

# SUMMARY OF ALL THE QUESTS

## ACT 1 - THE HUNTER

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1 - ONBOARDING - Thomas has a usual day in his native town Westwend. He works on the meat of the animals he hunted previously and delivers them to one of his friends, a cooker. He visits his mother Agnes and his wife Ysabel who are working in the same building as a tailor and an embroiderer respectively. He then moves to the forge where he gives a hand to his father Jehan, main blacksmith of the city and his little brother Olivier, the apprentice. At night, the village gather for a small feast and Thomas meet few of his friends, including Laurens his best mate. When the party ends, Thomas and his wife go back to their house and they speak about the following day as Thomas would leave the town for a hunt in the forest.

2 - At dawn the next morning, Thomas moves to the forest alone. He is on foot without any animal, he prefers to be alone. The player learns the basics of the hunting system, following tracks and using the crossbow to kill the wild animals. Thomas takes few hares for himself and his family. As the night falls, Thomas builds a small camp and tries to sleep.

3 - Thomas is awakened by some strange sounds he doesn't recognize but knows they are not human. He is attacked by a werewolf without knowing what it is and manages to run away. He falls in a hole too narrow for the beast to follow him and only gets out at sunrise.

4 - Thomas reaches the camp he made the previous night and notices everything was destroyed and the hares were eaten. He was also bitten at the forearm and has to go back to Westwend to treat himself. He spends a bit of time to investigate his surroundings and concludes there were at least four animals and that they are heading to Westwend as well.

5 - Thomas runs to Westwend and finds the city savagely destroyed and the inhabitants killed, left dead in the streets. Some people were murdered by animals and partially eaten, but strangely, others had their body intact and only two little holes in their neck. Those last bodies are very pale and seem to have had their blood drained. Thomas follows the tracks of the inhabitants (unfortunately mixed with the footsteps of the beasts) and moves to the next city.

6 - Thomas arrives at Ballater, another town really close to Westwend. Horrified, he finds the exact same scene here, the buildings were destroyed and the villagers were killed, by both animals and the thing that makes the little holes in the necks. Almost certain he would have to fight, he takes some food in his bag, a good sword and his leather equipment. Then he finds a horse and continues to follow the tracks.

7 - Thomas travels the whole day and glimpses at Frostford down the road. When he gets a bit closer, the night had fallen and it is the full moon. Straight away, he feels very sick and falls from his horse. He can barely stand and breath. Then he transforms into a werewolf for the first time.

8 - Thomas is still conscious about what he is doing but cannot control himself, he acts like a savage beast. He kills and eats the horse and moves inside the forest, killing animals on his trail and destroying some surroundings.

## ACT 2 - THE TRUTH

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9 - The next morning, Thomas is a human once again but he is almost naked and he cannot understand what had just happened during the night. Still eager to find his family, he goes to Frostford to get more information.

10 - Thomas has to find some clothes to cover himself, so he steals some of them to a merchant without being seen. He manages to find a hood and paces the place up and down. He listens to people talking about attacks of wild animals, other stories about devil creatures wandering in the forest and dead people coming back to life. He also hears about a whole village arriving at the late afternoon the day before, and Thomas is sure they are the inhabitants of Westwend.

11 - Thomas finds his wife and the other townspeople of Westwend who are gathering to speak. He hides himself and listens. He learns the village was actually attacked by werewolves and that his parents were both killed and his brother had disappeared. The group agrees that anyone who sees a werewolf has to kill it or call the soldiers to kill it. They would establish themselves here but seek for revenge.

12 - Not sure he wants to reveal himself after what he had just heard, Thomas stays hidden and follows Laurens discreetly, his best friend and scholar, who heads to the library. Thomas shows himself to Laurens and meets him in secret.

13 - First really happy to know his best friend is alive, Laurens welcomes Thomas warmly. But when Thomas points out his wound at the forearm and explains everything that had happened, Laurens becomes deathly pale. The scholar then, says everything he knows about the werewolves, including the phases of the transformations, the known cures, the significations and so on.

14 - Relieved by the reaction of Laurens, Thomas asks if he can stay hidden in the library for the night. As he learned a cure exists, he wishes to meet his wife the day after. Laurens agrees and prepares a bunk for his friend.

15 - But during the night, Laurens betrays Thomas and calls some soldiers. To save his life, Thomas murders all the guards while the scholar escapes. Thomas then runs after him and asks him some explanations, strongly heartbroken. As Laurens sees Thomas as a demon and is so afraid of him, he shouts for more reinforcements and Thomas has no choice but to kill him.

16 - With all the town in alert, Thomas must leave discretely, escaping the sight of the soldiers and the citizens. He leaves the town.

17 - Shortly after arriving in the forest, Thomas is stunned and captured. When he awakes, he is imprisoned in a cage with his wrists and ankles attached with iron chains. He learns he was kidnapped by the Red Knights, a religious organization that honours blood and hunts demonic creatures. They want to perform a ritual on Thomas at the

next full moon to cure him by transfusing some pure blood of a human inside his werewolf's veins.

18 - So they all wait for the next full moon and Thomas learns the inner organization of this fanatic group. At the same time, he is tortured to raise his anger. When the time comes, the Red Knights presents him a human they have captured for the ritual, it is one of the citizens of Westwend he knows. Horrified, Thomas asks them to release his friend but they do not; instead they wait for Thomas to transform and to kill the man, then they try their transfusion. As it fails, Thomas becomes very angry and for the first time controls himself a bit and kills one member of the cult. Then he escapes and hides himself.

### ACT 3 - THE HOPE

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19 - Thomas now looks for a cure and remembers that Laurens told him about the Mercy Potion, an alchemic beverage known to cure the werewolf affliction. So he returns to the library now highly guarded and steal the book containing the recipe.

20 - Thomas stays hidden while reading the recipe, he wants to know if any of the ingredients should be present in the town. He needs to buy a bottle and to find some Garnet so, still avoiding the guards as much as he can (but they don't know him so they do not attack him, Thomas just does not want to be seen by his family and friends) he goes to the market for the bottle.

21 - While in the market, Thomas hears and sees someone whispering to another person, he recognizes the sign of the Red Knights on him. He follows the two people quietly and witnesses a murder, afraid to be discovered he leaves and looks for the next ingredient.

22 - Thomas wanders in the infamous districts of the town, in the hope of finding a seller who has some Garnet. He finds one and sees he is also a member of the Red Knight cult. So Thomas keeps his hood while dealing with the seller. The man asks him to steal an important relic inside a noble house in exchange of the Garnet.

23 - Thomas manages to steal the relic imprisoned inside a chest so he doesn't know what it is. But as he visits the house, he notices this family should be powerful and respectful. Then he makes the exchange with the seller and gets his Garnet but after that, he feels closely watched.

24 - Thomas returns to the forest for the next two ingredients, he looks for Rowan and some roots of Marsh-Mallow. He finds the first one in the heart of the forest but has to kill a bear to reach it. Then, he finds the second one next to a river.

25 - This night, Thomas transforms himself even though the full moon is in two days, so he understands he enters progressively in the second phase of the transformation process. The player has a bit more control over Thomas during his transformations, but not much. Thomas struggles to control himself but tries hard.

26 - Tired of losing all his clothes every time he transforms, Thomas crafts a belt which can grow and shrink with his body. He calls it, the Wolf Belt.

27 - Then he looks for the last ingredients which can all be found in the same place, inside a monastery. Thomas waits for a no-werewolf night and breaks into the religious building. He steals a silver spoon, some Holy Water and some Holy Blood.

28 - At the moment he wants to leave, a small door hidden in the wall opened and the leader of the Red Knights appears with his wife. Gilles de Blais and Bathory are covered with blood and seem enthusiastic. When they left, the guards change themselves into monks and stay here. Thomas tries to hear more but are too numerous and aware for him to stay here so he leaves to craft the potion.

29 - After few days of research, he finds a ruin containing an old alchemist workshop and start crafting his potion, following the recipe. The player gets a crafting interface to do it by himself.

30 - When the Mercy potion is completed, Thomas drinks it and feels quickly very sick. He passes out and wakes up the next morning, extremely hot and covers of sweat. He believes he is cured and decides to celebrate it in an inn close to the ruin. He spends the whole day around, hearing some stories about murders and kidnappings, and he is sure it has something to do with the Red Knights. He also drinks a lot and eat more than he had ever done.

31 - But when the night falls, while he is inside the inn of the Hairy Bear, he transforms into a werewolf and half controlling himself, half taken by his wild pulsions, he manages to leave with only few men killed. Feeling desperate even in wolf form, he runs away into the forest and lets his anger explode.

## ACT 4 - THE FAITH

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32 - After the murders of the previous night, Thomas feels really bad as he had placed all of his hopes inside the success of the Mercy Potion. He is taken by a great wish to pray and to ask forgiveness to God. He moves to the Angers Cathedral to pray and seek for a divine solution.

33 - In the cathedral, Thomas is welcomed by Father Vincent who is really compassionate with him as he looks so sad and weak. Confident in the sympathy of Father Vincent and eager to express his pain, Thomas confesses himself to the religious man, and tells him everything about his werewolf condition.

34 - At first, Father Vincent is taken aback and almost unable to react, he is frightened and starts a prayer. But as he sees Thomas in his human form, he is sensitive to his request and decides to try his best to help him. So for a whole week, Thomas comes to the cathedral during daylight to be blessed and every night he goes back to the forest to hide himself and to transform far from the humans.

35 - As there is no improvement, Father Vincent thinks of another way to cure Thomas. He had called Elizabeth, a young doctor in whom he has entire trust. She is 20 years old and seems both excited and frightened by the discovery of an actual werewolf. Every day she tries many different remedies, realizing some bloodletting following the Lunar Phases, trying some plants, surgery, medicines and so on. Nothing works but Thomas feels increasingly weaker.

36 - Eventually, someone had spotted the group of people and warned the inquisition about the Devil presence inside the Angers Cathedral. They come one day to capture Thomas who barely escapes with his life. As he had lost a lot of blood, he faints in the forest.

37 - Thomas awakes three days after, feeling fully restored and incredibly peaceful. He is lying on the very ground, surrounded by trees, flowers and a magical atmosphere. A huge man wearing a ceremonial outfit made of branches, feathers and hand-crafted jewellery explains everything to him. Thomas is in the Enchanted Forest, a hidden place created by Mug, the leader of the Druids and the one speaking to him at the moment.

38 - Thomas and Mug walk together to visit this wonderful magical place, full of colours and vegetation. Many Druids live there and they can change into an animal of their choice. For them, Thomas is just gifted man unable to control his power yet, they don't fear him nor hate him and he can stay if he wants to. They suggest teaching him how to control his transformations, and maybe to become a Druid himself.

39 - Thomas trains hard to control himself during the training with the other Druids. They transform themselves into animals and challenge Thomas while in wolf form. At that moment, the player learns a new gameplay associated with the werewolf. He can now control his character in any form and gets different attacks based on his current form.

40 - As the time pass inside the hidden forest with the Druids, Thomas enters in the third and last phase of his transformation. He is now permanently transformed into a werewolf. But he can choose to go back to his human form at any moment. Unfortunately, he is sure the humans would never accept him with his true nature and he is still afraid to lose control in front of his family. So he decides to ask the healer of the clan Belsta, for an ointment which can cure him. She proposes a recipe that they can try, and with her divine powers, she can ask for a divine support.

41 - Thomas gathers all the ingredients needed, as he lives now in an enchanted forest, everything is quite easy to find. He just has to transform himself sometimes to access parts of the forest that are too high for him as a human. The player should play with the transformations during this quest, so he controls his/her character better. Thomas gathers some wolf's bane he finds at the edge of the forest, very high in a mountain. Then some summit of the common vervain, leaves of clary sage, leaves and flowers of thyme that he can find inside the forest and the meadows around. Then he has to find some fir resin which is on a sacred tree on top of a mountain very hard to reach.

42 - When Tomas comes back to Belsta, she prepares the Docility Ointment for him and she proceeds to some rituals on his body and mind. Thomas feels eased but they both understand it had completely failed as Tomas can still transform.

43 - Resigned, Thomas decides to put his past behind him and to stop looking for a cure. He wants to see his wife one last time and then he would go back to the Druids and stop bothering the humans with his nature. He travels to the Frostford where Ysabel resides now and looks for her.

44 - Hidden under a hood and taking a low profile, Thomas finds his wife. He is really pleased to see her and he remembers how much he loves her. However, he quickly

notices she was attacked and maybe tortured and he recognizes the typical marks made by the Red Knights. Then, as she turns, he sees she is pregnant, and so he understands he is a father.

45 - Furious against himself for not being present for her and his unborn child, Thomas promises to himself he would destroy the religious cult and protect his family, even from the shadows.

## ACT 5 - THE PREY

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46 - Thomas, full of rage, decides to go back to the monastery where he had previously seen Gilles de Blais and Bathory. He breaks in as a werewolf, causing the monks to leave, and he enters the hidden room. Here he finds some instruments of torture and a lot of blood. It seems they torture and kill children. Thomas gathers some clues about where to find them and leaves.

47 - While Thomas was searching the place, the guards of the Red Knights had filled the monastery. The werewolf bluntly kills them all and leaves for the next place to search, a noble house.

48 - Thomas struggles to contain his anger and is not really careful about his werewolf form, the humans start to panic and to look for him, he even finds a description of himself, in both human and wolf form. So he tries to be more careful but some soldiers want to arrest him and he has to murder them or to escape when possible.

49 - Thomas arrives in the town of Angers, and looks for the noble house indicated in the map of the previous torture room. He goes there as a human, staying discreet. The house is a huge one with many rooms, it looks like a small castle actually. He finds some tracks of blood and some secret rooms also made for torture and experimentations. His investigation leads him to the bathroom where he finds many dead bodies, exclusively women ones. In the middle of the room, there is a bath full of blood. The whole house was made for satanic rituals, torture and murders.

50 - Thomas looks for clues to continue his hunt and is often attacked by Red Knights members. One of them tells him about a raid Gilles de Rais is about to make in the small town of Riverstone, at few kilometres from here. But in the group of Red Knights, Thomas also faces his little brother Olivier, who tries to kill him. Thomas cannot murder his own family so he escapes.

51 - Thomas takes a horse and heads to Riverstone. Here, he finds that the town is currently attacked by Gilles de Rais and his men. He goes to the battle, alternating from human form when he is outside to wolf form when he is hidden inside the buildings or in an isolated alley. He confronts Gilles de Rais after having killed all of his men and he notices he had captured many children. He fights as a human as he is in the middle of the town and before he can kill his opponent, the army steps in and asks that Gilles de Rais is spared so he can go to trial and the families can have justice. Thomas accepts and leaves quickly before the army has the time to identify him as the werewolf.

52 - Thomas does not know where to search now but as he wonders about the possibilities, one member of the Red Knights approaches him in the forest. He is a messenger of Bathory who invites him to join him at the Devil's Ashes.

53 - Thomas follows the messenger and goes in the Devil's Ashes where he sees few members of the religious cult, Bathory and the citizen of Westwend, including his wife and newborn daughter. They all exclaim when they see that Thomas is alive and his wife tries to reach him but is hit by a member of the Red Knights.

54 - Full of anger, Thomas struggles to control himself. Bathory makes a speech about their conditions as they are both monsters. Nobody understands what she means. Then, she challenges Thomas, telling him she would drain the blood of his wife and daughter to bathe in. Thomas cannot hear more and transforms. Everybody steps back and look at him with horror, but he can see the supporting sight of his wife.

55 - Thomas kills Bathory and the other members are killed by the hostages. Some citizens run away from Thomas, others look frightened but thank him, others seem curious and only a few come to him, including his wife.

56 - Thomas and Ysabel both know a werewolf would never be accepted in the human world. They leave for the Enchanted Forest, eager to help the other werewolves to control themselves, following the training of the Druids.