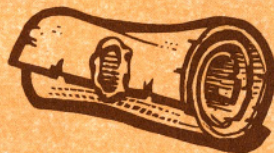


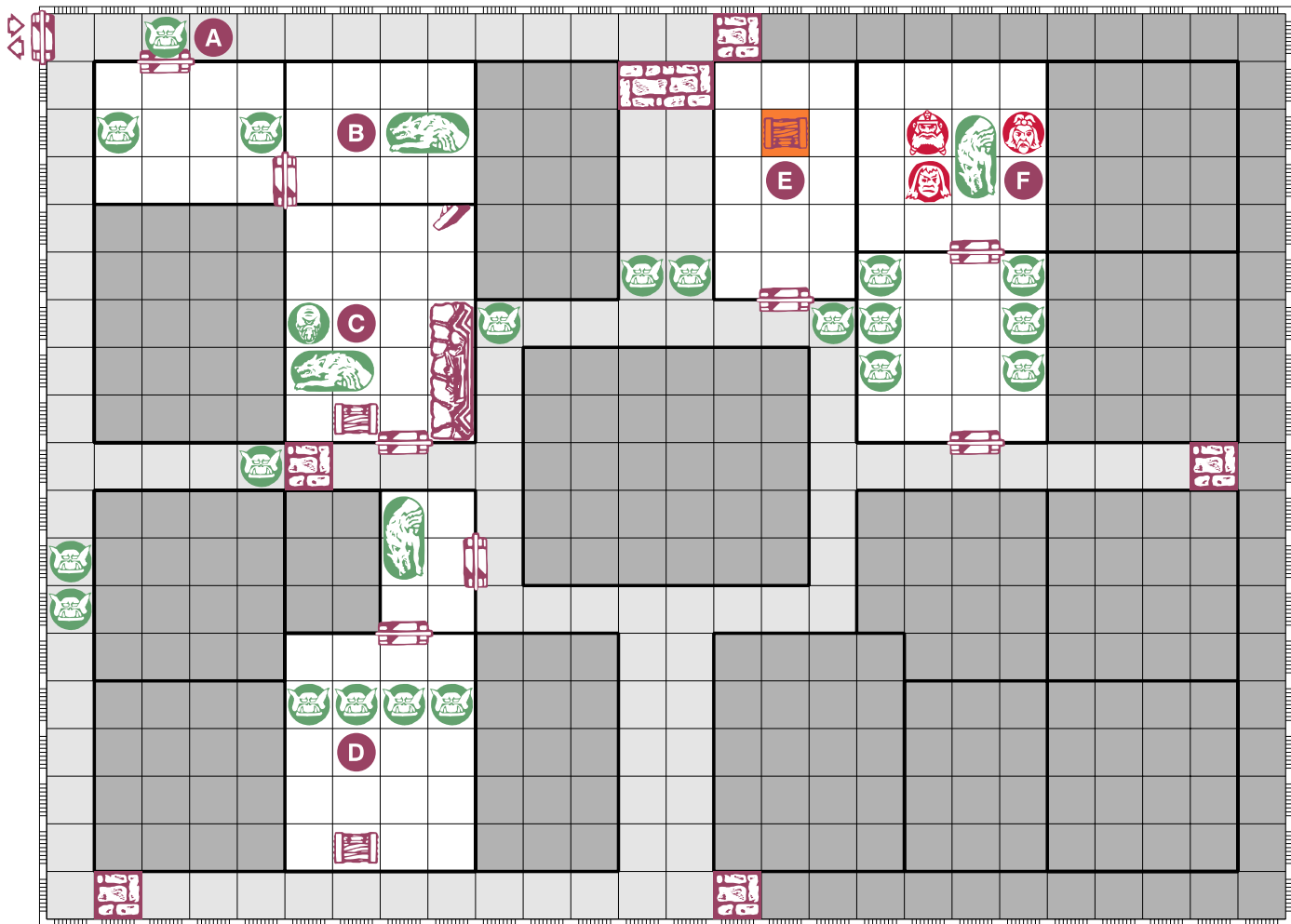
HERO QUEST™

Werewolf's Reign

Q U E S T



B O O K



Solo Quest Werewolf's Reign

"My dear Elven friend; your friends have been attacked by an army of wolves and were taken to your home land. Yes, the Elven Forest. There has been a rumor that a man who was obsessed with Chaos Wizardry has turned himself into a chaotic Werewolf and is trying to take over your home as his own. He has manipulated many of Zargon's Orcs on his way

and now has an army of Wolves and Orcs! These Wolves won't turn you into a werewolf, but be warned, for they are still dangerous none the less. He may only be defeated with the sword Moonlight Slash. You must defeat the Werewolf and save your friends before he transforms them too!"

NOTES:

- A** This Orc is guarding the entrance to the room. He will not move from his spot, though he may attack and defend as normal. His starts are the following:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	2	3	2	3

- B** This Wolf is asleep. If the Elf stands were the B is, the Wolf will immediately attack.

- C** This chest contains 100 gold coins.

- D** This chest contains the sword Moonlight Slash. (See new Artifact Card for more details.)

- E** This chest is trapped with poison needles that will deal 3 Body Points if he doesn't disarm it. Inside is a Potion of Healing which can heal up to 4 Body Points.

- F** When the Elf comes inside the room, he notices his friends on the floor, gasping for air. The Werewolf looks over them and laughs. He then sniffs the air, and turns to see the Elf.

"You will suffer as your comrades have suffered! You know about the secret spells of the Elves! Teach them to me or your friends will die!"

(The Elf should say no. If he tries to teach them, tell him that his friends beg him not to, for those spells are very important to Elves.) Suddenly, each Hero grows hair, and their shape becomes huge and hairy. Their mouths become snouts, and soon they are Werewolves. (Use the Werewolf tokens for the Werewolves or you may also use the Polar Warbear figures as the Werewolf. Hero Werewolf stats as follows:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	2	3	1



Wandering Monster in this Quest: Orc

NOTES continued:

The evil Werewolf's stats are here:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	3	4	6

If the Elf kills Hero Werewolves, they become their original stages, but cannot move or attack due to the shock and horror of being a Werewolf. Once the evil Werewolf is defeated, he becomes a regular human. *"I'm...so sorry..."* He says weakly. *"Please, spare me..."* If the Elf does, the man gets away. If not, he turns him in to the Emperor and receives 200 gold coins.

Conclusion

Thank you, my Elven friend. Now your people are safe and so are your friends. The Emperor thanks you as well. Zargon is still on the loose and the Werewolf has really given him time to build up his army. I hope this has made you wiser and even stronger. Be well, my friend.