

2D & MOON

LOUP GAROU

FREE
PREVIEW



YOUR CHOICES. YOUR ADVENTURE. YOUR STORY.



Welcome

HELLO ADVENTURERS. THIS IS AN EXCLUSIVE VERSION OF OUR GRAPHIC NOVEL ADVENTURE, LOUP GAROU. ITS PURPOSE TO INTRODUCE YOU TO THE WORLD OF GNA ADVENTURE. YOU HOLD IN YOUR HANDS A SPECIAL TOME THAT TELLS A STORY CREATED SPECIFICALLY FOR YOU. THAT IS YOU CREATE IT AS YOU GO ALONG!

JUST A FEW WORDS ABOUT THIS VERSION OF LOUP GAROU: THE WORK HAS BEEN ADJUSTED FROM ITS REGULAR FORMAT TO FIT THE SPACE HERE. SOME PANELS WILL NOT BE IN THE SAME POSITION AS IN THE FULL BOOK. WHILE THE NUMBERS ARE ARRANGED FROM SMALLEST TO GREATEST IN SEQUENTIAL ORDER, THERE WILL BE SOME GAPS. REST ASSURED THAT THIS IS INTENDED AND THE STORY HERE HAS BEEN CRAFTED TO GIVE YOU A COMPLETE ADVENTURE IN THIS ABBREVIATED FORMAT.

TOOLS:

YOU ONLY NEED THIS BOOK, A SINGLE SIX SIDED DIE, A PENCIL TO WRITE WITH AND YOUR IMAGINATION!



DREADHORN COUNTY, TOWN OF WHITETHORN



WHILE MOST OF ITS INHABITANTS
ARE ALREADY FAST ASLEEP...



HOLY ROASTED TROLL RUMP!

THE OLD MAGE THEDOCRED AND HIS
APPRENTICE EORAS ARE STILL WORKING!



PROBLEM, MASTER?



IT IS A DISASTER, A
CATASTROPHE, A CALAMITY!




THAT BAD?




YES! MUCH WORSE EVEN THAN THAT TIME WHEN I
INADVERTENTLY TRANSFORMED YOU INTO A FROG.




WE'RE OUT OF THREE-EYED SLUG
SLIME. NOT EVEN A SINGLE DROP!




WITHOUT IT, I CANNOT COMPLETE THE WART-BLASTER OINTMENT I MUST SELL AT THE MARKET TOMORROW. WHAT WILL I DO?




BUT MASTER, COULDN'T WE USE YOUNG MANDRAGORA LEAVES INSTEAD?



ACCORDING TO YOUR NOTES, THEY ARE JUST AS POTENT. BESIDES, I BELIEVE I SAW SOME IN THE FOREST THIS MORNING.



MY YOUNG APPRENTICE, YOU ARE A GENIUS! NOW, COVER UP WELL. IT IS COLD OUTSIDE!



I MUST... GO... NOW?



EORAS! IF YOU SEE SOME CENTAURS, WOULD YOU MIND BRINGING BACK A FEW HAIRS FROM THEIR MANE FOR ME?!

ERR... OF COURSE, MASTER!

AND DON'T VENTURE INTO THE SWAMPS!
THEY'RE DANGEROUS THIS TIME OF YEAR!

I'VE BEEN HAD ONCE
AGAIN, IT SEEMS...



COURAGE EORAS. IN A FEW MINUTES, ALL OF THIS WILL BE OVER AND YOU'LL GO BACK TO THE COMFORT OF YOUR COZY BED!



I AM NOT AFRAID.
I AM NOT AFRAID-



GRRRRRRRRRR !!!



WHO'S THERE? COME OUT OF THE SHADOWS!



BY THE GODDESS
IGOTH, THAT'S... A LOUP
GAROLL... A WEREWOLF!



I'VE GOT YOU!



HELP ME!



THAT WAS A CLOSE ONE!
WHOEVER YOU ARE, THANK YOU!



LUCKILY, THE WEREWOLF DID NOT
BITE ME! AND TO THINK, I COULD
HAVE BECOME A LOUP GAROU!



HOLD ON, THE FULL
MOON IS NOT EVEN
OUT TONIGHT.

VERY OBSERVANT OF YOU! THESE MONSTERS HAVE FOUND A WAY TO
TRANSFORM WHENEVER THEY DESIRE. FORTUNATELY, I AM HERE TO
REMINDE THEM THAT THE FOREST DOES NOT BELONG TO THEM.



THANK YOU KINDLY SIR, IT IS REASSURING TO KNOW THERE ARE WEREWOLF HUNTERS IN WHITETHORN. THANKS TO YOU, WE NO LONGER HAVE TO FEAR THEIR ATTACKS! ALLOW ME TO INTRODUCE MYSELF: MY NAME IS EORAS, I AM THE APPRENTICE OF...



...OH NO!



I KNOW WHAT YOU ARE. DON'T MOVE!

YOU NOW PLAY THE ROLE OF EORAS, MAGE APPRENTICE AND, HEREAFTER, A YOUNG LOUP GAROU: A WEREWOLF!

THE MAN WHO SAVED YOUR LIFE A FEW MINUTES EARLIER IS NOW POINTING A CROSSBOW AT YOU. YOUR PULSE ACCELERATES AS YOU RECOGNIZE HIM. THE MAN STANDING BEFORE YOU IS SALANDAR, THE FAMOUS WEREWOLF HUNTER.

BEFORE FLEEING TO PANEL 1, READ THE FOLLOWING RULES AND WRITE THE INFORMATION LISTED HERE ON YOUR CHARACTER SHEET, FOUND IN THE BACK OF THIS BOOKLET.

EORAS, HUMAN FORM:
HIT POINTS: 10
MAGIC POINTS: 10
STRENGTH: 4
DEFENSE: 1
GOLD PIECES (GP): 20
1 SKILL POINT TO SPEND

Rules of Play

DEAR ADVENTURER,

YOU ARE NOW PLAYING EORAS, THE MAGE APPRENTICE, WHO HAS JUST BECOME A WEREWOLF, OR LOUP GAROU, AT THE BEGINNING OF THE STORY.

YOUR GOAL IS VERY SIMPLE: SURVIVE.

YOU'LL HAVE TO ESCAPE FROM SALANDAR, THE HUNTER. TO ACCOMPLISH THIS, YOU WILL RUN THROUGH THE FOREST WHERE ADVENTURE AWAITS! ALWAYS KEEP YOUR EYES OPEN, FOR SOME PATHS ARE HIDDEN!

TAKE YOUR CHARACTER SHEET FROM THE BACK OF THIS BOOKLET. WE INVITE YOU TO REMOVE IT FROM THE BOOKLET OR DOWNLOAD A COPY FROM WWW.VANRYDERGAMES.COM UNDER THE GAME'S ENTRY.

GIVE EORAS A TITLE OR NICKNAME, WHATEVER YOU PREFER. FOR EXAMPLE, 'EORAS, ARCANE MASTER' OR 'EORAS, DARKSTALKER.'

ON YOUR WAY, YOU WILL HAVE OPPORTUNITIES TO COLLECT GOLD PIECES (GP) AND ITEMS, PROVIDED THAT YOU CAN CARRY THEM OF COURSE. FOR EXAMPLE, IT IS IMPOSSIBLE TO CARRY A COW OR AN ANVIL. YOU WILL NEED TO SPOT SOME HIDDEN ITEMS ON YOUR OWN AND WILL NOT BE PROMPTED BY GAME TEXT TO TAKE THEM. YOU BEGIN THE STORY WITH A TEN-SLOT BAG. EACH TIME YOU TAKE AN ITEM, MAKE NOTE OF IT IN YOUR INVENTORY ON YOUR CHARACTER SHEET.

SOME ITEMS MUST BE EQUIPPED (A PAIR OF GLOVES, A COAT, A WEAPON, ETC.) MAKE A NOTE OF THEM ON YOUR CHARACTER SHEET IN THE APPROPRIATE PLACE IN THE "EQUIPMENT" SECTION (EQUIPPED ITEMS DO NOT TAKE UP AN INVENTORY SLOT, BUT YOU MAY ONLY EQUIP ONE ITEM OF EACH TYPE).

YOU HAVE TWO ATTRIBUTES: STRENGTH AND DEFENSE. REMEMBER TO WRITE THE STARTING VALUES FROM THE PREVIOUS PAGE ON YOUR CHARACTER SHEET. STRENGTH IS USED IN MELEE COMBATS WITH WEAPONS; DEFENSE IS YOUR CAPACITY TO DEFEND YOURSELF IN COMBAT. WHEN YOU TURN INTO YOUR WEREWOLF FORM, YOU WILL GAIN +5 STRENGTH AND +5 DEFENSE. THESE BONUSES WILL BE LOST WHEN YOU CHANGE BACK INTO YOUR HUMAN FORM.

IN THE "EXPERIENCE POINTS" SECTION OF YOUR CHARACTER SHEET, YOU WILL FIND MANY SQUARES. EACH OF THESE SQUARES REPRESENTS ONE EXPERIENCE POINT OR XP FOR SHORT.

THESE XP ARE GAINED WHEN YOU WIN A BATTLE OR SOLVE A RIDDLE.

AS SOON AS YOU'VE FILLED EVERY SQUARE IN A SECTION, YOU HAVE GONE UP A LEVEL AND GAIN 1 HIT POINT AND 1 MAGIC POINT.

EACH TIME YOU GO UP A LEVEL, AS WELL AS AT THE BEGINNING OF THE GAME, YOU GAIN 1 SKILL POINT. THESE POINTS ALLOW YOU TO UNLOCK THE SKILLS FOUND ON THE BACK OF YOUR CHARACTER SHEET. DURING YOUR ADVENTURE, THEY WILL ALLOW YOU TO SPECIALIZE IN A PROFESSION OF YOUR CHOICE. TO CHOOSE A PROFESSION, USE A SKILL POINT TO FILL IN THE FIRST (LOWEST) BOX. YOU MAY BEGIN A NEW PROFESSION ANY TIME, BUT SPECIALIZING WILL LEAD TO MORE POWERFUL SKILLS.
YOUR DESTINY IS IN YOUR HANDS!

YOU HAVE NOW LEARNED THE RULES YOU
NEED TO KNOW TO BEGIN YOUR ADVENTURE.

IN THE FULL GAME, YOU WILL LEARN HOW TO CHANGE INTO A WEREWOLF! HERE YOU WILL LEARN HOW TO ENGAGE IN COMBAT. TO DO THAT, YOU WILL NEED A SINGLE SIX-SIDED DIE, A WRITING UTENSIL AND THIS BOOKLET. ROLL IT ANY TIME YOU ARE IN COMBAT WITH YOUR WEAPON OR MAGIC!

1.



17.



30.



THE FULL MOON IS FINALLY HERE. TAKING DEEP BREATHS, YOUR LUNGS FEEL AS IF THEY ARE ABOUT TO EXPLODE. A WAVE OF INTENSE HEAT RUSHES THROUGH YOUR BODY WHILE AN UNBEARABLE PAIN POUNDS IN YOUR HEAD. YOU ARE CERTAIN THAT THESE ARE YOUR LAST MOMENTS...

...BUT THEN THE PAIN VANISHES AND YOU TAKE BACK CONTROL OF YOUR BODY. FILLED WITH ADRENALINE, YOU DISCOVER YOUR NEW APPEARANCE AND HEIGHTENED SENSES! THERE'S NO DOUBT ABOUT IT, YOU ARE A WEREWOLF!



WITH THE CHAINS PREVENTING YOU FROM GOING OUT, YOU WAIT IN THE VARGGS' DEN UNTIL THE END OF THE FULL MOON. GO TO 249.

36.



TWO-MOUTHED FROG

STRENGTH: 2
HIT POINTS: 9
LOOT: 5 GP
XP EARNED: 3

IF YOU WIN THE COMBAT, YOU GAIN 5 GP AND 3 XP- PROCEED TO 140. IF YOU RUN OUT OF HIT POINTS, YOU ARE DEAD! YOU MUST RESTART YOUR ADVENTURE. GO BACK TO PANEL 1.

37.



45.

DURING COMBAT, YOU ALWAYS GO FIRST! THE FIRST THING TO DO EACH ROUND IS DECIDE WHETHER YOU WILL USE YOUR WEAPON OR MAGIC.

ONCE YOU'VE MADE YOUR CHOICE, LOOK AT YOUR ENEMIES' ATTRIBUTES. HERE, THE TWO-MOUTHED FROG HAS 9 HIT POINTS. TO DEFEAT IT, YOU WILL NEED TO INFLICT AT LEAST 9 POINTS OF DAMAGE DURING COMBAT.



EACH COMBAT YOU WILL USE A D6 ROLL WHEN USING YOUR WEAPON AND ADD THE RESULT TO YOUR STRENGTH; WHEN USING A SPELL, ADD THE RESULT TO YOUR SPELLS DAMAGE.

HERE ARE SOME EXAMPLES. I CHOOSE TO FIGHT THIS MONSTER WITH MY MELEE WEAPON. I HAVE A STRENGTH OF 7 AND OBTAIN A 2 ON WITH MY DIE ROLL. IN THIS CASE I INFLICT 9 POINTS OF DAMAGE. I'VE KILLED THE MONSTER WITHOUT TAKING DAMAGE AND EARN THE LOOT AND EXPERIENCE POINTS (XP) IF I HAD OBTAINED A 1 ON THE DIE ROLL, THE FROG WOULD STILL BE ALIVE AND IT WOULD GET TO COUNTERATTACK. WITH ITS STRENGTH OF 2 IT INFLICTS 2 POINTS OF DAMAGE (ENEMIES DO NOT ROLL THE DICE) HOWEVER I GET TO SUBTRACT MY DEFENSE VALUE FROM THE DAMAGE RECEIVED. FOR EXAMPLE IF I HAVE 1 DEFENSE I WOULD ONLY LOOSE ONE HIT POINT.

THEN, IT IS MY TURN AGAIN. DURING THE PRECEDING ROUND, I INFLICTED 8 POINTS OF DAMAGE. TO KILL IT THIS TURN, I ONLY NEED TO DO 1 MORE DAMAGE. I COULD USE MY WEAPON, LIKE IN THE PREVIOUS ROUND, OR USE A SPELL.

ONCE THE BEAST IS SLAIN, I EARN MY LOOT AND EXPERIENCE!

NOW, LET'S LOOK AT HOW MAGIC SPELLS WORK: WHEN YOU USE A SPELL, YOU DO NOT TAKE YOUR STRENGTH INTO ACCOUNT (STRENGTH IS ONLY USED WITH WEAPONS). YOU ONLY APPLY YOUR SPELL'S CHARACTERISTICS (FOR EXAMPLE, THE SPELL GRANTS 10 POINTS OF DAMAGE). YOU ADD YOUR DIE ROLL VALUE TO THIS NUMBER. NOTE THAT SPELLS ARE MORE POWERFUL, BUT YOU MUST SPEND MAGIC POINTS TO USE THEM. YOU BEGIN THE GAME WITH 10 MAGIC POINTS AT THE BEGINNING OF THE GAME, AND YOU MAY EARN MORE DURING YOUR ADVENTURE.

IF YOU'RE READY, BEGIN COMBAT IN PANEL 36! DON'T FORGET TO WRITE DOWN THIS PANEL'S NUMBER IN CASE YOU WISH TO REVIEW THE COMBAT RULES LATER.

72.



THE SUN IS ABOUT TO RISE OUTSIDE. LUCKILY, YOU'VE FOUND THESE TUNNELS; YOUR ODDS OF ESCAPING THE HUNTER IN BROAD DAYLIGHT WOULD HAVE BEEN SIGNIFICANTLY LOWER. NEVERTHELESS, STAY ON YOUR GUARD. THESE TUNNELS SEEM INHABITED...

84.



THIS IS WHERE MY FAMILY AND I TRANSFORM ON FULL MOON NIGHTS. IT IS SMALL, BUT HERE, NO ONE CAN FIND OR HEAR US.

91.



SALANDAR IS STILL CHASING YOU! KEEP RUNNING AWAY BY CHOOSING ONE OF THE PATHS!

98.

IF YOUR ANSWER IS "BAR" THE TOMBSTONE OPENS WITHOUT INJURING YOU AND REVEALS A STAIRCASE THAT TAKES YOU TO 144! YOU GAIN 2 XP FOR SOLVING THE RIDDLE. OTHERWISE LOOSE 2 XP AS YOU WERE UNABLE TO AVOID THE TRAP AS IT OPENED. EITHER WAY CONTINUE TO 144.



110.



136.



WHAT WERE YOU THINKING OF WHEN YOU CHOSE THE SWAMP? DIDN'T YOU HEAR YOUR MASTER'S WARNING? YOU ARE NOW WADING THROUGH THE MUD AND FEEL SOMETHING BITE YOUR ANKLE. YOU LOSE 1 HIT POINT. YOU SWIM TO THE BANK AND HEAD BACK TO THE FOREST IN 216!

140.

I'M SORRY, BUT I CAN'T LET YOU LEAVE JUST YET. THE FULL MOON WILL BE OUT TOMORROW AND I DON'T WANT YOU WANDERING THE WOODS ALONE IN YOUR NEW FORM. WHO KNOWS WHAT YOU MIGHT DO.



IF, AFTER YOUR TRANSFORMATION, YOU ARE STILL ALIVE, YOU WILL BE ABLE TO RETURN HOME TO THE VILLAGE. BUT FOR NOW, FOLLOW ME!

IT SEEMS THAT YOU HAVE NO CHOICE: YOU MUST FOLLOW GAROLF TO THE LOWER LEVEL IN 84.

144.

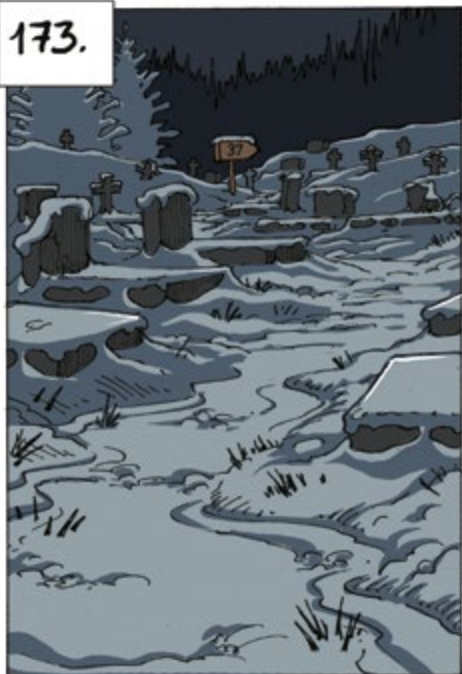


CONGRATULATIONS! BY ENTERING THIS TUNNEL, YOU'VE OUTWITTED THE HUNTER. YOU GAIN 3 XP. YOU MAY CONTINUE ON YOUR WAY AND PROGRESS TO 72.

145.



173.



175.



LIKE A RAT IN A TRAP, SALANDAR'S CAUGHT YOU NOW! RESTART THE ADVENTURE IN !!

181.



183.

Made of iron,
it is also gold.
It gives time
to music and
raises standards.

ONCE YOU THINK YOU KNOW THE ANSWER TO THIS RIDDLE GO 98
AND SEE IF YOU WERE CORRECT! OTHERWISE, GO BACK TO 37

194.



211.




212.



216.



238.



SINCE THIS IS YOUR FIRST FULL MOON, WE CAN'T TAKE ANY CHANCES, AND YOU'LL NEED TO BE SHACKLED. WITH LUCK, EVERYTHING WILL BE FINE.

THERE'S A LUMP FORMING IN YOUR THROAT. EVEN THOUGH YOU ARE NOT ALONE AND THE FULL MOON IS HOURS AWAY, YOU ARE BECOMING INCREASINGLY CONCERNED ABOUT THE TRANSFORMATION. WHAT IF YOU DO NOT CHANGE BACK? TIME PASSES. GO TO 30.

249.



CONGRATULATIONS! YOU'VE SURVIVED YOUR FIRST TRANSFORMATION!

YOU WILL NEED TO TRANSFORM TO DEFEAT SOME ENEMIES. AT THE END OF COMBAT, YOU WILL DECIDE WHETHER YOU WISH TO RETURN TO YOUR HUMAN FORM OR STAY A WEREWOLF. IN WHICH CASE, WATCH WHERE YOU DECIDE TO WANDER! THE BLACK BROTHERHOOD, A GROUP OF WEREWOLF HUNTERS, IS LURKING IN TOWN. IF THEY FIND AN ANIMAL, THEY WILL NOT HESITATE TO KILL IT! YOU CAN RECOGNIZE THEM BY THEIR INSIGNIA: A HALF-MOON.

CONGRATULATIONS YOU HAVE COMPLETED THE DEMO! VISIT VANRYDERGAMES.COM/GNABOOKS TO CONTINUE YOUR ADVENTURE. PURCHASE THE FULL BOOK AND SEE THE FULL GNA LINE UP.

255.

GREETINGS! I AM GAROLF. JUDGING BY YOUR WOUND, YOU WERE CLAWED NOT THAT LONG AGO. WEREN'T YOU? IT MUST HAVE BEEN ADELARD! THAT WEREWOLF WAS COMPLETELY UNCONTROLLABLE, REST HIS SOUL... BUT HEY, YOU'RE ALIVE AND THAT'S WHAT MATTERS! ON TOP OF THAT, WITH YOUR SHAPE, YOU'LL BE USEFUL TO OUR PACK.



ENOUGH CHIT CHAT! I MUST TEACH YOU HOW TO FIGHT! FOLLOW ME TO MY WORKSHOP IN 278! WE'RE GOING TO TRAIN FOR SOME TIME.

278.

ONCE YOU GET OUTTA HERE, YOU'LL MOST LIKELY CROSS
PATH WITH MANY DANGEROUS AND VILE CREATURES.

BUT I'M NOT WORRIED ABOUT YOU. YOU LOOK
HARDY ENOUGH. I KNOW YOU'LL MAKE IT!

IT IS NOW TIME TO TEST YOUR METTLE IN COMBAT! ONWARD TO PANEL 45.

289.



Character Sheet

EORAS,

INVENTORY

ATTRIBUTES

STRENGTH DEFENSE (Human Form)

BONUS: +5 Strength and +5 Defense if Eoras is in Werewolf form

EQUIPMENT

HELM

AMULET

ARMOR

GLOVES

RING

WEAPON

SHIELD

BOOTS



NOTES

ANIMAL COMPANION

NAME

BONUS

GOLD PIECES (GP)

EXPERIENCE POINTS (XP)

--	--	--	--	--	--	--	--	--	--

LEVEL 1

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LEVEL 2

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LEVEL 3

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LEVEL 4

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LEVEL 5

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LEVEL 6

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LEVEL 7

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LEVEL 8

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LEVEL 9

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LEVEL 10

LEVEL

1	2	3	4	5	6	7	8	9	10
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HIT POINTS

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

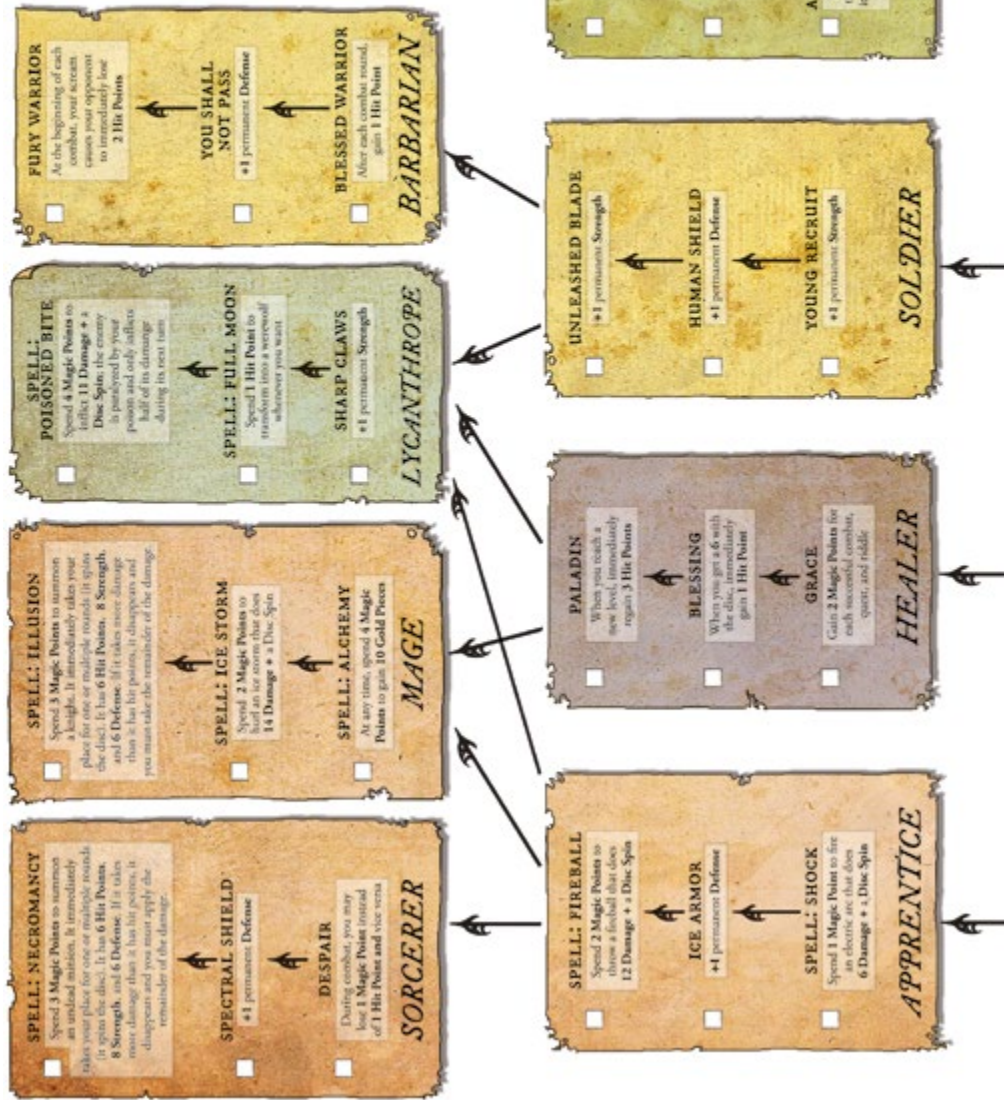
MAGIC POINTS

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

Skill Tree

Each box costs 1 Skill Point.
You may choose any box as long as it is accessible from a skill you already possess!

NOTE: You begin your adventure with 1 Skill Point. Choose your first profession activity!





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When your master, the mage Thedocred, sends you out on a late night errand, a nightmarish creature emerges from the forest and attacks, leaving a deep gash in your arm. You survive, but no longer as a mere apprentice mage... you have become a werewolf, the cursed *loup garou*.

If your first transformation doesn't kill you, then the hunters who've vowed to cleanse the world of your kind surely will. Not to mention the unforeseen dangers that will threaten you around every corner.

Will you be able to use your newfound power wisely?

Seek out the right people, solve the riddles,
and discover the true path.

The choices are yours.
The hero is YOU!



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