

Howling in the Dark

Intro

// Add to journal after Garth tells you to rescue Drifa (An event which plays when the PC enters the Frost Hound after defeating Alissa)

Garth has asked you to look into the recent disappearances. Furthermore, he has requested you to **find Drifa** — a local who took it upon herself to investigate the matter. He reckons that she couldn't have gone far. That means both she and the missing people are likely still in the **Old Forest**.

Path A (Drifa is present)

Stage 1

// Rescued Drifa

You found and rescued Drifa from a pack of corrupted lupines that ambushed her. After talking with the shy half-lupine, you sent her [wayfort.hasDrifa|to the Wayfort, letting her stay there while she gathers|back to Hawthorne, but that's not going to stop her from gathering] information about the beastmen. Nevertheless, you should probably go and talk to her... wherever she may be.

Stage 2

// Talked to Drifa in town/at the Wayfort about the quest

By Drifa's estimate, it should only take her a few days before she returns with tangible information on the feral beastmen.

Stage 3

// Three days have passed since you've talked to Drifa about the Quest

It's been a few days. You should check on Drifa and see if she's made any progress on the investigation.

Stage 4

// PC talked to Drifa about the quest but refused going there immediately

Drifa now knows where the corrupted lupines' lair is. Whenever you're ready, return to Drifa and she'll lead you there.

Path B (Drifa is absent)

Stage 1

// PC won the corrupted lupine event fight but Drifa is absent

{// **Drifa was kidnapped:**

You witnessed a pack of horned lupines kidnap a young woman

// **PC told Drifa to Beat It:**

You found and rescued Drifa. However, with how dangerous the endeavor is, you told her to go home and get lost - this mission isn't meant for her}. It's clear that these marauding beastmen are a serious problem and that they need to be stopped. To do that, though, you'll need to know where their domain is. Randomly exploring the Old Forest and fighting every corrupted lupine you see won't do you much if you don't have any actionable information to help stamp out the problem at its source.

You could either let yourself get captured by a roaming hunting party (this might not be a good idea) or you could capture one of the mad brutes and then extract the information you need. Either way, you'll have to run into them again.

Stage 2

You now know where the wolfmen's lair is — **it should be on the northeastern side of the Old Forest.** Whenever you're ready, make your way to the old mine and deal with the problem at its source.

Converge

Stage 1

// PC enters the lupine dungeon

Enter the belly of the beast and face the fury of the corrupted alpha, **Asgeir.**

Stage 1-1

// PC defeated all three captains before facing Asgeir

You've dealt a heavy blow against the corrupted lupines by dealing with all three of Asgeir's captains. With the defeat of the jarl's triumvirate, the challenge ahead has been greatly reduced.

All that's left for you to do is enter the belly of the beast and finish the fight!

Stage 2

// Quest complete

{// PC recruited the corrupted lupines:

The corrupted lupines are now under your command. As their new leader, you can put their skills to better use as a standing force at the Wayfort. {PC turned the corrupted lupines into ladies|Using the mutagen basin and the warlock-captain's alchemical notes, you were able to turn the wolfmen into sexy wolf-babes. They're still just as horny as they were before, but they're at least loyal to you. }As far as you're concerned, this is the end of the corrupted lupine threat.

// PC imprisoned the corrupted lupines:

The corrupted lupines will remain locked up in the Wayfort's dungeons until further notice. This way, they won't cause any problems and you can still interact with them. {PC turned the corrupted lupines into ladies|Using the mutagen basin and the warlock-captain's alchemical notes, you were able to turn the wolfmen into sexy wolf-babes. They're still just as horny as they were before, but they're at least loyal to you. }As far as you're concerned, this is the end of the corrupted lupine threat.

// PC exiled the corrupted lupines:

As the victor, you invoked marcher law and banished the corrupted lupine to <i>Walk the Ice.</i> Despite being craven beasts, they still cling to a sense of honor and duty. Regardless, the beastmen shall live the rest of their lives in exile, away from civilization. They shall never trouble Hawkethorne or the nearby settlements ever again. As far as you're concerned, this is the end of the corrupted lupine threat.

// Tharsus left with the Corrupted Lupines:

True to his word, Tharsus defeated Asgeir and assumed control as the new jarl, giving you a score of the corrupted lupines to use as you see fit before leaving the cave with the rest of his new followers. Since the old warlock has revealed his loyalties to the Cult of Tollus, you will no doubt run into him again}.

Strange Bedfellows

Fail this quest if both Tharsus and Olivia have been defeated.

Path A (Olivia)

Auto Complete if PC chose Parley with Olivia and both Tharsus and Refnir have already been defeated. Go to Path B (Stage 2) if PC chooses Parley with Tharsus afterwards, and then they defeat Olivia.

Stage 1

// Encountered Olivia and chose to Parley with her.

You've managed to negotiate an uneasy alliance with the bard-captain, Olivia. She and her lackeys won't attack you, but you have to deal with the other captains first. Furthermore, she'll be allowed to come and go from the Wayfort as she pleases, but only after you deal with Asgeir.

{// Tharsus has already been defeated:

Luckily, you've already dealt Tharsus, that just leaves the warden, Refnir.

// Refnir has already been defeated:

Luckily, you've already dealt with Refnir, that just leaves the warlock, Tharsus.

// Neither Tharsus nor Refnir have been defeated:

You now have a task to defeat both Tharsus and Refnir.}

Stage 1-1

// Encountered Tharsus and chose to Parley

Much to your surprise, the warlock-captain made you a similar proposal - deal with the other captains and they'll lend you their support. Since Tharsus' task and Olivia's task are mutually exclusive, it's one or the other. You can't work with them both.

If you want the help of a captain, you must side with either Tharsus or Olivia.

Stage 2

// One captain has been defeated after accepting the task

{// Tharsus has been defeated:

Unfortunately, the warlock-captain escaped before you could defeat. Nevertheless, you don't think you'll be seeing Tharsus again any time soon. That just means Refnir is the last remaining captain you have to deal with

// Refnir has been defeated:

The warden-captain has been dealt with, that just leaves Tharsus}.

Stage 3

// Both captains have been defeated after accepting the task

You've successfully dealt with the other two captains. You should return to Olivia and tell her the news.

Stage 4

// Quest complete

Olivia was pleased to hear you completed her task. You now have a tainted bard to look forward to having at the Wayfort.

Path B (Tharsus)

Skip to Stage 4 if PC already defeated both Olivia and Refnir and chose Parley with Tharsus.

Go to Path A (Stage 2) if PC chooses Parley with Olivia afterwards, and then they defeat Tharsus.

Stage 1

// Encountered Tharsus and chose to Parley with him

You've managed to negotiate an uneasy alliance with the warlock-captain, Tharsus. He will overthrow Asgeir for you under the condition that he assumes his position afterwards. As an additional offer, he'll give you some of his notes, allowing you to genderbend the corrupted wolfmen if you're so inclined. However, for this to happen, you must deal with the other captains first.

{// Olivia has already been defeated:

Luckily, you've already dealt Olivia, that just leaves the warden, Refnir.

// Refnir has already been defeated:

Luckily, you've already dealt with Refnir, that just leaves the bard, Olivia.

// Neither Olivia Refnir have been defeated:

You now have a task to defeat both Olivia and Refnir.}

Stage 1-1

// Encountered Olivia and chose to Parley with her

Much to your surprise, the bard-captain made you a similar proposal - deal with the other captains and they'll lend you their support. Since Olivia's task and Tharsus' task are mutually exclusive, it's one or the other. You can't work with them both.

If you want the help of a captain, you must side with either Olivia or Tharsus.

Stage 2

// One captain has been defeated after accepting the task

{// **Olivia has been defeated:**

The bard-captain has been dealt with, that just leaves Refnir

// **Refnir has been defeated:**

The warden-captain has been dealt with, that just leaves Olivia}.

Stage 3

// Both captains have been defeated after accepting the task

You've successfully dealt with the other two captains. You should return to Tharsus and tell him the news.

Stage 4

// Talked to Tharsus

Tharsus was pleased to hear you defeated the other two captains. All that's left for you to do now is make your way down to the belly of the beast and witness the fruits of your labor. If all goes according to plan, Tharsus will honor his end of the bargain.

Stage 5

// Quest Complete

{// **PC defeated Tharsus:**

Tharsus has revealed his loyalties to the Cult of Tollus, and you decided to end your partnership there after you got your hands on his alchemical notes. No way were you going to let him indoctrinate a bunch of corrupted lupine into the cult. Unfortunately, before you could deliver the finishing blow, he used a leananstone and got away.

// **PC let Tharsus leave:**

True to his word, Tharsus defeated Asgeir and assumed control as the new jarl, giving you a score of the corrupted lupines to use as you see fit before leaving the cave with the rest of his new followers. Since the old warlock has revealed his loyalties to the Cult of Tollus, you will no doubt run into him again}.