



[LOCATION]
MURKWOOD

[Narrator]

You have arrived at the Entangled Swamp Den, a safe haven for the Murkwood wolves and their allies.

[Explore]

MURKWOOD DREAM

[Narrator]

As you are sleeping, the sunny dream that plays through your mind is abruptly shattered into a thousand black splinters. Your heart sinks as you feel yourself being swallowed by an impossibly dark chasm. It pulls you downwards and sends you hurtling through empty space at terrifying speeds. After what feels like ages, you finally land upon solid ground. Desperate and alone, you fumble around in the dark, hoping to ground yourself against some sort of surface. You hear nothing apart from the pounding of your own heart.

[Continue]

[Narrator]

Just before panic consumes you, you see a faint light just ahead. It seems to move towards you in the dark, growing brighter with every inch.

[Continue]

[Narrator]

What was once a faint spark is now an ocean of energy, a bright moon that illuminates the space around you. Transfixed by its beauty, you move towards the orb. It whispers your name.

[Continue]

[Narrator]

Before you can reach for the strange object, you feel a strange sensation on your hind paw. You quickly turn around, and to your horror discover that a slick, black tendril has wound itself around your leg. You recoil from its grip and attempt to free yourself, but it is no

use. The tendril holds strong against your desperate thrashing. You feel it wrapping further up your leg as another coil finds your waist. You yelp in terror as more and more tendrils fly towards you. As you begin to accept your dark fate, a soft voice enters your mind.

[Continue]

[Voice]

Do not be frightened, little one. Luana calls to you.

[Continue]

[Narrator]

You thrash against the tendrils violently, hoping to break free.

[Voice]

The Mother grows sick. You must be ready.

[Continue]

[Narrator]

The words confuse you. Before you can speak, the tendrils pull you back and away from the light. Their cold touch is the last sensation you feel as you suffocate and slip into unconsciousness. You hear the voice again, but it is far away now.

[New Quest Unlocked: Joining the Murkwood Pack]

[Quest Accepted: Joining the Murkwood Pack]

[Proceed to Joining the Murkwood Pack]

[Explore Again]

[Return to Map]

JOINING THE MURKWOOD PACK

[Narrator]

The gentle croaking of frogs wakes you from your sleep. Yawning, you rise from the bed of dried moss and stretch deeply. A vague memory passes through your mind of black tendrils and a glowing moon.

You inhale deeply and take in the sights around you. The Den is very much unlike the rest of the Entangled Forest. Here, the trees grow thick and tall, and act as a sort of barrier against the wilderness beyond. You feel safe here, for the first time in a long while.

You trot along the paw-worn paths. There are shopowners selling their wares, foodstalls with smells that make your mouth water, and all manner of wolves going about their daily lives. You continue along the path until you see something strange up ahead.

As you draw closer to the activity, you realize it is two Jocols fighting each other. They are at each other's throats!

[Hey, stop it!]

[I think I'll watch for a bit.]

[Narrator]

You shout at the Jocols to stop, but they ignore you completely.

[I'll stop them with force.]

[Narrator]

Just then, a rather large Lupin that you hadn't noticed before steps in front of you. You look up at the imposing figure. She appears quite annoyed.

[Kajji]

Hey! Just what do you think you are doing?

[I was exploring the area when I noticed these two fighting.]

[Narrator]

The Lupin studies you for a moment, then grins. You hear one of the Jocols laughing obnoxiously. You suddenly feel very foolish! You drop your tail and start to turn away when the Lupin stops you.

[Kajji]

Wait! Don't leave, I mean no disrespect. You must not be from around here. These two were not fighting, but rather play-fighting each other. We Murkwoods engage in mock duels to test our strength. You see?

[Narrator]

You nod your head and she smiles warmly. She seems far less intimidating than before.

[Cathry]

What a silly little fool. Shall I chase this one away?

[Kajji]

That's enough out of you, Cathry. Now then, I am called Kajji, the Entangled Swamp's resident Slayer. These two are my whelps; the rude one is named Cathry, and this one is Vip.

[Vip]

Pleased to meet you! Don't mind my friend, he means well enough, just a little hot headed at times.

[Cathry]

Hey!

[Kajji]

Enough! The both of you! Now, what did you say your purpose was here in Murkwood?

[I'm not sure yet.]

[To join the Murkwood Pack!]

[Narrator]

You explain that you aren't sure yet, you were just exploring the area.

[Kajji]

Ah, an explorer. We could use more of those in our pack. Might you have an interest in joining us? There would be much in it for you; power, glory, and all the swamp to explore.

[Continue]

[Narrator]

Her words do not intimidate you. You wag your tail eagerly.

[New Quest Unlocked: Oh, Rats!]

[Proceed to Oh, Rats!]

[Return to Map]

OH, RATS!

[Narrator]

Kajji nods to Vip and Cathry, who turn and leave to resume their duel.

[Kajji]

If you are successful, I will accept you as my whelp and train you in our ways. This first task will be something simple. Nothing that could potentially kill or maim you of course. Best not to lose a brand new recruit, eh? You're not much use to us dead! Ha ha! Ah, well...anyway. Are you ready?

[I guess so?]

[I'm ready!]

[Kajji]

That's the spirit! Then I will waste no more time. Your first task will be to gather 5 Golden Apples for our Den. They can be earned by defeating Rodills from the nearby forests. They are small creatures with little honor, so they shouldn't be that difficult for you. Bring the apples back to me, and you can begin your training. Oh, and don't try to eat any of them. They may look appetizing, but they have a horrible taste. Much like Rodills, ha!

[Quest Accepted: Oh, Rats!]

[Explore Again]

[Return to Map]

[Narrator]

You find Kajji back at the den and present the 5 Golden Apples.

[Kajji]

Greetings, whelp, I see you've gathered the apples. You've done well.
How did you fare against the Rodills?

[They were no match for me!]

[Ok, I guess?]

[Narrator]

Kajji seems amused.

[Kajji]

Boasting will only get you so far, little whelp. The real test is if your bite rivals your bark.

[Continue]

[Kajji]

Well, this proves you can follow simple directions at least. Thank the spirits for that. There's only a handful of new recruits who can do the same.

[Kajji]

If you're ready, we can continue. But be warned. I will ask more and more of you as you learn. Some of these tasks may prove...uncomfortable. I earned most of these scars during my own training. I will not go easy on you, whelp.

[What are those scars from?]

[I'm ready to continue.]

[Kajji]

What, these? Ah, I earned these after a run-in with a particularly grouchy Moorbear. She was upset I had interrupted her nap. Never—I mean never—wake a sleeping Moorbear.

[What about your ear?]

[I'm ready to continue.]

[Kajji]

A curious one, aren't you? I'll save that story for another time, whelp.
We've work to do!

[I'm ready to continue.]

[Kajji]

Come visit me again when you're ready. I'll be waiting.

[New Quest Unlocked: Call the Exterminator]

[Proceed to Call the Exterminator]

[Explore Again]

[Return to Map]

CALL THE EXTERMINATOR

[Kajji]

Are you ready for your next assignment?

[I'm ready!]

[Kajji]

Very well. Your next task is simple; there is a small army of Basidios near our den's borders. Their obnoxious croaking is disturbing some of the residents. You'll have to drive them away by force, if necessary. Oh! And lest I forget again, be wary of their toxic clouds. Poor Vip was incapacitated by one of them earlier...Sorry, Vip!

[Narrator]

You hear Vip whine loudly somewhere off in the distance.

[Is there anything else I should know?]

[Let's do this!]

[Kajji]

Nope! None that I can think of right now!

[Let's do this!]

[Kajji]

Just follow the croaking. Good luck!

[Quest Accepted: Call the Exterminator]

[Proceed to Next Quest Area]

[Return to Map]

[Narrator]

You sprint back into the safety of the den and find Kajji sharpening her claws.

[Kajji]

Ah, the little whelp returns. Well done, I was beginning to thi—by Luana's claws! What is that horrible smell?

[What smell?]

[The Basidios!]

[Kajji]

Oh! My mistake, I had forgotten the Basidios had such a...potent scent. No matter, the smell should come off after a good wash. My poor Wadu got misted by one of them a few years back, we used lemon peels and salt to scrub it off and that seemed to do the trick.

[Who is Wadu?]

[What's next?]

[Kajji]

Wadu is an old friend of mine. We met back when I was nothing more than an un-blooded whelp. He went off to train with the Sunken Marsh Tribe a short time ago and quickly climbed through the ranks. I believe he's a Slayer now. He was one of our best. Much too reckless, yes...but strong. I miss him.

[Who are the Sunken Marsh tribe? And what's a Slayer?]

[What's next?]

[Kajji]

They control the territory to our East. Theirs is a vicious land filled with deadly plants and even deadlier creatures. The Sunken Marsh tribe is

well known for their resilience. Anything less and they would have surely perished long ago. You'll be going there next after you've finished training with me. That's why I must prepare you well before you journey there.

[Kajji]

A Slayer is one of the best ranks a Murkwoodian can hope to achieve. Wolves are given that rank when they've not only completed their training, but have also displayed incredible strength, ferocity, or courage. I myself was given the rank after I had bested Njau Splithorn. I couldn't have been much older than you are now. He gave me a few of these scars in fact, but he wears some of mine as well.

[What's next?]

[Kajji]

An eager one, aren't you? Heh—I admire that. Get some rest, then come find me when you're ready.

[New Quest Unlocked: Crikey, That's a Big One!]

[Proceed to Crikey, That's a Big One!]

[Explore Again]

[Return to Map]

CRIKEY, THAT'S A BIG ONE!

[Kajji]

I've got another job that needs doing...Some Algeels have invaded the boggy area to the South. They've been seen sabotaging our fishing nets and stealing our catch. Travel there and see if you can drive them Away.

[Are Algeels dangerous?]

[Aye aye!]

[Kajji]

Oh—by the spirits, yes! That's good of you to ask. Algeels are normally pretty docile, but they can kill you without a second thought if they're feeling particularly foul.

[Aye aye!]

[Kajji]

Keep an eye on their whipping-tails, and don't let them bite you! Algeels can shock the very Lifeblood from your bones.

[Lifeblood?]

[I'm ready!]

[Kajji]

What do you mean, what's Lifeblood? Silly whelp, were you taught nothing as a pup? Lifeblood is our energy—what makes us strong. It is more than just the physical blood that flows through us, it is our will. It is what gives us the courage and fury to fight in the name of Luana. You call upon it before you leap into battle, or challenge a foe. Without it, we are powerless.

[I want to learn more about Luana.]

[I'm ready!]

[Kajji]

We haven't time to prattle on about our past when there's work to do!
Go ask one of the shamans if you need a history lesson.

[I'm ready!]

[Kajji]

Excellent. Oh, and try to grab some of the Algae Blobs they hoard.
Algae is very nutritious and good for the fur. Now, off with you! And
good luck.

[Quest Accepted: Crikey, That's a Big One!]

[Proceed to Next Quest Area]

[Return to Map]

[Narrator]

You travel back to the den and find Kajji.

[Kajji]

You've made it back, and all in one piece! Well done, whelp. I must
say, I'm impressed with your progress. I can't remember the last time
I trained a wolf with such fervor.

[Thank you.]

[I know, I'm the best.]

[Kajji]

You are welcome. Now, let's see what bounty you've collected.

[Narrator]

You present the Algae Blobs and Kajji sniffs it eagerly, then gobbles a piece.

[Continue]

[Kajji]

Ah, delightful. This is a fine catch, young one. I'll bring this algae to Thumbs so he can make his famous Soup de Bog this evening. Perhaps, just one more bite...

[Narrator]

You huff gently, stirring Kajji from her fixation.

[Kajji]

Right then, whelp, you've proven you're worth your weight. Come find me a bit later. I need to silence this rumbling stomach with some good food.

[New Quest Unlocked: Duel of the Fates]

[Proceed to Duel of the Fates]

[Explore Again]

[Return to Map]

DUEL OF THE FATES

[Narrator]

Kajji nods at you, then turns around and shouts

[Kajji]

Vip, Cathry! Get your butts over here.

[Continue]

[Narrator]

Vip eagerly leaps to your side, soon followed by Cathry.

[Kajji]

As you all know, a Murkwood's Lifeblood is their greatest asset. We can assess the strength of our Lifeblood by battling against worthy opponents out in the wilds. You three have shown you're worth your salt. Let's see how you fare against each other with some proper duels. Vip, I'll use you to demonstrate.

[Narrator]

Vip nods at Kajji, though they seem somewhat uneasy.

[Kajji]

Perfect. Now, I'll be demonstrating the proper dueling initiation. A duel is not a duel unless the rituals have been observed. Watch my technique closely.

[Narrator]

Kajji straightens herself, then steps her left paw out and holds the other tucked closely against her chest. She then dips her head downwards, ears flattened. Her tail raises straight up and is held perfectly still. After a moment, she replants her paw on the ground, keeping her head low. A steady growl, quiet at first but then growing much louder, vibrates through the air. You feel fear grip your heart and your hackles raise instinctively. You see Vip tuck their tail and shudder. Kajji's growl fades. She then rights herself and relaxes.

[Continue]

[Kajji]

Did you all take note of my form? To review, you must first bow in respect for your opponent—with right paw tucked and left straight forward. Your tail must be held straight up and ears flat. Once you've held that pose for a moment, the bow is complete.

[Vip]

And what about growling? Are we supposed to growl...like that?

[Kajji]

Great question, Vip. After you've completed the bow, you may choose to do any number of things. Some remain silent while others choose to growl, bark, or scrape their paws against the ground. It's whatever feels right to you. But the first and most important step in the ritual is to show your respect. Intimidation is secondary, and entirely up to you. Now it's your turn, Vip.

[Continue]

[Narrator]

Vip places their left paw forward and bows awkwardly. They straighten, then let out a feeble bark. Cathry snickers.

[Cathry]

By Luana, I'm shivering like a pup!

[Vip]

Shut up Cathry!

[Cathry]

Oh Vip, I'm only teas—

[Kajji]

That's enough, Cathry. One more yip out of you and I'll toss you into the scrap pile! Now, Vip, your bow was almost perfect. Make sure you raise your tail a bit higher next time. And, as for the intimidation...perhaps silence is your best option, for now. There's always time to practice that. Alright Cathry, you're up next.

[Continue]

[Narrator]

Cathry assumes the position and bows lazily. You notice a wily smile cross his snout. Suddenly, and without completing the bow, he leaps forward and lets out a vicious bark.

[Kajji]

No, no, no! Were you not listening? I swear Cathry, your brash attitude will get you in trouble some day. You are to observe the proper rules, or you won't be dueling at all. Is that understood? Now, try again. Properly this time!

[Narrator]

He rolls his eyes and demonstrates the proper bow.

[Kajji]

Better. But remember what I've said. Respect comes first and foremost. Alright, whelp, let's see it.

[You bow, then growl.]

[You bow, then bark.]

[You bow, then remain silent.]

[Narrator]

You bow gracefully.

[Kajji]

Perfect form! You'll impress many opponents with that.

[Narrator]

You hear Cathry scoff at you.

[Continue]

[Kajji]

Alright, now that you've each demonstrated you can at least initiate a duel, I'll cover some of the ground rules. A Murkwood duel is a test of Lifeblood. Therefore, whomever demonstrates the greatest strength of will becomes the victor. Biting, scratching, and kicking is allowed—as long as it doesn't draw blood. Keep in mind, these are practice duels; I'll not have you whelps ripping each other apart. Duels will last however long it takes for one participant to yield or be disqualified. As soon as one of you yields, the other must withdraw, and be named the winner. Do you understand?

[Narrator]

You and Vip nod.

[Cathry]

This is all a bit ridiculous, isn't it?

[Kajji]

Ridiculous? Do you find our time-honored traditions ridiculous, Cathry? Wait until you're dueling for your life, then tell me if you still think it so. Now, there's one more thing; participants who leave the dueling circle are immediately disqualified. The goal is to either exhaust your opponent, or knock them out of the circle. Cathry, Vip, you'll be matched first. Begin!

[Narrator]

You watch Cathry and Vip begin their duel and take note of each other's form.

[Quest Accepted: Duel of the Fates]

[Explore Again]

[Return to Map]

[Kajji]

Well done. You've demonstrated the respect, strength, and vigor of a true Murkwoodian! And, what's more, your Lifeblood has grown stronger. You'll be able to take on much stronger foes than those before.

[Like what?]

[Continue]

[Kajji]

Almost every creature in this swamp wants to kill you. Especially so for the wild areas that remain unexplored. As I've said from the

beginning, my job is to prepare you the best I can for whatever you may or may not face.

[What's the worst thing you've faced?]

[Continue]

[Kajji]

The worst thing? Eh, I'd rather not talk about it. I'm not sure it was even real.

[What was it?]

[Continue]

[Kajji]

You're a bit nosy, aren't you? Well, I suppose it wouldn't hurt to tell. The worst thing I ever faced wasn't really a thing, per se. At least, not a thing I could see. It was more of a feeling—aye, a dark presence that carried hatred like a shroud. It shook me to my bones. I'll never set paw in that place again. If you ever stumble upon something like that, you'd do well to turn tail and run. But enough about ghost stories, we've work to do.

[Continue]

[Kajji]

Come find me when you're ready for the next mission. It'll be a fun one!

[New Quest Unlocked: Here There Be Monsters]

[Proceed to Here There Be Monsters]

[Explore Again]

[Return to Map]

HERE THERE BE MONSTERS

[Kajji]

Today, you all will be putting your newly found strength to the test. Venture into the deepest parts of the Entangled Swamp in search of the formidable Moorbear. They hoard a golden treasure that I desire—honey! The first one to bring me 10 honey cups will win a great prize.

[Yes ma'am!]

[Kajji]

Now, keep in mind. Moorbears are a lot more dangerous than they may seem. Their paws can kill with a single swipe, and their teeth can do terrible damage. They trade in honey, so they will not be parted from their hoard easily.

[What is the honey for?]

[I'm ready!]

[Kajji]

To eat, silly whelp! I should say honey also has healing properties, but most of it will be going straight to the belly.

[I'm ready!]

[Kajji]

Excellent. Now go, all of you. And be quick! Moorbears cannot outrun our kind, so you must rely on your speed. You have one hour.

[Cathry]

Heh, I bet I can grab a whole bag of honey before the newcomer even spots their first Moorbear.

[Vip]

Could you just try to be nice for once, Cathry?

[Cathry]

Whatever, see you slugs later.

[Continue]

[Vip]

Don't mind him. He's just jealous.

[Why are you friends with him?]

[His behavior is uncalled for.]

[Vip]

We've been friends for as long as I can remember. He was there for me when no one else was. And, I guess I was there for him too.

[I'm glad you have each other at least.]

[Just keep him away from me.]

[Vip]

Anyway, good luck finding some honey cups. Maybe Kajji will let us eat some when we get back!

[Quest Accepted: Here There Be Monsters]

[Proceed to Next Quest Area]

[Return to Map]

[Narrator]

You race back to the Den to find Kajji.

[Kajji]

Welcome back! I see you have some honey to show me. Did you collect all 10?

[Narrator]

You present the honey cups and she inhales deeply.

[Kajji]

Ah, there's not much else that can compare to the scent of freshly harvested honey. Well done, whelp! You're the first to make it back, which means you've won this challenge!

[The others aren't back yet?]

[I'm ready for my prize!]

[Narrator]

Just then, you hear a twig snap loudly and the rustling of bushes behind you. You watch as Vip emerges from the shadows, covered in scratches.

[Vip]

Kajji! It's Cathry, he's—I had to leave him behind! He's hurt!

[Kajji]

By Luana's claws, what's happened? Where is Cathry?

[Vip]

We were attacked by something...a beast!

[Kajji]

What? Vip, focus now, where is he?

[Vip]

I—I'm not sure! It started after me, I had to run as fast as I could to get away. I'm not sure where I was.

[Narrator]

Vip suddenly collapses, too exhausted to remain standing.

[Continue]

[Kajji]

Spirits save us. It's alright Vip, you're safe now. Can you think of any clue as to his location? Any landmarks or objects that stick out in your mind?

[Vip]

Um...yes! Yes, there was a dead tree that had fallen. The creature came from inside it, I think.

[Kajji]

Very good, Vip, that should help us find him. Rest now and get your strength back. You did well.

[Narrator]

Vip closes their eyes and lets out a heavy sigh of relief.

[Kajji]

Right then, I must inform the others. I could use your help, young one. We must find Cathry and bring him home. Meet me back here when you're ready to go!

[New Quest Unlocked: Rescue Mission]

[Proceed to Rescue Mission]

[Explore Again]

[Return to Map]

RESCUE MISSION

[Kajji]

Are you ready? Time is of the essence, we must make it to Cathry as soon as possible!

[Ok!]

[Kajji]

Let Luana grant us speed.

[Quest Accepted: Rescue Mission]

[Proceed to Next Quest Area]

[Return to Map]

[Narrator]

You push yourself to keep up with Kajji's frantic pace.

[Run faster.]

[Narrator]

You see a narrow path ahead between large trunks.

[Kajji]

I am glad to have you with me, young one. To be honest, I worry about what Vip said.

[What do you mean?]

[Kajji]

They used the word "beast." I haven't a clue what they mean by that. Vip is well versed in almost every type of local flora and fauna. They would have used the proper name for the creature, not beast.

[I'm sure it was their exhaustion speaking.]

[Kajji]

It very well could have been. Nevertheless, I worry.

[Continue]

[Narrator]

You notice a trampled bush near the side of the path. You breathe in the air and detect a faint scent of Cathry.

[I've caught the scent!]

[Kajji]

Well done! I'll follow your lead. Quickly now!

[Narrator]

You sprint along the path, jumping over vines and splashing through muck. Kajji follows behind you closely. Presently, you find yourself amidst a small clearing. An old, dead tree lays broken on its side.

[Kajji]

There's the tree! This must be it, look around for any sign of him. Cathry! Cathry we're here!

[Continue]

[Narrator]

You hear whimpering behind you, and turn to see Cathry stumble into the clearing. You notice a large wound on his shoulder. He seems close to death.

[Kajji]

Cathry! Thank the spirits, we've found you. Easy there, let's get you out of here.

[Narrator]

You assist Kajji in shifting Cathry's frail body onto her shoulders. He whines loudly. Cathry looks at you, fear and pain in his eyes. Then, he slips into unconsciousness.

[Kajji]

Ok, I have got him, let's get back to the den!

[Narrator]

You arrive back at the Den and find Kajji and the others grouped around Cathry. Kajji walks up to you.

[Kajji]

Thank Luana you were with me to find Cathry.

[How is he?]

[Kajji]

Not well, I'm afraid. It looks as though the beast bit into his shoulder, and the wound has festered. He's been in and out of consciousness since we arrived.

[Kajji]

Our healers have been looking over him, but they are not optimistic yet, although they said they may know of something that might help....

[New Quest Unlocked: Salve-ation]

[Proceed to Salve-ation]

[Explore Again]

[Return to Map]

SALVE-ATION

[Kajji]

The healers require a rare ingredient, one that can be used to craft a healing potion for Cathry. Broch are known to collect this, so maybe try and find some.

[Got it!]

[Kajji]

Spirits bless you. Now go, and please hurry. I don't know how much longer he has. May Luana guide you and keep you safe!

[Quest Accepted: Salve-ation]

[Proceed to Next Quest Area]

[Return to Map]

[Narrator]

You race back to Kajji with a pack full of Catswort. Before you can speak, she looks upon you with a sorrowful gaze.

[Kajji]

Cathry has taken a turn for the worst. His fever has increased and he has begin seeing delusions.

[Will he be ok?]

[Can I help?]

[Kajji]

Our healers will do everything they can and thanks to this Catswort he made be able to be saved..

[Kajji]

We cannot do anything else for Cathry to help him heal, but we must track down this beast that attacked him. The beast seems to have gone deeper into Murkwood. It will be hard to track it down, but I have an old friend that might be able to help...

[New Quest Unlocked: Varani Expertise]

[Proceed to Varani Expertise]

[Explore Again]

[Return to Map]

VARANI EXPERTISE

[Kajji]

We will need the expertise of a Varani to help in the tracking of this dangerous beast. He owes me a favor so tell him I sent you, and he will be willing to assist.

[Where can I find him?]

[Kajji]

Last I heard he was located somewhere in the Bloodmoon Grove. With Luana's luck he will be able to help find this beast quickly!

[Quest Accepted: Varani Expertise]

[Proceed to Next Quest Area]

[Return to Map]

[Narrator]

You arrive to the Bloodmoon Grove.

[Begin your search.]

[Narrator]

You think you spot a feathered cap beyond some leaves...

[Continue]

[Narrator]

As you approach a creature comes into view. As he spots you he lets out a warning.

[Varani Tracker]

You there wolf. Stop where you are. What is your purpose?

[Are you a Varani?]

[Do you know Kajji?]

[Varani Tracker]

Hmmm, yes I am. Can you not tell from my appearance? Why do you ask?

[Kajji sent me.]

[Varani Tracker]

Why yes, yes I do. I haven't spoken with her in what seems like ages...What is your business with Kajji?

[Explain your mission.]

[Varani Tracker]

Ah I see. Well that is concerning, but you have certainly come to the right Varani! I am the best tracker you can find Murkwood!

[Explore Again]

[Return to Map]

[Varani Tracker]

I shall help you as Kajji helped me. Let me know when you are ready to go.

[Continue]

[Varani Tracker]

I am ready at the drop of my hat, so let me know when you are ready to start the tracking!

[New Quest Unlocked: Tracking The Threat]

[Proceed to Tracking The Threat]

[Explore Again]

[Return to Map]

TRACKING THE THREAT

[Varani Tracker]

Are you ready to begin the tracking?

[Yes!]

[Varani Tracker]

Be wary, this beast will not be the only dangerous creature as we venture further.

[Quest Accepted: Tracking The Threat]

[Explore Again]

[Return to Map]

[Narrator]

You spot some rather large tracks...

[Tell the Varani.]

[Narrator]

The Varani comes over to take a closer look at the tracks.

[Varani Tracker]

Good instincts wolf! Those tracks do seem to match your description of what you saw before. They seem to be a day or two old.

[Continue tracking.]

[Ignore.]

[Narrator]

The Varani seems to notice something...

[Varani Tracker]

Over here! These tracks are the same as before and they seem to be slightly fresher. We are headed in the right direction!

[Continue tracking.]

[Narrator]

The Varani frowns as he notices the next set of tracks.

[Varani Tracker]

These tracks are getting more and more difficult to follow. The terrain is changing and it is getting dark, we must remain vigilant and keep our senses sharp. It will be safest to put on search on hold until the light of morning.

[Explore Again]

[Return to Map]

[Narrator]

As the shadows of the Murkwood trees deepen and the last rays of sunlight disappear, a heavy silence falls over the forest and you settle down in your makeshift camp. You listen to foreign sounds echoing in the distance as you fall asleep and a dream takes you...

[New Quest Unlocked: A Descending Dream]

[Proceed to A Descending Dream]

[Explore Again]

[Return to Map]

A DESCENDING DREAM

[Narrator]

Emerald grasses sway gently in the breeze, and the marshland is crisscrossed by crystal-clear streams teeming with wildlife. Tall, majestic trees border the marsh, their branches forming a canopy that filters dappled sunlight down to the forest floor, creating a mesmerizing dance of light and shadow. The air is filled with the sweet songs of birds, and butterflies flit gracefully between brilliantly colored flowers. In the heart of the marshland, a magnificent crystal-clear lake reflects the azure sky, its waters perpetually calm and inviting. You are filled with a sense of tranquility and contentment, as if you have discovered a perfect oasis.

[Narrator]

All life around you suddenly vanishes. The landscape is cold and empty.

[Narrator]

Black tendrils begin to envelope you, and your feeling of dread increases.

[Narrator]

The tendrils enclose and all light vanishes...

[Narrator]

Darkness...

[Narrator]

...

[Narrator]

...

[Narrator]

...

[Narrator]

You feel a flash of confusion, anger, and resentment...

[Narrator]

Then pure determination...

[Narrator]

A pair of burning green eyes open, and a rich, eerily dissonant voice echoes in your head.

[Voice]

We will be free.

This marks the end of Chapter 1.