

Neverwinter Nights Quest: “The Doom That Came To Denyadrid”

A basic outline. For more information about the characters, please refer to the character sheet.

The player starts on a boat which is harbored on a small island. It's night. Going off the ship, he can speak to the man who sailed with the player there; a Bloodpirate. The bloodpirate tells him he doesn't like this place and wants to get out of here, even though he knows the player wanted to go here to help someone who wrote a note that the player found in a bottle on a beach. *(Original, right?)*

If at any time the player goes back to the Bloodpirate, the man will tell the player that there is something wrong with his compass, and thus, the player needs to fix it if he wants to get off the island.

Player explores the area, leading to an opening in a fence, entering “**Inner Area**”. A girl approaches the player as soon as he/she enters.

She tells the player she's the one who asked you/someone to come and rescue her, but that she cannot leave because there are strange things moving about and she's too terrified. She asks you to help her escape.

Exploring the “**Inner Area**”, there is a cave that can be entered. However, inside the cave is a big gate that is locked. If the player asks the girl about it, she tells the player about the people who live inside, and how the evil man locked them in there.

A gate with a dead man can be examined. On approach, the man will become a zombie and attack the player. Once the zombie is killed, the gate that he was protecting is opened, revealing “**Inner Village**”. In there is a house where a man lives. When asking him about the girl he doesn't know what you're talking about. All his children are dead. He seems... crazy in the way he speaks, and it's difficult to get anything useful out of him, except that his whole family got an illness that killed them all. It all started when their eldest daughter, Lilly, disappeared in a cave. The man just wishes to have her back so he can bury her bones. The player volunteers to see what happened to her down there. The man has no children left to protect from the cave so he gives the player the key to the cave's entrance.

Inside the cave stands a tiny Drow who cackles and greets you on arrival. He gives you some information about the Drow's – half of their population were on the surface when the stonemason took out the amulet from the rock, causing them to burn up.

The basic story that will be scattered amongst the level design (diaries, notes etc) and three NPC's, the Tiny Drow, the Drow King and the Stonemason... Is that The Drow's didn't know why they couldn't stand sunlight anymore until Lilly wandered down in the cave and started talking to the little Drow about the amulet her father found.

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The little Drow liked Lilly and wanted to keep her, but the others found out and took her as a prisoner, hoping the father/amulet-taker would come down and look for her. Lilly didn't last long as the Drow's had no idea of what to feed her.

Two years later, when the Drow's had almost forgotten him; the man came. He had seen the Drow's and he had seen a dead Lilly who had been starved to death. With tears in his eyes, he had decided he had no choice but to forge a lock for their door, trapping them forever in darkness. The Drow's had forgotten about him, and they didn't see him until it was too late. The man had waited for his revenge, and he got it, for the price of not burying his child's bones.

The Drow's found his actions unjust. They had no other means of getting back but to poison the water, killing all of his family, but the man still lived. They can hear him cutting rock up there on the surface. The amulet must still be protecting him from death.

The tiny Drow ends the conversation with asking who's side the player is on. The player has three options; with the Drow, with the human, or undecided. Either way, the tiny Drow says the other Drow's won't listen. If you wander around in this cave, the Drow's who are blinded by hatred for humans, will try to devour you. Better watch your step.

Walking further in the cave the Drow's come, and an encounter occurs. After killing the Drow's, you're free to explore the dungeon; loot here and there, as well as Lilly's skeleton.

Once you reach the inner sanctum, there is a big stairwell and a Drow King inside. He's surrounded by military items. If you try to use the stairwell, the Drow King approaches you.

He tells you he wants you to fight for him, killing the man upstairs. You can say yes, or no.

Both decisions lead you to go up the stairwell.

If you agree to kill the man and try to kill him, the talisman awakens all dead relatives that have been buried, including his wife. He cowers in a corner as you slay them all. After he sees that he freaks out and throws away the talisman. The poison then inflicts him, and he dies.

If you try to help him, the Drow's will lead an attack themselves towards the man, and the zombies are awakened. Once the player arrives at the scene, both the Drow's and Zombies attack the player. Once all of them are dead, the man reacts the same way as he did before.

After you receive the talisman, you're free to leave and reach the boat.

The little girl stands at the same place as before, you can talk to her. She says she's been watching you, seeing what the others have said, and reached a conclusion. The man wasn't evil as she believed. Even so, she cannot leave.

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You can ask her if she's Lilly, and she says she might be, but that she's been gone for so long that she can't remember. She just wants to be at peace, she believed killing the man would make her peaceful, but she isn't.

If you have the skeleton bones, you can ask if they're hers. They are. She asks you to bury them. If you do, a box with loot will appear in the place where the little girl was standing, and the quest of helping a little girl will be completed in your journal – otherwise she will just wave good bye as you leave.