



Howl of the Werewolf

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Lupravia is a cursed land: a chill place of snow-capped mountains, brooding forests and mist-shrouded moors, haunted by the spirits of the restless dead. Only the foolhardy or insane would willingly enter. But enter you must.

Howl of the Werewolf Details

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From Reader Review Howl of the Werewolf for online ebook

Tazio Bettin says

This title has immediately made it to my top ten as I started reading it. Now that I've finished it, I have to confirm my love for it. Jonathan Green has written some of my favorite Fighting Fantasy titles, the most notable of which is the beloved Bloodbones.

So what's so great about Howl of the Werewolf?

It shares a similar setting to the one we encountered in Spellbreaker, which was most definitely the strong point in that book. It also kind of reminded me of Legend of the Shadow Warriors, which is THE favorite Fighting Fantasy title I own. It is a roughly XVII century Transylvania-flavored place, where werebeasts (especially wolves, but not only) are terrorizing the small scattered villages in this cursed land. And whenever you enter one of these villages, the tension the villagers live in is palpable. Characters are very well characterized in this book, something that had made Spellbreaker shine and is something Jonathan Green always strives to do. How many Fighting Fantasy titles are there where secondary characters are no more than cardboard-thin clichés?

Plus there are some quite awesome encounters, including a frankenstein monster, a wax golem, a mysterious carnival, a treasure-hoarding spider queen and a headless rider ghost. What is there not to love?

Great writing, great atmosphere, and has several paths to victory. Finding the right items is no more a requirement to finish the adventure, but not having them makes it very difficult as you find yourself facing overwhelmingly powerful opponents. Which sounds about right, and solves a problem with those Fighting Fantasy titles that are horribly frustrating because one never manages to collect the right items. Which means basically any Fighting Fantasy written by Ian Livingstone, in case you were wondering.

Oh and the book's nemesis is not an evil wizard. Which adds points to Howl of the Werewolf if you consider that almost half of the Fighting Fantasy titles fall into that type of plot. Hooray for originality.

Very fun read, recommended if you can find it, which unfortunately is no easy task...
