**Title: The Howling in the Woods**

**Description:** Hunt the strange wolves attacking the village. Strange clues suggest something more is happening.

**Village Outskirts**

A dirt path lined with wooden fences leads out of the village. Lanterns flicker softly in the misty air. In the distance, wolves howl in the dark.

* **Exits:**
  + **North** → Harlan’s Farm

**Harlan’s Farm**

A small farm surrounded by tall grass. The air smells like hay and animals. Near a broken fence, blood stains the ground where the sheep were taken.

* **Exits:**
  + **North** → Forest Entrance
  + **South** → Village Outskirts
* **Event:**
  + **Talk to Harlan** (Get quest details)

**Forest Entrance**

Tall trees form a thick cover, blocking out most of the moonlight. Fog rolls across the ground, and silence hangs heavy, broken only by distant howls.

* **Exits:**
  + **North** → Dark Thicket
  + **West** → Abandoned Cabin
  + **South** → Harlan’s Farm

**Dark Thicket**

A tangled grove where trees grow close together. The ground is rough, covered in roots and bones.

* **Exits:**
  + **North** → Wolf Den
  + **South** → Forest Entrance
* **Encounters:**
  + **Shadow Wolves** (Two enemies, 10 HP each)
* **Event:**
  + **Climb Tree** (Scout the area)

**Wolf Den**

A rocky clearing filled with half-eaten remains.

* **Exits:**
  + **South** → Dark Thicket
  + **East** → Hidden cave (must see from up top)
* **Event:**
  + **Look and cult markings**
* **Encounter:**
  + **Wolf Pack Leader** (25 HP)
* **Loot:**
  + **Alpha Wolf Fang** (Proof for Harlan)

**Abandoned Cabin**

A forgotten wooden shack hidden among the trees. The windows are shattered, and old claw marks cover the door.

* **Exits:**
  + **East** → Forest Entrance
* **Loot:**
  + **Chest -** Lockpicks

**Hidden Cave**

A narrow opening in the hillside. The air inside is damp, and faint whispers echo from deep within. Strange markings cover the cave walls.

* **Exits:**
  + **West** → wolf den
* Loot – chest with gold and a trap

**Objective : Returning to Harlan**

**Harlan:** *"You got them? I wish that made me feel better, but those markings—you should take them to the barkeep."*

**Completion:**

**Barkeep:** *"Glowing eyes and strange markings? That ain’t normal. Maybe it’s just a sickness... or maybe it’s something worse."*

**Rewards:**

* 5 Gold Coins
* Healing Herb (+5 HP)