but he gets only 50 orens for supposedly completing the quest for more than one night.

**Quest:** Get rid of the specter nuisance.

**Status:** Active

**Update:** Problem solved. Now to see the Village Leader for my reward.

**DIALOG BETWEEN GERALT AND THE VILLAGE LEADER AFTER GERALT GETS RID OF THE SPECTERS:**

**Village Leader**

Ah. Finally. I figured you were consummating with those specters. \*Laughs

**Geralt**

The specters which I encountered... Those were the type which I believe were conjured.

**Village Leader**

You mean to say there is a witch who dwells among us?

**Geralt**

Or maybe there is something you are not telling me.

**Village Leader**

This is my ploughing village Witcher and it is my responsibility to keep it safe. I would not hide anything if it is something you are able to help me with. That brain of yours makes any sense now?

V1: Here are your 150 orens for taking your time Witcher.

V2: Here are 250 orens for being efficient.

I too have in possession 2 potions of which I find of no value to me. Maybe you could use it. Do not ask me why I have them. But you get to choose only one. \*laughs Which do you prefer, Witcher?

**Geralt**

G1: I'll get the White Honey potion.

G2: I'll get the de Vries extract.

**Village Leader**

I don't even know what they are called. Here.

**Geralt**

Is that all?

**Village Leader**

There is one thing though.

**Geralt**

Oh really?

**Village Leader**

My villagers reported strange vibes near the intersection up north. No killings or hauntings however. But it affects them so much they no longer use that path anymore now. Maybe you could check that out.

-----End of Conversation-----

**ITEMS RECEIVED**

- **25,000 XP awarded**
- Choose between the de Vries Extract potion OR the White Honey potion from the Village Leader on top of the 150 orens he will receive
  - *Upon completion of quest, Geralt will also get to choose between the White Honey potion, which immediately cancels any effect from the last potion drank, or the de Vries extract.*
  - *The White Honey potion is useful for Geralt in the hidden temple. There will be a room immediately after a very dark one which lightens up. If Geralt does not "nullify" the Cat potion he drank to see in the dark previously, he will have a hard time fighting more specters in this brightly lit room. Even though players are able to concoct the potion themselves, they may not create it before entering that room. This will ensure Geralt has the potion he needs.*

- *The de Vries extract would be used to find the hidden temple. If Geralt does not have this, he must find ingredients in the area to create this extract.*
- Obtains 250 orens in total for completing the quest within one night
- Obtains 150 orens only if completion of the quest extends more than one night
- If Geralt probes further, he will receive information about the hidden temple where the book is supposedly in.

**Quest:** Get rid of the specter nuisance.

**Status:** Completed

**Update:** I'm finally glad this is over but that friendly specter worries me.

#### UPON ENDING THE LAST CONVERSATION WITH THE VILLAGE LEADER

**Quest:** Find the Book of Exegesis.

**Status:** Active

**Description:** I interpret from what the Village Leader said there is a magical presence in the forest. I speculate that's where the hidden temple might be. I should investigate.

**Update:** Go to the magical presence and find the entrance to the hidden temple.

\*\*\*\*\*

## 7. THE HIDDEN TEMPLE

His medallion will vibrate whenever Geralt is at the road intersection the Village Leader was talking about. This time however, Geralt would say something to himself when he reached the location. He must complete the Specter quest in order to do this.

*"My medallion is vibrating but I do not see anything amiss here. De Vries extract would do the trick."*

\*Notes about the hidden temple area. (Refer to Appendix for the mood board)

- The graveyard behind the statue is where Geralt finds the lost boy.
- The tombstones depict feminine names only. There should be at least 15 of them in here.
- Fleurise's tombstone should stand out from the rest. The skeleton next to it is the remains of her mother.
- The lone archway serves as a landmark of where the hidden temple should be. The different type of trees leading to it from the main road should be an indication that there used to be a path to it.

**XP Received: 15,000 XP**

**Quest:** Find the Book of Exegesis.

**Status:** Active

**Description:** If something is hidden by magic, I need a counter magic, or potion, to reveal it.

**Update:** Create the de Vries extract and drink the potion to reveal the location of the entrance to the hidden temple.

If Geralt does not have the potion with him, he must create one. If he does not have the ingredients to make one, he has to find them in the level map. He can buy the formula from the Old Storyteller for 400 orens, but from the main game, Geralt should have already possessed the formula.

After drinking the potion, a glowing orb will appear in front of the archway. (Please see map). Geralt activates the orb by pressing the USE key. A short **cut-scene** follows. The statue of a golem animates itself and becomes alive.

The golem will identify Geralt as a trespasser. It will pose 3 questions on Geralt. In order for Geralt to be able to enter the temple, he must answer all 3 of them correctly. If Geralt gives a wrong answer for any of the 3 questions, the golem will attack Geralt. If Geralt manages to defeat the golem, he can activate the glowing orb again. Another golem will take the former's place and poses the 3 questions from the beginning, like before.

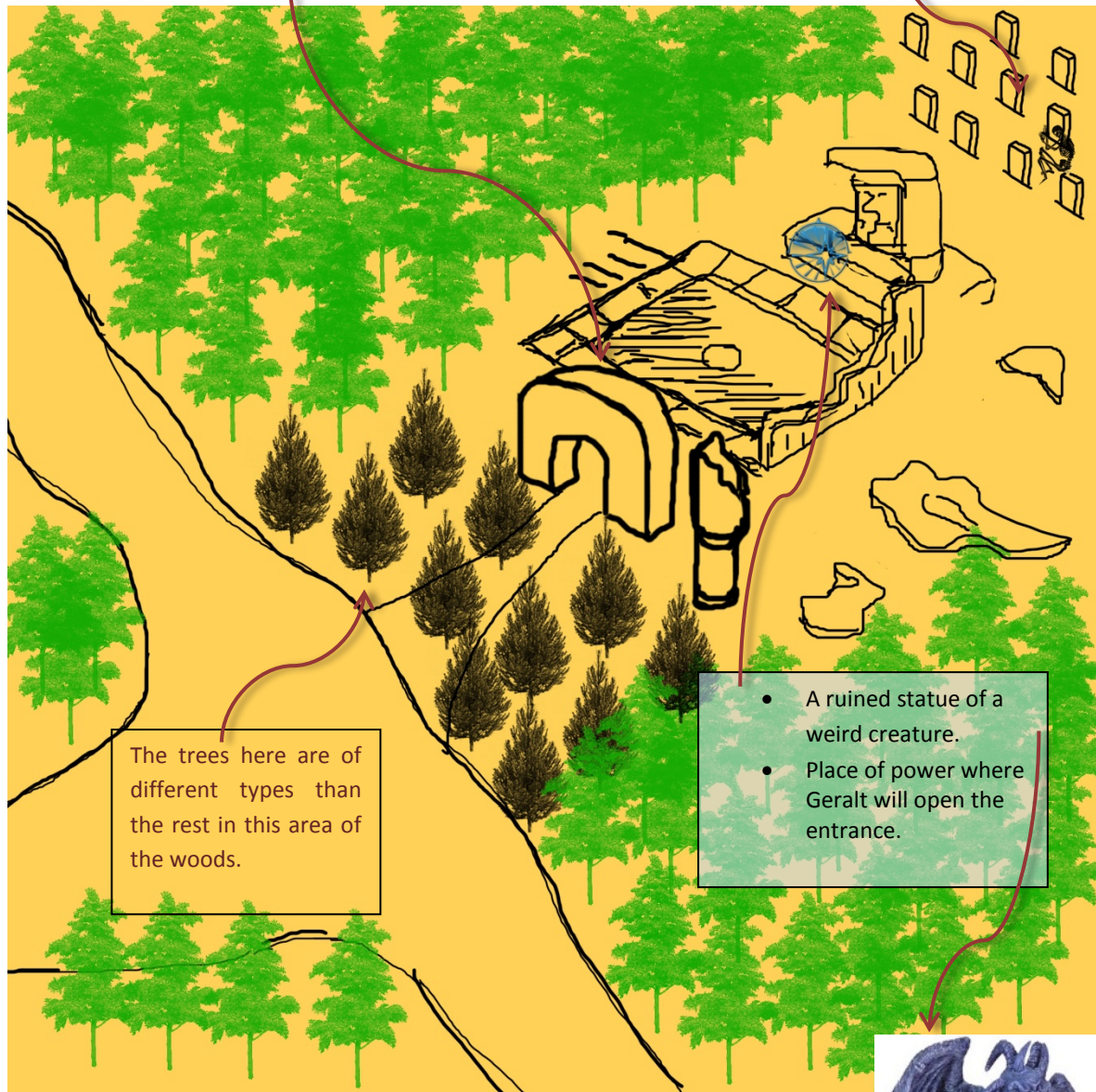
If Geralt happens to run away without killing the golem, it will not chase after him. It will linger within that area. But if Geralt comes back, the golem will attack him. Geralt must defeat the golem in order to activate the glowing orb again.

Clues to the answers of the questions are found in the conversation with the Old Storyteller.

## MAP LAYOUT OF THE HIDDEN TEMPLE

- A standalone archway.
- Pieces of slabs and carved stones on the ground indicate they could be part of a much larger structure.
- A large tiled floor on the ground.

- The names written on the tombs in this graveyard are all of female origin and are very young.
- There is a skeleton of a female adult lying next to a grave whose name is Fleurise.



The trees here are of different types than the rest in this area of the woods.

- A ruined statue of a weird creature.
- Place of power where Geralt will open the entrance.



## QUESTIONS POSED BY THE GUARDIAN GOLEM

---

### Golem

Answer me correctly and you may pass, Trespasser.

Who do you worship?

### Geralt

1. Sartho
2. The High Priest
3. Visenna
4. I do not worship any. (Correct Answer)

### Golem

Who built this temple?

### Geralt

1. Sartho
2. The High Priest
3. The Villagers (Correct Answer)
4. Visenna

### Golem

Who sunk this temple to the ground?

### Geralt

1. Sartho
2. The High Priest
3. The Villagers
4. Visenna (Correct Answer)

If Geralt answers all 3 questions correctly, the golem drops down like a pile of rocks. The floor in front of where the golem used to be will slide open, paving the way to the first room in the temple.

**XP Received: 10,000 XP**

**Quest:** Find the Book of Exegesis.

**Status:** Active

**Description:** I have finally entered into the hidden temple. Something important must be kept in here for a place to be guarded by such high magic.

**Update:** Go deeper into the underground temple.

Geralt goes deeper and the temple is extremely dark. He will say to himself.

“A cat potion will be useful here.”

At this point, Fleurise will appear. A short dialog ensues. There is no conversational cut-scene, just an in-game dialog.

**Fleurise:** Hi Geralt. I would not do that if I were you.

**Geralt:** It is you again? How do you know my name? And why do you follow me all the way here?

Fleurise vanishes without replying. Geralt simply ignores her and carries on forward.

## 8. THE DARKEST ROOM EVER

Geralt's character would not move forward unless the cat potion is consumed. Geralt would have to repeatedly remind himself that he could not proceed unless he could see in the dark.

“It would be dangerous here without being able to see in the dark.”

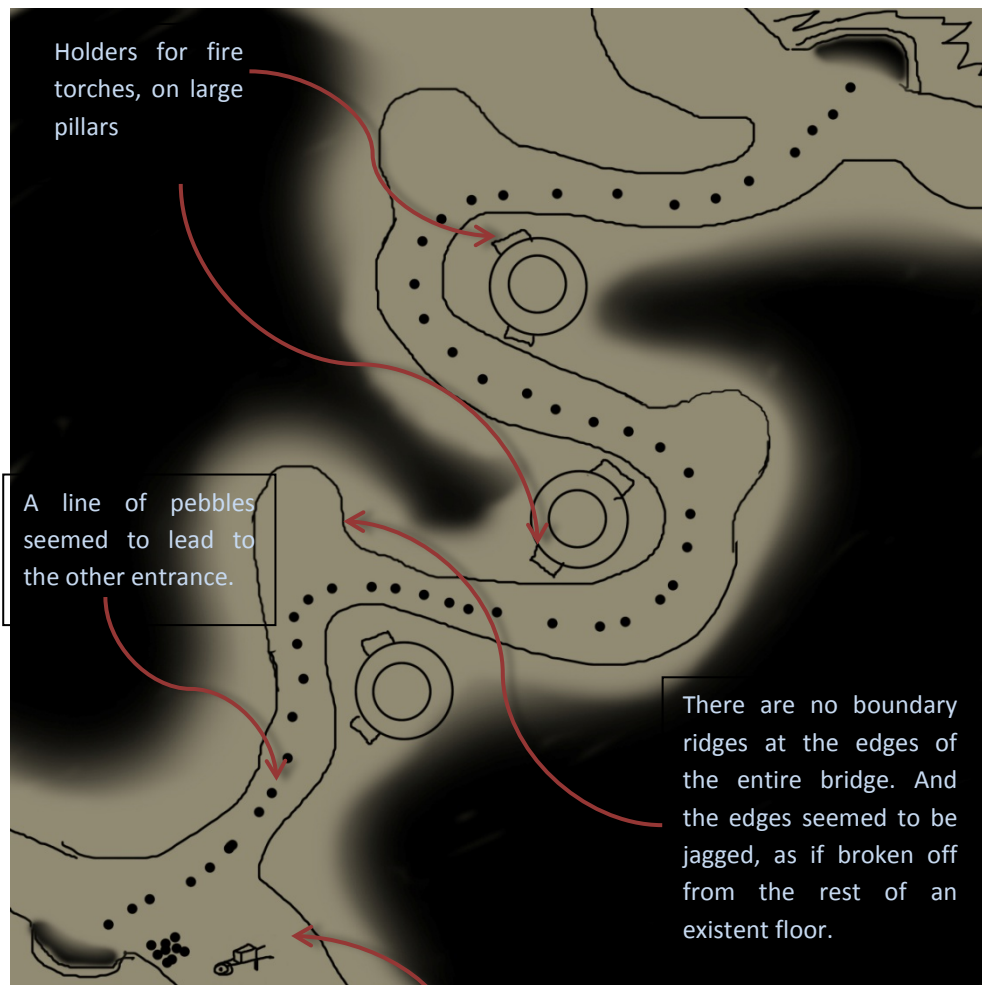
It seems easy to traverse to the other end. And he would go into the next room.

\*Notes about this area.

- The dark areas on the map mean they are very deep; you won't be able to see the depth of it.
- The pebbles indicate that this room is supposed to be dark. People used pebbles to “feel” their way in, or out. However, there are also holders for fire torches at the pillars.
- The extended platforms at certain points on the pathway indicate that this room is actually meant for people who cannot see in the dark to fall off into the depths. This would likely happen if they have no pebbles and would feel the side edges to guide them in. Furthermore, there are no ridges at the edges to prevent people from falling off. This whole room is purposely constructed as such to discourage or ward off trespassers at one time.



## MAP LAYOUT



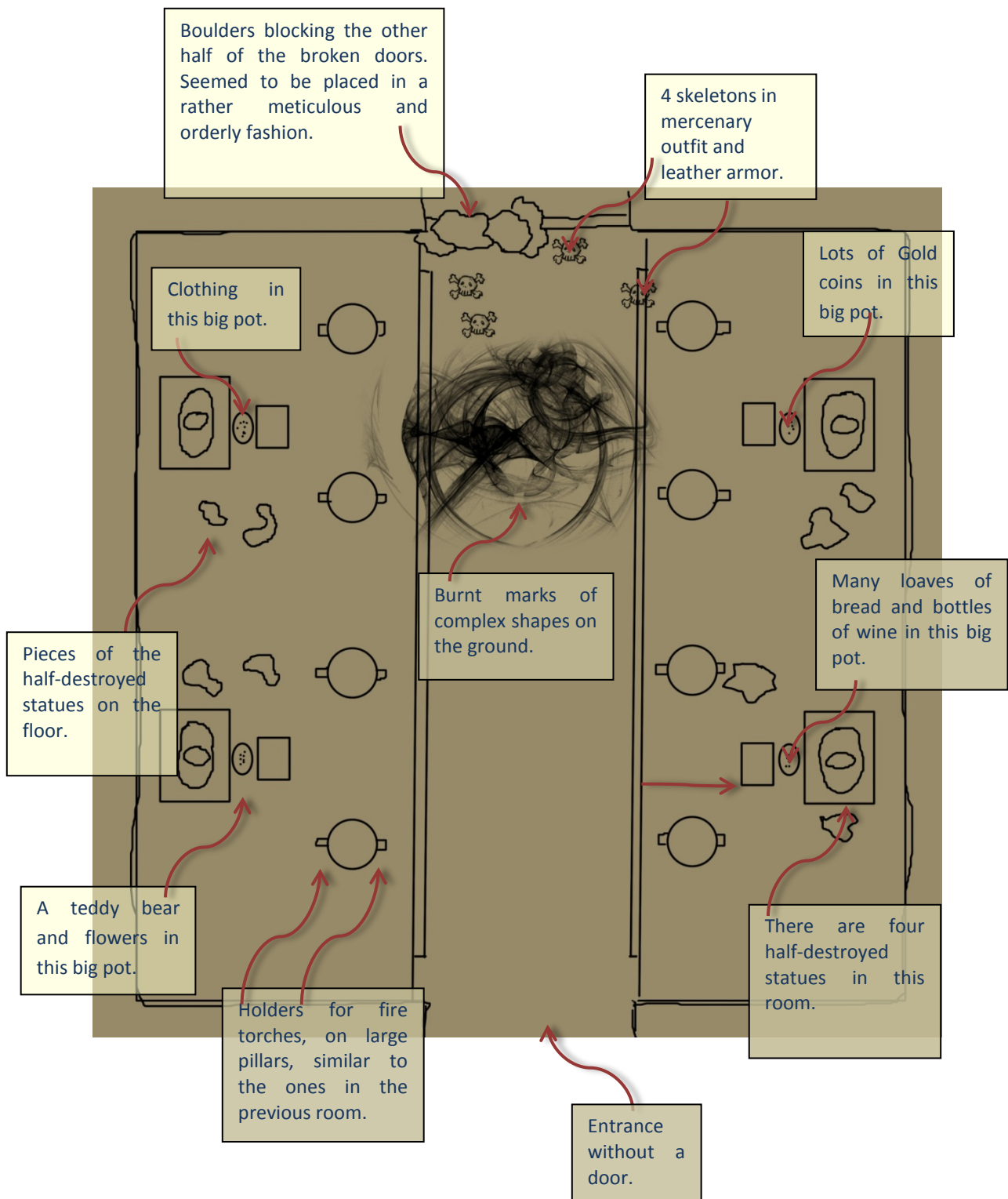
A wheelbarrow full of pebbles.





## 9. THE PRAYER ROOM

### MAP LAYOUT



There is no turning back from here onwards. Once Geralt enters this room, a giant slab of stone will drop down from the ceiling to block off the entrance. Suddenly, **5 warrior wraiths** appear and blind Geralt with their bright sources of light, their *fire torches*. The cat potion has not worn off by now. If Geralt has the White Honey potion, he can consume it and the effects of the Cat potion will wear off immediately. If not, he has difficulty fighting the wraiths in the extreme brightness. The players will not be able to see what is going on if they are surrounded by whiteness.

The wraiths, on the other hand, have a high chance of causing blindness to Geralt each time they hit him. The Eagle's Eye potion, of which the formula can be bought from the Storyteller, can help Geralt in this situation.

This is where Geralt will have to use his Quen sign to good use. The warrior wraiths are agile and can easily dodge Geralt's attempted sword blow. One way to defeat the wraiths while being blinded is to use the Aard sign at the bright light sources to blow off the fire from their torches. But Geralt has to do this to 5 of them. If their torches are all blown out, the wraiths' agility will be reduced by 50%. And of course, Geralt would be able to see in the dark again.

Once the wraiths are defeated, Fleurise will appear. There is no need for a cut-scene during this conversation.

**Fleurise:** I told you so. I told you so. I told you so. (About advising against using the Cat potion.)

**Geralt:** Is there any more useful advice you would like to give me?

**Fleurise:** There is a very bad man behind that door. Be careful Geralt. (And she disappears... again.)

\*Notes about this map (Refer to Appendix for the mood board)

- There are many hints in this room that indicate the form of worship involves giving something as religious offerings, like orens, bread, bottles of wine, clothing and even something (or someone) very precious to them (hence the teddy bear and the flowers).
- If Geralt comes across the marks on the floor, he will say to himself: "Pyrokinetic waves. Only a powerful sorcerer is able to produce something this big. Visenna?"
- The amount of debris in this room is an indication that someone desperately wants to tear this place down.
- Skeletons of soldiers near the door to the next room indicate that mercenaries are employed to guard the temple. But of course with the cost of their own lives.

Geralt has to use the Aard sign to remove the boulders that are blocking the entrance to the next room. This requires a portion of Geralt's stamina. He would be short of one stamina portion when he confronts the enemies next door. The use of his potions is immediately important to help him in the next room.

**XP Received:** 25,000 XP

**Quest:** Find the Book of Exegenesis.

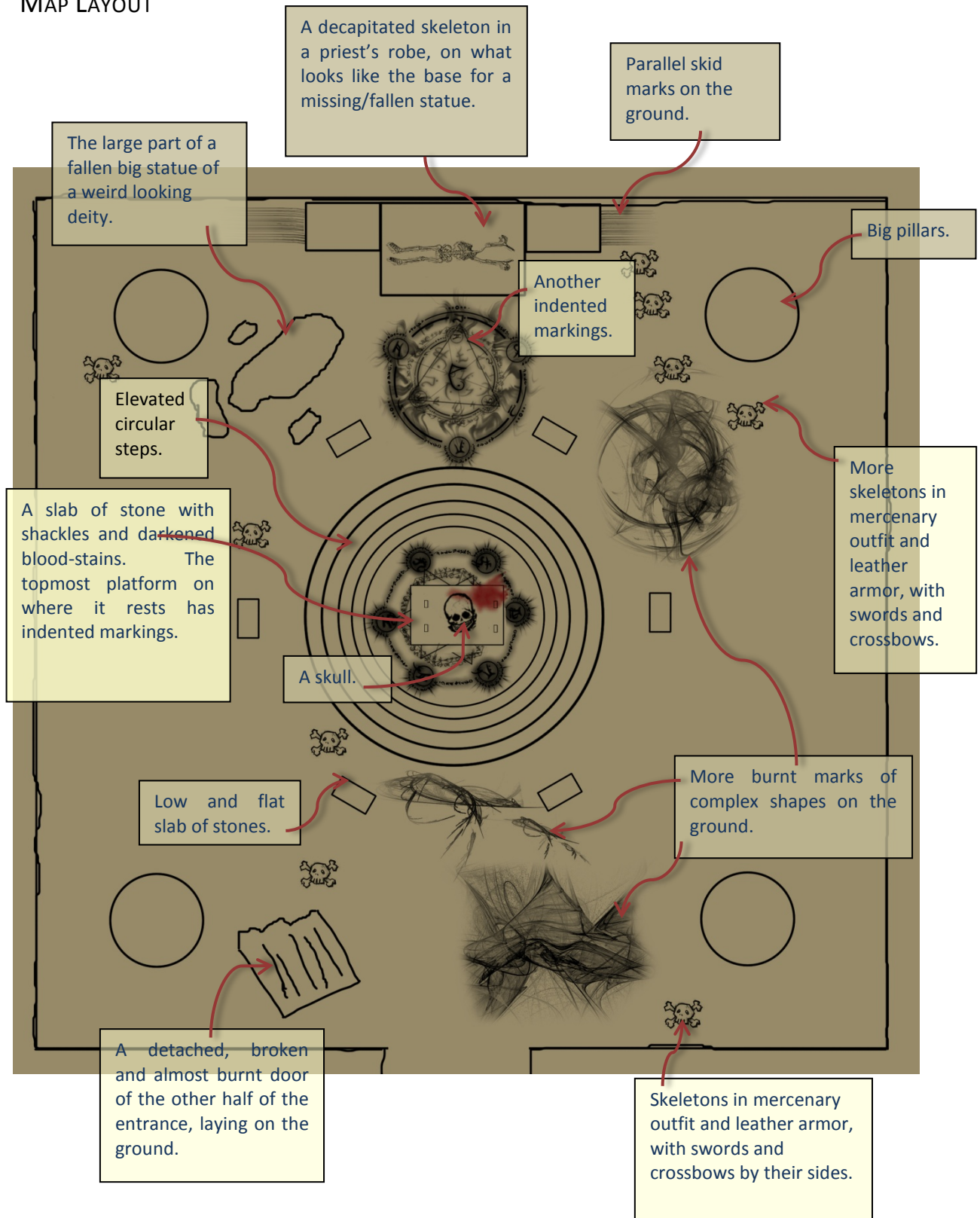
**Status:** Active

**Description:** Fleurise warns me about what is to come next. I should prepare myself first.

**Update:** Prepare yourself before going into the next room.

## 10. THE SACRIFICIAL ROOM

### MAP LAYOUT





When Geralt enters this room, two golems will appear. Golems have very high HP and are difficult to kill, but Geralt now has two rooms to run around in. The golems will chase Geralt to wherever he goes. Preparation for fight is the key. It is emphasized in the journal updates.

After killing the two golems, the King of the Wild Hunt will make an appearance again.

#### DIALOG BETWEEN GERALT AND THE KING OF THE WILD HUNT:

---

##### **King of Wild Hunt**

We meet again Wolf.

##### **Geralt**

What now.

##### **King of Wild Hunt**

Are you here to fulfill your destiny?

##### **Geralt**

Really? This again?

##### **King of Wild Hunt**

You think you being here do not serve any purpose of a higher order? Your mother has laid down the destiny for you here. The wake of destruction follows you further.

##### **Geralt**

Your words are ever twisted and confusing. Or are you here to taunt me with the mention of my mother?

##### **King of Wild Hunt**

Visenna saw me when she arrived at this village. It was an omen, one that foretold a great calamity would befall the people here. Responsible by one man whose soul I am here to claim.

##### **Geralt**

The High Priest? Under what pretext does he deserve such honor?

##### **King of Wild Hunt**

He was a sorcerer who laid a curse onto this village. He brought in a false religion to deceive the villagers into believing his god could uplift their sufferings. Young virgins were made to be sacrificial offerings, but he secretly raped them before they were slain. Evil ran through his veins.

**Geralt**

You have found yourself another champion, I see. But I know not of his whereabouts if he is still alive.

**King of Wild Hunt**

Visenna wanted his soul tortured, so she trapped his soul in that skull after killing him, denying me of what's mine. You are here to aid in my conquest. Yield to me and give me his soul.

**Geralt**

G1: I will not undo what my mother has done. (Go to K1)

G2: He is of no concern to me. By all means. (Go to K2. *Lets the king collect his souls.*)

**King of Wild Hunt**

K1: You think you could defeat me again? This is the right time to finally meet your doom Wolf. Draw you sword. (*Fights the King.*)

K2: Good Wolf. Place his skull to where his body is and I shall bother you no more.

-----End of Conversation-----

**Consequences:**

K1: If Geralt decides to fight the King, **5 more warrior wraiths** will appear alongside the King. Geralt has to defeat all of them. **Choosing this option will unlock a line in the upcoming conversation with Fleurise (G6).**

After the battle finishes, a stone pillar, next to where the headless skeleton is, slides open. Geralt sees another room.

K2: If Geralt decides to surrender the soul of the High Priest to the King of the Wild Hunt, he has to take the skull and place it into his inventory by pressing the USE key. Next, he has to approach the headless skeleton at the other end of the room and opens up its inventory by pressing the USE key again. He will place his skull into that inventory. And the following quest updates appear.

**Quest:** Find the Book of Exegenesis.

**Status:** Active

**Description:** The King of the Wild Hunt haunts my fate. He appeared again in the underground temple, claiming the soul of the High Priest. I have decided to surrender his soul to the King and leave me in peace.

**Update:** Place the skull at the stone table where his skeleton is.

After placing the skull at the right place, a stone pillar, next to where the headless skeleton is, slides open. Geralt sees another room.

\*Notes about this map (Please refer to the Appendix for the mood board)

- The architecture of the level strongly suggests a sacrificial room, thus explains the circular pattern and structure around a sacrificial table.
- There are many burnt marks on the floor, a lot of fallen debris and skeletons of mercenaries, indicating that a big fight once took place in here.
- This room is really BIG, and apparently, is well-lit due to a gap from the ceiling, where sunlight comes in. This is actually a **shortcut** out to the outer area. The roof will collapse to make a stairway.

## 11. THE HIGH PRIEST'S PRIVATE QUARTER

When Geralt enters this room, he will find a book on a pedestal but it is encased by a magical force field. Geralt has to press the USE key on the book and the following updates occurs.

**XP Received: 30,000 XP**

**Quest:** Find the Book of Exegesis.

**Status:** Active

**Description:** I think I could be the book. But it looks like it is trapped in a magical force field.

**Update:** Find a way to deactivate the force field and retrieve the book.

At this moment, Fleurise appears again.

### DIALOG BETWEEN GERALT AND FLEURISE:

---

**Fleurise**

If you want this book Geralt, you need to read the lines written on this page. (referring to the open page on the book.)

**Geralt**

How would you know that?

**Fleurise**

Visenna put it here.

**Geralt**

You knew my mother?

**Fleurise**

She saved me while I was running away from the evil man. She took me in and treated my wounds with her magic. I like her a lot. But that evil man found me and took me away from Visenna. He raped me before he put me on the table and slew my throat, in front of hundreds of people.

**Geralt**

I'm sorry to hear that.

**Fleurise**

Visenna came for me but it was too late. She killed that evil man.

**Geralt**

G1: \*Reads a line from the book\* (Go to F1)

G2: This looks too easy. For all the trouble my mother did to guard this book. (Go to F2)

**Fleurise**

F1: \*Voice turns fiendish.\* Thank you for helping me put a deadly curse on the village. (Go to G3)

F2: There is no other way Geralt. Nothing can break the barrier. (Go to G1)

**Geralt**

G3: You tricked me.

**Fleurise**

They deserve this. I would not rest until every one of their souls is tormented and burnt in hell.

**Geralt**

What have they done?

**Fleurise**

Twenty young girls were slain Geralt. For a god who did not exist. And they stood idly by doing nothing.

**Geralt**

They are not the same people. A generation has already passed.

**Fleurise**

They still deserve what their forefathers did.

**Geralt**

G4: I will not waste my time to reason with a vengeful specter. (*Ends convo. Takes the book.*)

G5: They do not and I will not let you do that. (*Ends convo. Fights Fleurise.*)

G6 (If unlocked): Listen, the one who is responsible for all this is the High Priest.

He was the one who brought his false religion into the village, the one who raped you, and other girls like you, before slaying your throat in front of the eyes of all the villagers.

They were in sheer misery at that time because of the devastation that the High Priest had put on them, like what you are going to do now. And he deceived them into thinking that by offering blood to Sartho, he could lift their suffering.

There are still worshippers of Sartho now. If you let this happen, history will repeat itself.

**Fleurise**

The High Priest. He is dead now. His soul is free.

**Geralt**

No. His soul is tortured, trapped in his own skull. Visenna has something to do with that.

**Fleurise**

Visenna...

**Geralt**

I will ensure that his soul will be tortured forever, but only if you reverse the spell.

**Fleurise**

Come back to me when you have done so Geralt.

-----End of Conversation-----

Ending Consequences:

G4: If Geralt ignores Fleurise, the magical shield on the book disappears.

G5: If Geralt decides to fight Fleurise, the magical shield on the book will not go away until Fleurise is defeated. However, Geralt finds out that defeating Fleurise does not reverse the curse which is already taking effect on the villagers.

Either way, a shortcut out of the temple will be presented to Geralt in the sacrificial room. The sound of rocks crashing down to make the way out in the form of some sort of stairway must be loud enough. The intensity of the light in that room too will drastically change to a much brighter one, significant enough to lead Geralt to the way out.

G6: This line will be unlocked if Geralt decides not to give up the soul of the High Priest. His next task would be to take the headless skeleton and throw it into the river, forever separating the skull from the rest of the body.



**Quest:** Find the Book of Exegenesis.

**Status:** Active

**Description:** Fleurise is one vindictive specter. In order to persuade her to reverse the curse I have helped put on the villagers, I have to take the headless skeleton and throw it into the river, forever separating the skull from his body, and his soul forever tormented.

**Update:** Take the headless skeleton and throw in into the river. Head back to Fleurise after it is done.

After accomplishing that, Geralt will have to head back to the temple via the shortcut. The following dialog ensues.

#### DIALOG BETWEEN GERALT AND FLEURISE AFTER DEED IS DONE:

---

**Fleurise**

I sense the cries of a tortured soul.

**Geralt**

You have heard the cries of the High Priest. He deserved it. Now about our deal?

**Fleurise**

*(A page in the book turns by itself)* Read that line. Trust me this time.

**Geralt**

\*reads a line\*

**Fleurise**

I can rest in peace now. Thank you, Geralt. You have a kind heart like your mother's. (She disappears.)

-----End of Conversation-----

The magical shield on the book will disappear and Geralt can take the book. Furthermore, the curse on the villagers will be reversed. The game fades out and fades in with a dialog cut-scene with Triss.

**Quest:** Find the Book of Exegenesis.

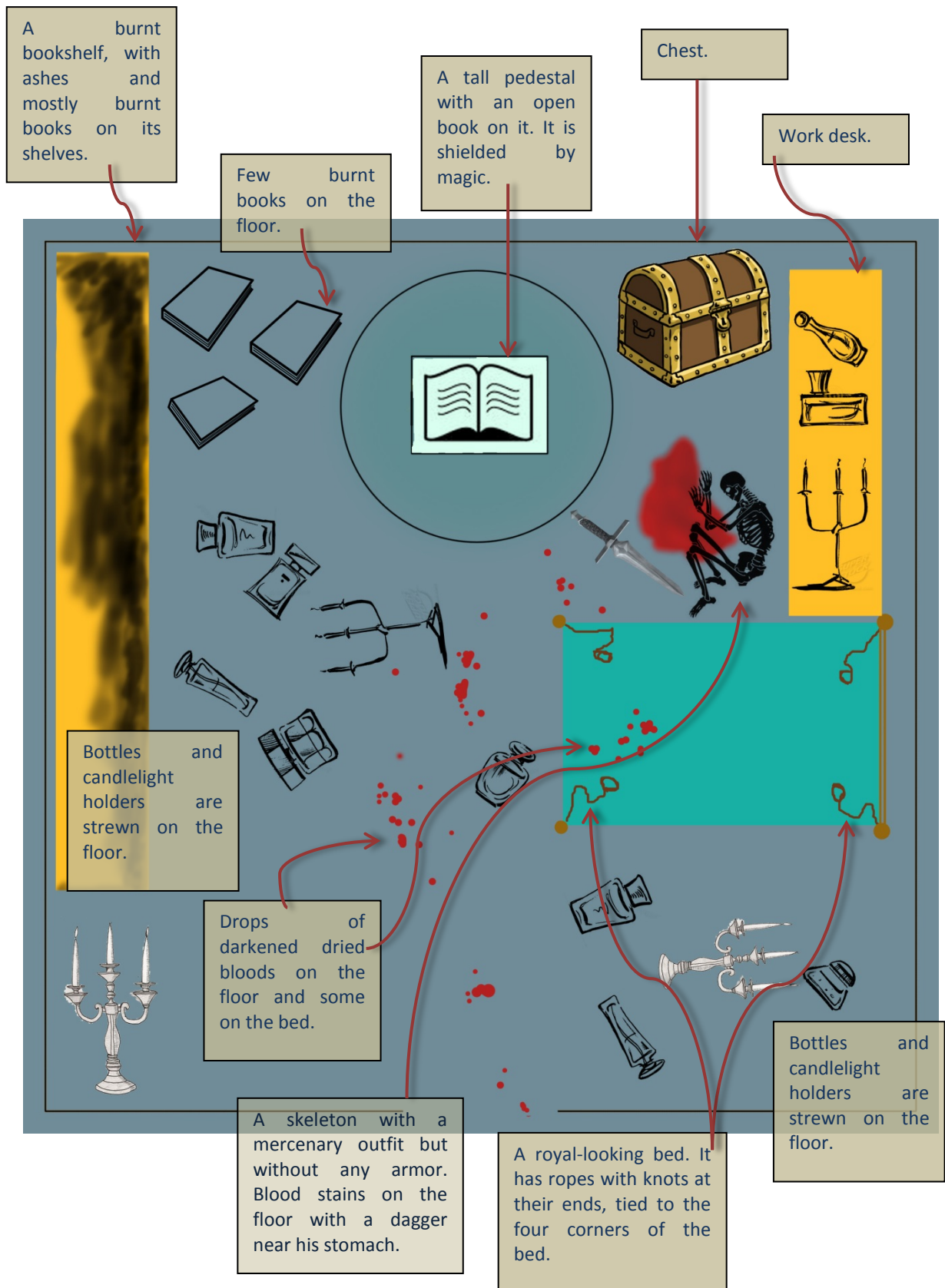
**Status:** Completed

**Description:** I have now attained the book. I have never missed Triss so much.

\*Note about the High Priest's room. (Look at Appendix for mood board)

- The burnt books in this room suggest that someone (possibly Visenna) wants to get rid of all the books in here but spared the Book of Exegenesis and encased it in a magical field instead.
- There seemed to be some struggle in the room that led to the death of a soldier in this room.
- The ropes on the bed suggest this is where the High Priest rapes his victims.

## FLOOR PLAN



## 12. IN-GAME OUTRO CUT-SCENE

The conversation with Triss here will mention the consequences of Geralt's decision on the village. Triss too will reveal a little more about Visenna and pays great tribute to her.

---

*Back at his quarter in King Foltest's castle.*

**Geralt**

What I have in possession is a very powerful book. One could put a curse on an entire community. So, why do you need this book again?

**Triss**

I guess you will eventually know this sooner or later. Several towns in Temeria are suddenly struck by a deadly plague. Caelf, Dorndal, Vattweir. Foltest suspects that the King of Redania is responsible for this. He believes Vizimir is still holding a grudge at him. He needs the book to reverse the spell.

\*\*\*\*\*

*(If Geralt did not reverse the curse on the village)*

**Triss**

I receive news that the village in which you came from is suddenly affected by the deadly plague too. Have you had something to do with it?

**Geralt**

A specter tricked me into doing it.

**Triss**

I am convinced you didn't mean to. But, Geralt, that small-populated village will soon be devoid of humans. What have they done to deserve this?

**Geralt**

You could reverse the curse on them with that book.

**Triss**

By which time I would have found the lines among thousand others in this book to do so, it may be too late.

**Geralt**

The Wild Hunt was right. I bring destruction to anywhere I go.

**Triss**

I'm sorry for what I said Geralt. What you did was for the greater good. At least, I have the book now.

\*\*\*\*\*

*(If Geralt reverses the curse on the village)*

**Geralt**

Oh, I think I may know the page for that.

**Triss**

How did you come about receiving this knowledge?

**Geralt**

A friendly specter told me.

**Triss**

I am glad to know you have made friends with the specters.

\*\*\*\*\*

**Geralt**

On the brighter side, I have discovered that my mother had paid a visit to that village once.

**Triss**

What a coincidence. Who knew?

**Geralt**

I'm wondering. How did the rumours about the whereabouts of this book come to you anyway?

**Triss**

The historians from Oxenfurt.

**Geralt**

Ah. The Old Storyteller mentioned them.

**Triss**

To be honest Geralt, I suspected that your mother was there.

**Geralt**

You knew?

**Triss**

Visenna is a close friend of Tissia de Vries. They were both members of the Council of Sorcerers back then. After Tissia committed suicide following the revolt on Thanedd Island, Visenna ran away.

Many people knew who Visenna was. She was last heard to be in that village when rumours about the sinking of a temple spread. She is a very powerful sorceress to do such a thing Geralt.

**Geralt**

I'm proud. But I wish I know more about my mother than you do.

**Triss**

Oh Geralt.

Would you let me free your worries?

**Geralt**

I have been waiting for you to say that.

-----End of Conversation-----

---

# APPENDIX I – THE INTRO CINEMATIC SCREENPLAY

The Witcher: Visenna's Legacy (DLC)

By

Muhsen Bin Hassan

FADE IN:

EXT. IN A FOREST NEAR THE RUINS OF AN ALTAR – NIGHT

A GIRL, wearing a white dress and of aged 16, is running through the forest.

FADE OUT:

ON SCREEN:

BLACK TERN ISLAND  
1252

FADE IN:

She is breathing heavily and she seemed to be limping. She turns back, without stopping, to see if anyone is still following her.

The SOUND of accumulative howling beacons from a distance. It gets louder and louder.

Light from the full moon shone through the tree leaves above.

Before long, she tripped and fell forward. While breathing heavily, her face shows extreme pain. She holds her right leg with both arms.

The howling has stopped by now. Red point lights appeared from the darkness. One by one, WOLVES began to emerge from the darkness. They snarled showing their fangs.

There are nine wolves that appeared by now.

GIRL  
(Whimpers)  
No. Please don't.

The wolves draw closer to the girl in a slow manner, in a stance preparing to pounce on her.

The girl tried to get up but cried in pain. She dragged her body across the ground, whimpering.

In an instance, all nine wolves charge towards the girl at full speed.



The girl screams.

Suddenly, a bright ball of blue light came from a distance. It explodes in front of the wolves and they are knocked back.

The girl gasps. Then she looks at the direction of the source of the magic.

A silhouette VISENNA emerged from the darkness.

VISENNA, wearing a green overall with long wavy white hair, and a green band on her forehead, approached the girl and knelt down to attend to her.

GIRL

Oh milady. Please help me.  
Please. He is going to kill me.

VISENNA

Stay calm, my child.

The wolves are back on their feet again, and slowly approached Visenna and the girl.

Visenna notices them. She holds out her hands, and moves them with a complex pattern.

A circular hex sign appears on the ground just in front of Visenna.

The wolves stop moving as if something binds the feet to the ground. They begin to bark at them.

VISENNA

You have a fractured bone. And  
you got bit.

GIRL

It hurts.

VISENNA

Hush. It will be alright in a  
moment.

Visenna smiles at her while she puts her hands on the girl's right leg. Visenna mutters a few spells.

There is a pink glow from underneath the skin of the girl's leg.

GIRL

It doesn't hurt anymore.

VIENNA

That's good, my child. Now, would you get up for me?

The girl manages to get up and stands on her two feet.

VIENNA

You're doing great. Now, let's run!

The girl runs.

The hex sign on the floor began to fade away. The wolves are no longer bind to the ground and charge at them immediately.

Visenna throws another blue ball of light towards the wolves, before running with the girl. But it only slows them down for a while.

After a while, suddenly, the HIGH PRIEST appears, blocking their path. Both of them stop running.

HIGH PRIEST

Where do you think you can run to, my girl?

GIRL

Oh milady, please help me. He is trying to kill me.

VIENNA

Who are you?

HIGH PRIEST

This is none of your business, sorceress. Give that girl to me and you will not be harmed.

VIENNA

You believe you could harm me, old man?

HIGH PRIEST

(Laughs)  
Let me see about that!

The wolves are approaching closer to them. Visenna turns back and sees them.

The High Priest unleashes a bolt of lightning at them with a wave of his LONG STAFF.

Visenna charges up a magical shield with a circular motion of her hands. It reflects the bolt of lightning towards the wolves approaching from behind them at this moment.

Five of the wolves are electrocuted by the bolt of lightning, and tumble to the ground like ragdolls. The rest of the wolves are kicked sideways by the blast. They whimper out of being hurt. They do not pursue them anymore

Visenna now immediately throws a stun sign towards the High Priest. He is not able to react accordingly and is momentarily disoriented.

Visenna now mutters a long list of spells and a complex gesture of her hands. Not long after, a portal appears in front of her.

Visenna carries the girl up with her and goes through the portal as swiftly as she could.

The High Priest only manages to send another bolt of lightning to her direction and misses them.

The portal closes. The High Priest stands there in disbelief.

HIGH PRIEST

Who was that?

His face shows extreme frustration but at the same time perturbed. He stands there under the moonlight, holding his staff, as the screen turns dark.

FADE OUT:

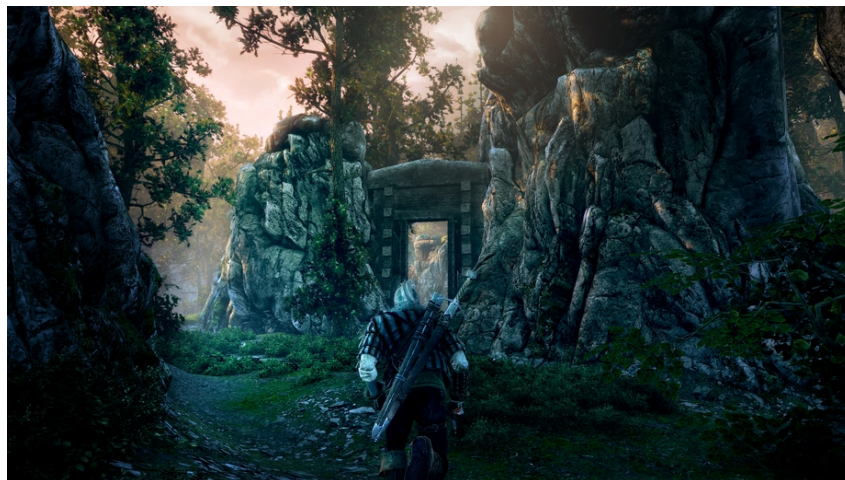
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## APPENDIX II – VISENNA’S LEGACY

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## APPENDIX III – MOOD BOARDS

### THE HIDDEN TEMPLE





## THE PRAYER ROOM







The Statues

## THE SACRIFICIAL ROOM



The fallen statue.

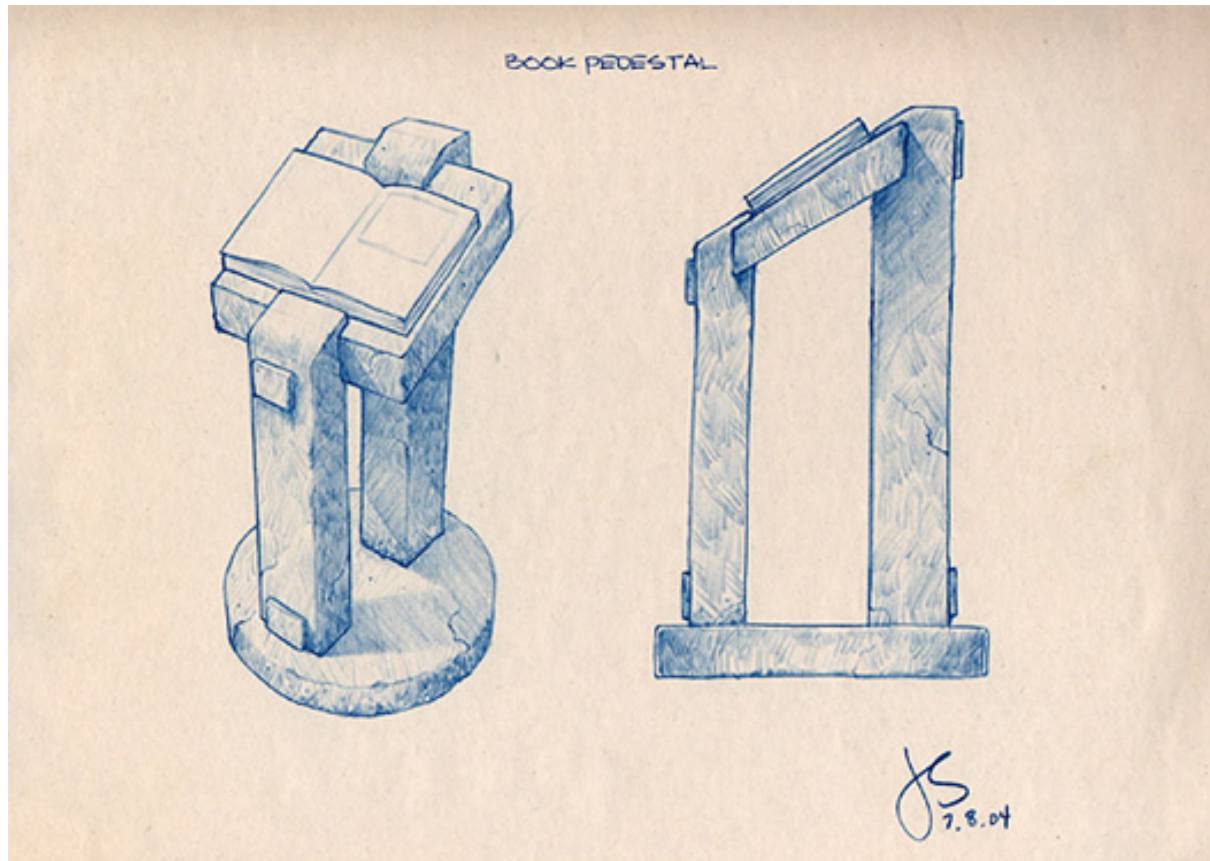


The priest robe.



## THE HIGH PRIEST'S QUARTER





## REFERENCES

1. Visenna's Visualization Image – Triss Merigold by DarkAkelarre  
Website: [darkakellarre.deviantart.com](http://darkakellarre.deviantart.com)