**Goal for The Were Wood**

**Requirements**

none

**Solution**

Werewood goal  
  
0. Find The Miller and 'say rescue'  
  
1. Wander around the area and find the torn doll on the ground. Take it.  
  
2. Next head to Rabkni and kill him then unlock the door down.  
  
3. When you enter Jessica will follow you.  
  
4. Now lead her to the first room of the area.  
  
5. If done correctly, you will see the goal completion message  
  
  
  
Thanks to "t" for posting the original AQ which I have updated

**Reward**

You will no longer be infected by the lycantrophic aura