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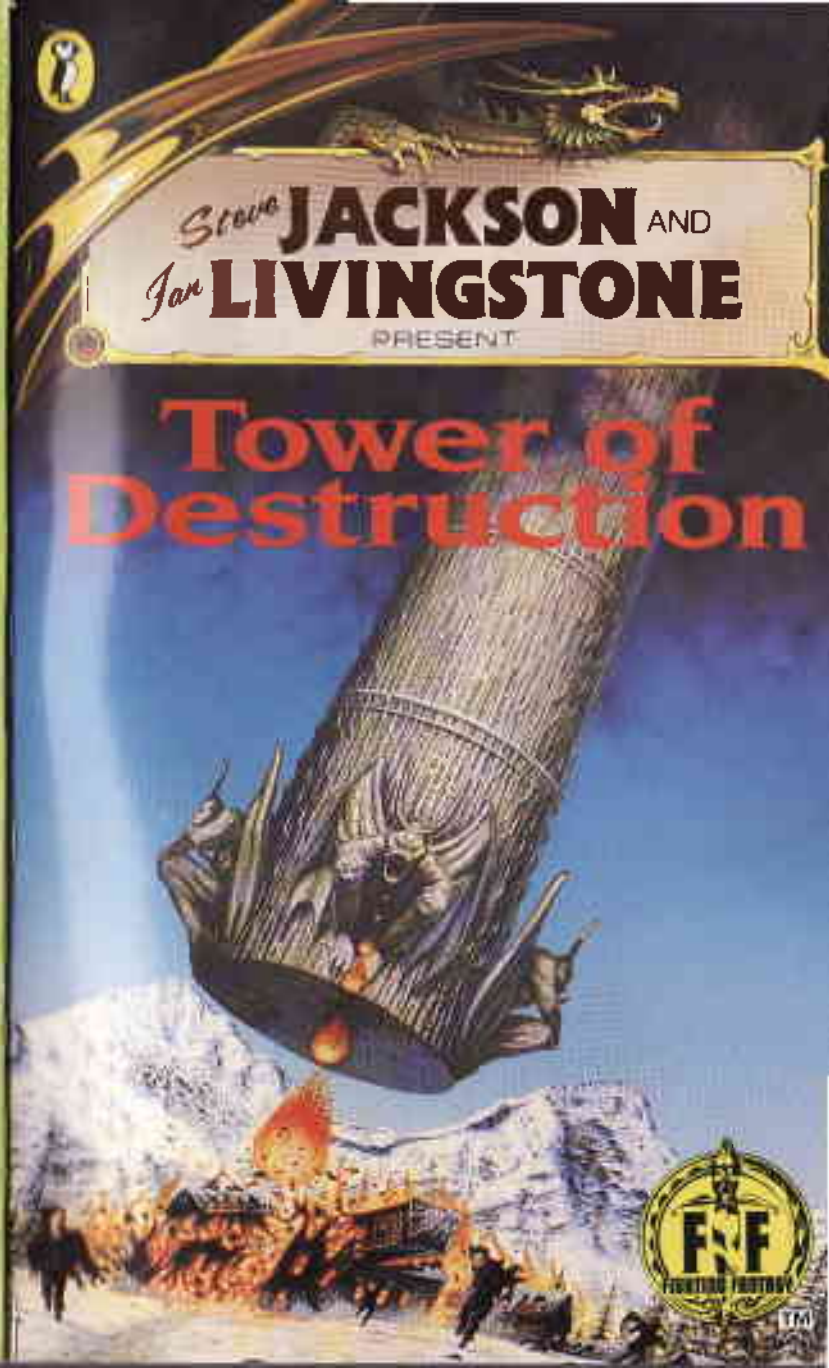
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STEVE JACKSON
AND IAN LIVINGSTONE

Tower of Destruction

46

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Puffin Books

TOWER OF DESTRUCTION

In the snowy northern wilderness of Allansia life is hard, and so are the people. While you are on an expedition, the calm of your home village is shattered by a blazing sphere of death which comes screaming down through wintry skies in a maelstrom of fire and lightning, to rain destruction upon your village. You return to find only ashes and bodies.

Thirsting for justice, you must set out on the trail of the bizarre device. But where did it come from, who made it – and can it be stopped? YOU must see your quest through to its astonishing conclusion to find the answers to all these questions. But beware – the sphere is the key to a far greater danger that threatens all Allansia!

Two dice, a pencil and an eraser are all you need to embark on this remarkable adventure, which comes complete with its elaborate combat system and a score sheet to record your progress.

Many fearsome dangers lie ahead and success is by no means certain. Powerful adversaries are ranged against you, enemies who will stop at nothing to foil you in your quest. It's up to YOU to decide which route to follow, which dangers to risk and which foes to fight. Dare you take up the challenge?

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Tower of Destruction



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INTRODUCTION

Before embarking on this adventure, you must first find out what your strengths and weaknesses are. You use dice to discover your initial **SKILL**, **STAMINA** and **LUCK** scores. On pages 18–19 there is an *Adventure Sheet* which you may use to record the details of your adventure. On it you will find boxes where you can write down your **SKILL**, **STAMINA** and **LUCK** scores.

You are advised either to write your scores on the *Adventure Sheet* in pencil or to make photocopies of the page for use in future attempts to complete this adventure.

Skill, Stamina and Luck

Roll one dice. Add 6 to this number and enter the total in the **SKILL** box on the *Adventure Sheet* (the total will be between 7 and 12). This is your *Initial SKILL* score.

Roll both dice. Add 12 to the number rolled and enter this total in the **STAMINA** box on the *Adventure Sheet* (the total will be between 14 and 24). This is your *Initial STAMINA* score.

Roll one die. Add 6 to this number and enter the total in the **LUCK** box on the *Adventure Sheet* (the total will be between 7 and 12). This is your *Initial LUCK* score.

For reasons that will be explained below, **SKILL**, **STAMINA**

and LUCK scores change constantly during the adventure. You must keep an accurate record of these scores and of the changes to them: for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these additions cannot raise any score above its *Initial* figure, except on rare occasions when you will be instructed accordingly in a particular paragraph.

Your SKILL score reflects your swordsmanship and overall fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and physical fitness, and your ability to take blows in battle; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck, and magic, are facts of life in the exciting fantasy world you are about to explore.

Magic

During your adventure you may come across some magic items, although at first you may not realize that they are magical or even know what they can do! Such items may give you the ability to cast a magic spell or create a magical effect; if you find such an object, you will be instructed in its use in the relevant paragraph. To begin with, however, you are not a mage but a brave warrior, and you must overcome your enemies by your wits and courage and by your prowess with your sword!

Battles

You will often find yourself reading paragraphs in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record your opponent's SKILL and STAMINA scores in the first empty Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given every time you encounter one. The sequence for combat is then.

1. Roll two dice for the opponent. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll two dice for yourself. Add your own SKILL score to the number rolled. This total is your Attack Strength.
3. If your Attack Strength is higher than that of your opponent, you have wounded it; proceed to step 4. If your opponent's Attack Strength is higher than yours, it has wounded you; proceed to step 5. If both Attack Strengths are the same, you have managed to avoid each other's blows; start the next Attack Round from step 1, above.
4. If you have wounded your opponent: subtract 2 points from its STAMINA score. (You may use your LUCK here to do additional damage – see below.) Proceed to step 6.
5. Your opponent has wounded you; subtract 2 points from your own STAMINA score. (Again, you may use your LUCK here, this time to reduce the damage your opponent does to you – see below.) Proceed to step 6.

6. Make the appropriate change to the STAMINA score of either your opponent or yourself on the *Adventure Sheet* (and to your LUCK score if you used LUCK – see below).
7. Begin the next Attack Round (repeat steps 1–6). The sequence continues until the STAMINA of either you or your opponent has been reduced to zero (death).

Fighting More Than One Creature

If you come across more than one opponent in any encounter, the instructions in the relevant paragraph will tell you how to handle the battle. Sometimes you will have to fight them all together; sometimes you will be able to tackle them one after the other.

Luck

At various times during your adventure, either in battles or when you find yourself in a situation when you could be either Lucky or Unlucky (details of these are given in the relevant paragraphs), you may call on your LUCK to make the outcome more favourable to you. But beware! Using LUCK is a risky business and, if you are Unlucky, the result could be unfortunate or even disastrous!

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is less than or equal to your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you

Test your Luck, you must deduct 1 point from your current LUCK score, whether the outcome is successful or unsuccessful! You will soon come to realize that, the more you rely on your LUCK, the more risky this will become.

If things go so badly that your LUCK is reduced to 1 or less, you will automatically be Unlucky whenever you are forced to *Test your Luck*. So don't start out by squandering your supply of LUCK frivolously.

Using Luck in Battles

In certain paragraphs of the book you will be instructed to *Test your Luck*; you will then be told the consequences of your being Lucky or Unlucky. However, during a battle you always have the option of using your LUCK, either to inflict a more serious wound on a creature you have just wounded or to reduce the effects of a wound that the creature has just inflicted on you.

If you have just wounded an opponent you are fighting, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may deduct 2 extra points from your opponent's STAMINA score (so that your blow reduces its STAMINA by 4 points, rather than the usual 2 points). However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to your opponent's STAMINA score (instead of your blow causing the usual 2 points of damage to its STAMINA, it is reduced to only 1 point).

If your opponent has just wounded you, you may *Test your Luck* to try to minimize this wound. If you are Lucky, you have managed to avoid the full impact of the blow and

may restore 1 point to your own STAMINA (instead of your opponent's blow causing 2 points of damage to your STAMINA, it is reduced to only 1 point). But if you are Unlucky, then you have taken a more serious blow, and you must deduct 1 *extra* STAMINA point (so that your opponent's blow causes damage worth 3 STAMINA points rather than the usual 2 points).

Honour

There is also a box on your *Adventure Sheet* for recording HONOUR. Your HONOUR is your sense of decency, fairness, compassion and justice, and it has a further meaning of special importance to this adventure: respect for the dead. Your *Initial* HONOUR score is 6, so you do not need to roll any dice to find this out but you can simply record this score in the box on the *Adventure Sheet*. Honour will be affected by the nature of the deeds you both perform and avoid performing during your adventure.

Restoring Skill, Stamina, Luck and Honour

Skill

Your SKILL score will not change much during your adventure. Occasionally, a paragraph may instruct you to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL – but remember that you can use only one weapon at a time! You cannot claim two SKILL bonuses for carrying two Magic Swords. Your SKILL score cannot exceed its *Initial* score unless you are specifically instructed to the contrary.

Stamina and Provisions

Your STAMINA score will go up and down a lot during your adventure as you fight enemies and undertake arduous tasks. As you near your goal, your STAMINA score may drop dangerously low and battles may become particularly risky, so be careful!

Your backpack contains enough Provisions for ten meals. You may rest and eat at any time except when fighting, but you may eat only one meal at a time. Eating a meal restores up to 4 STAMINA points. When you eat a meal, add 4 points to your current STAMINA score (making sure that the new total does not exceed the *Initial* score of your STAMINA) and deduct 1 point from your Provisions on your *Adventure Sheet*. A separate Provisions Remaining box is included on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely! Remember also that your STAMINA score may never exceed its *Initial* value unless a paragraph specifically instructs you otherwise.

There will be times during your adventure when you will be told that you *must* eat a meal. When you are told to do this, you must deduct 1 of your Provisions on your *Adventure Sheet*, but you do *not* regain any lost STAMINA for doing this. If you are told that you have to eat a meal but you don't have any Provisions left, you must deduct 2 points from your current STAMINA score on the *Adventure Sheet*.

During your adventure, however, you should be able to acquire at least a few extra Provisions to add to the store you begin with; these will enable you to maintain your

STAMINA throughout the adventure. However, you cannot carry more than ten Provisions at any time!

Luck

Your LUCK score will also change during the adventure as you *Test your Luck*. Additions to your LUCK score may also be awarded when you have been especially fortunate; likewise, you may be told to reduce your LUCK score when you have made an important mistake; details of such events are given in the appropriate paragraphs of the book. Remember that, as with SKILL and STAMINA scores, your LUCK may never exceed its *Initial* value unless you are specifically told to the contrary.

Honour

Your HONOUR score will change during the adventure as you perform honourable acts, or refrain from selfish and dishonourable ones. There are certain advantages to having a high HONOUR score, as you will discover during your adventure. However, there are occasions when you may have to behave selfishly in order to gain some important item or clue! You will have to tread a fine line between being overly grasping and thus losing HONOUR, and failing to take what you need on key occasions.

Equipment

You will start your adventure with a bare minimum of equipment, but you should find other items during your travels. You are armed with a sword and protected by a shield and a set of leather armour, trimmed and padded with furs — where you are going you will need the protec-

tion the fur offers against the cold! You have a backpack to hold your Provisions and any treasures or other items you may find; in it you carry a thick fur blanket which you will need to keep out the cold at night. You also carry a lantern to light your way when necessary.

You may acquire a crossbow and some crossbow bolts during your travels. If you do, you must keep a record of how many crossbow bolts you fire from it and how many you have left. When you have no bolts left to fire, the crossbow is useless as a weapon unless and until you find more bolts.

Time

In the first part of this adventure — finding the Ice Palace — it is vital that you don't take too long getting there. On the *Adventure Sheet* you will find a Time Elapsed box, and here you must record the number of days that pass between the start of the adventure and your arriving at the Palace. Each time you stop for the night to sleep, 1 day has elapsed, so all you have to do is to add a further day to the total time elapsed whenever you stop to sleep. Fortunately for you, time is important only during this first part of the adventure!

Hints on Play

Your journey will be perilous, and you may well fail on your first attempt. Make notes and draw a map as you explore — this map will prove invaluable in later forays into this adventure, and it will enable you to progress more rapidly to unexplored sections later on.

Not all areas contain treasure or useful information; many contain traps and unfriendly creatures – and you will doubtless fall foul of them. You may take many a wrong turning during your quest and, while you may indeed eventually reach your ultimate destination, it is by no means certain that you will find what you are searching for.

While you need to make haste during the first part of the adventure, you will certainly overlook help and assistance if you rush ahead too fast. You have to decide carefully when you can afford to tarry, and when you must press on as fast as you can!

Be very wary about *Testing your Luck* unless a paragraph tells you that you must do this! Generally, when it comes to fights, you should *Test your Luck* only to keep yourself alive when an opponent's blow would otherwise kill you (so far as reducing your STAMINA loss from your opponent's blows is concerned). Don't *Test your Luck* in order to try to do extra damage to your enemy unless this is really necessary! LUCK points are precious!

You will quickly realize that paragraphs make no sense if read in numerical order. It is essential that you read only the paragraphs you are instructed to go to. Reading other paragraphs lessens the excitement and surprise while you are playing the adventure.

The only certain way to success involves minimizing risk; any player, no matter how weak his or her initial dice-rolls, should be able to struggle through and achieve ultimate success and glory.

May the luck of the gods go with you on the adventure ahead!

SKILL <i>Initial Skill=</i>	STAMINA <i>Initial Stamina=</i>	LUCK <i>Initial Luck=</i>
HONOUR	TIME ELAPSED	ENEMY ENCOUNTER
EQUIPMENT LIST		POSSESSIONS
PROVISIONS REMAINING		

Skill= Stamina=	Skill= Stamina=	Skill= Stamina=
Skill= Stamina=	Skill= Stamina=	Skill= Stamina=
Skill= Stamina=	Skill= Stamina=	Skill= Stamina=
Skill= Stamina=	Skill= Stamina=	Skill= Stamina=

BACKGROUND

It has been a long, hard trek from market in the city of Zengis, but you are almost home now. Within the hour you should be back at the family hearth, a tankard of warm mead in your hand and your furred leathers hanging in the corner of the hut. Doubtless your friends will come around to talk of their exploits while hunting when you were away at the market, and they will probably mock you gently for not having gone hunting with them. Well, someone had to haggle to get a good price for the furs and, as the chieftain pointed out, it might as well be someone with a few brains and a little sense. So you had got the job.

Perhaps, you imagine, life would be easier in one of the southern lands of Allansia you have heard of: wicked Port Blacksand, to the south and west; the endless Flatlands with their proud, wild horses and prouder riders; even Arantis, so far away, with its Overpriest and teeming pirate ships. Anywhere might be better than this biting cold region where you have spent your life, in the shadow of the Icefinger Mountains. Perhaps, when the next caravan sets out from Zengis to the Flatlands, you may find a merchant who needs a strong and honest bodyguard. But that's a fantasy, and what is real now is the cold . . .

Except that now it isn't as cold as it seemed to be a minute ago. It *should* be, because the sky is darkening as dusk descends, so it should strike chill indeed. But why is the sky darkening? You realize that it is not long since the watery

autumnal sun was at its zenith! And what is the horrible screeching and booming sound coming out of the sky towards you?

You spin round and face the direction from which the ever louder sound is coming – and throw yourself down to the ground in abject terror. With a great wailing like a thousand screaming demons, the black sphere of rock shoots past overhead, fire and smoke trailing in its wake. A chunk of molten rock plummets and crashes into the ground close to you, hissing and spitting as it embeds itself in snow and ice-hardened ground. You get up, shake the snow off your clothes and run forward to the head of the valley. Peering down, you see that the valley is shrouded in smoke, and you can make out tongues of flame rising from the place where you know your home is. You rush on down to find out what terrible fate has befallen your home and people . . .

Now turn to paragraph 1.



I

You gasp for breath as you run, flat out, to your home, even as you race down the snow-covered slope, you can hear the screams and wails of the dying. Thick, black, reeking smoke is mercifully beginning to disperse, only to reveal burned corpses and still alive, but injured, villagers. Huts and cabins are either aflame or completely flattened by the passage of the Sphere. To your horror, you find your mother and father, dead, in the ruins of their home. You rage with fury and swear an oath to track the progress of the killing Sphere and find out what has brought this terrible carnage upon your people! What will you do now? Will you:

Leave and follow the trail of the Sphere
at once?

Turn to 111

Look around for things that will be of
help to you on your trek after the
Sphere?

Turn to 41

Look for the village wise man?

Turn to 366

Do what you can to help the injured?

Turn to 268

2

The workshops of the Ice Elves form a warren of homes, studios, small towers and follies in unbounded variety. Most have fantastic or beautiful decorations sculpted into the ice, carved balconies with railings as slender as gossamer threads, plaques and arabesques and rosettes ... these homes and workplaces are still strangely lovely, so many years after their occupants perished. Most are empty and bare but, looking through frosty windows, you can see three possible exceptions. Which one will you explore first? Will it be:

An armourer's workshop?
 A jeweller's workshop?
 A weaponmaker's workshop?

Turn to 30
 Turn to 218
 Turn to 342

3

You stand at the middle of the crossroads. Which part of the crypts which you haven't yet visited will you visit now? Will you go:

Down the ice steps?
 Down the left-hand passage?
 Down the right-hand passage?
 Up and out of the Ice Crypts?

Turn to 64
 Turn to 148
 Turn to 88
 Turn to 309

4

Approaching the gatehouse, you force the huge ice gates slightly apart, when you spot a figure on top of the gatehouse, and you duck just as a crossbow bolt whizzes past your head. If you have a crossbow and bolts and you wish to fire back, turn to 160. If you want to draw your sword and try to get closer to the archer, turn to 292.

5

You stand before the huge, white ice doors of the grand Ice Cathedral. Etched into them is a bird with wings outstretched, flying up to the skies. Do you have an Ice Bird which sings? If you do, turn to the paragraph with the same number as the number of arcs of colour the bird has in its wings. If you don't have the Ice Bird, you cannot enter the Cathedral; the massive doors weigh many tonnes and you cannot hope to open them. Make a note of this paragraph number: if you do find an Ice Bird which sings, you will be

able to return here and open the doors by turning to this paragraph. For now, you must find somewhere else to search if you cannot enter here; turn to 23.

6

Do you have an Ice Sword? If you have, turn to 24. If you haven't, turn to 43.

7

Cobrun the merchant is a bit of a swindler, and a whining little fellow, but eventually you pin him down to the following prices. If you want to buy a potion for him, turn to 146 to check the effects of the potion.

Potion of Stamina	5 Gold Pieces
Potion of Skill	5 Gold Pieces
Potion of Luck	6 Gold pieces

Other items you could buy are:

Provisions	2 meals for 1 Gold Piece
Crowbar	1 Gold Piece
Crossbow and 10 bolts	4 Gold Pieces
Heavy mace	4 Gold Pieces
Bag of salt	1 Gold Piece
Climbing gear	3 Gold Pieces

The climbing gear consists of a rope, some ice picks, and a small hammer. If you buy a crossbow, you *must* keep track of how many bolts you use and how many you have left. You must pay for everything here, and no cheating! Items bought can be added to your Possessions, and money spent must be deducted from your Treasure. When you have finished making your purchases, you can either reconsider selling something to Cobrun (turn to 369) or settle down to sleep (turn to 280).

8

Finish your fight with the Man-Orc. Each Attack Round, the wizard will fire another dart and you will lose another 2 points from your STAMINA. You can't get at the wizard while the Man-Orc lives. If you manage to defeat the Man-Orc, turn to 199.

9

You manage to prevent the Dark Elf from casting a spell to aid himself. Make a note that you have reduced his STAMINA by 2 points. Now the Dark Elf is flying down to attack you with his dagger, so turn to 272: you may subtract 1 point from his SKILL score as given in that paragraph because you have ruined his SKILL-enhancing spell!

10

The Ice Golem isn't fooled as you mince up to it and say something in a squeaky voice. It hits you with its spear and, if Golems could look contemptuous, this one just did. Deduct 2 points from your STAMINA. You are forced to fight; turn to 333.

11

You look at the massive ice organ. You have no idea how to play it, of course; on closer investigation, however, you notice that the angel is holding a tablet of ice which has some music on it. The form of this puzzles you – you know enough about music to see that this isn't regular musical notation and, even though Elves do have some strange ideas about music, this seems peculiar to you. Can you puzzle out some deeper meaning to it?



When you are ready to do something else here, will you:

Take the Ice Keys, if you don't have them?

Turn to 83

Look over the tombs, if you haven't done so already?

Turn to 101

Leave here and search elsewhere in the Ice Palace?

Turn to 23

12

You edge round towards a circular chamber beyond the darkness, and you can see dimly flashing lights in that chamber. However, you can't make out any detail because the entrance is barred by a thick mat of sticky webs, some two metres deep, which seem to envelop the room beyond. From the lights and humming sound coming from that chamber, you guess that you will have to get into it, but there doesn't seem to be any other way in except through the webs. If you want to try to use magic to get past the webs, turn to 99. If you just want to wade in and force your way through, turn to 185.





13

Now the door is open you can see and smell your enemy: a filthy, diseased thing, reeking of burnt flesh and brimstone, fluid oozing from reddened welts on its torso. A misty coating of blue foetid smoke surrounds its body, choking and foul. The Smoke Demon is not one of the strongest of demonkind, but it may still be a match for you!

You must temporarily deduct 1 point from your SKILL when fighting the Smoke Demon because of the effect the smoke has on you; this is only temporary, and you don't suffer any permanent SKILL loss.

SMOKE DEMON

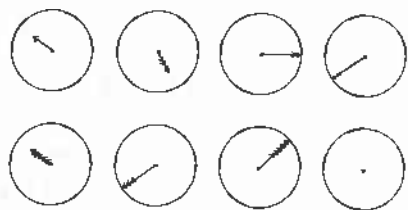
SKILL 9

STAMINA 12

If you win, you hear a choking, guttural sound coming from the room beyond. Another monster? You can go in and investigate (turn to 233), or you can be cautious and leave this place, finding a more wholesome place to sleep at the end of the day (turn to 154).

14

You suddenly find yourself back on the floor below the gallery; hanging in the air is a small item of jewellery that you can't make out properly from here. Below it is a monolith of ice, which has appeared in the room, on which eight clock-faces are etched. The first seven have a hand chiselled on them, but the eighth is bare. The first seven run in the following sequence:



You have to work out the eighth and final symbol which would complete the sequence correctly. 'I do not help those without wits and skill,' Mealin's voice echoes one last time.

If you solve the puzzle, you will know which position on the clock-face the hand should be pointing to, and how many arrow-heads there will be on the hand. Multiply these two numbers together, and then turn to the paragraph with that number. If you can't solve the puzzle, and want to give up, turn to 300. If you have a Potion of Flying and want to use that to get to the jewellery, turn to 238.

15

You stand in a large, dimly lit basement chamber. There are some light beams here, and nothing else – until, startling you, a tiny creature apparently made of ice pops up out of the floor and grabs something you are carrying! The little thing only comes up to your knee and looks like a wizened gnome or gremlin. But the pest has stolen one of your Possessions! You take a swing at the Ice Mite as it scuttles off into the shadows. Roll two dice for each of you and add your SKILL scores to find your Attack Strengths (the Ice Mite has a SKILL of 8). If you have the higher Attack Strength, turn to 211. If the Ice Mite has the higher Attack Strength, turn to 109.

16

From your vantage point, you can see a Frost Giant skulking behind some rocks down below. If you want to go back down to the valley and meet the Giant, turn to 40. If you prefer to press on along the high path, turn to 132.

17

As you duck and run past him, the old Elf-guardian fires a number of small, glowing, pearly-white spheres at you with his wand. These spheres explode on you, inflicting unpleasant magical damage. Roll one die and add 1: this is the number of points of STAMINA you must lose. But the crossroads is out of the wand's range and the Elf-guardian moves far too slowly to catch up with you (if you're still alive!). At the crossroads, will you take:

Ice steps directly ahead, leading down?

Turn to 64

The path to your left?

Turn to 148

The path to your right?

Turn to 189

18

Hidden very cleverly in one of the walls is a secret sliding panel. Do you want to:

Open this secret door?

Turn to 365

Return to the junction and take the right-hand turning?

Turn to 118

Return to the junction and follow the passage straight ahead of you?

Turn to 279

19

You rush down the passage, only to see that the steps leading back opposite the Golem room are obstructed by falling stone and you can't go that way. You've lost more precious time, and a chunk of wall comes away and crashes into your side. Deduct 2 points from your **STAMINA**. You will have to backtrack and take the other passage; turn to 38.

20

Too late, you remember that Polar Worms are almost completely blind and hunt by smell, so hiding behind a snowdrift isn't likely to work! The ravenous monster strikes at your back and you must deduct 2 points from your **STAMINA**. You will have to fight; turn to 38z.

21

Eventually you place the last frail shrouded body in its sarcophagus. There is a sudden, deeply aching sigh all around in the vastness of the vault, and you feel a sudden chill on your forehead. Putting your hand to your face, you feel a mark on your forehead which wasn't there before – a star-shape, as you see by gazing into a shard of reflective ice. It doesn't hurt, but you're a little troubled by it nevertheless. Now you return to the crossroads, so turn to 3.

22

You take your Potion of Flying and rise into the air – not very gracefully, but then you haven't done this very often! Once in the air, it is a simple matter for you to unhook the incense-burner from its chain. You take it with you, so add it to your list of Possessions. Then you glide out and down the stairs before your Potion runs out. Turn to 57.

23

The Ice Palace is huge, a majestic structure composed in a myriad forms and colours of ice. Looking around as you stand before the gatehouse, to your right is a tower with a heraldic shield above its entrance: the Tower of Shielding. To your left is a tower covered on all surfaces with beautiful, multicoloured icicles: the Tower of Rainbow Ice. In the distance, to your left, is a Tower of Black Ice, and opposite is a tower which looks only half real, impossibly light and delicate: the Tower of Airy Light. Directly opposite you, in the distance, is a huge central tower, the Great Tower. All the towers have ice doors at their bases but no other obvious portals. Within the ice walls and towers surrounding the Palace are a number of buildings. There are homes, workshops, stores and warehouses, varied and splendid in design; dominating them stands the glory of the domed Ice Cathedral with its silent, sealed ice doors.

You can only enter each location once in your sojourn here, unless the text specifically states otherwise, so you must



keep a careful record of where you have been within the Ice Palace. If you don't find what you're looking for the first time, a return visit won't help. However, if you try to enter a location and for some reason cannot do so (you have no keys and it is locked, for example), you *may* return if you find the correct method of entry. So, now, will you go to:

The Tower of Shielding?	Turn to 84
The Ice Cathedral?	Turn to 5
The Tower of Black Ice?	Turn to 287
The Tower of Airy Light?	Turn to 381
The Tower of Rainbow Ice?	Turn to 320
The Great Tower?	Turn to 278
The workshops?	Turn to 2
The stores?	Turn to 163
The homes?	Turn to 371

24

Tassaskil takes the Ice Sword and passes his hand along the blade. Sparks of magical light crackle and fly around his fingers as he does this, and the hilt and pommel come alive with a deep, sky-blue light inside the very structure of the ice. He hands it to you; it is as hard as steel, the edge keener than any sword of metal. The ice is cool to your grip, but not chilling, and it does not melt or slip in your hand. This is a fabulous weapon, one which exceeds your wildest dreams. It adds a bonus of 2 to your *SKILL* when you use it, and this bonus *does* allow you to exceed your *Initial SKILL* (for example, *SKILL* 13 or 14 is possible with this sword if your *Initial SKILL* is 11 or 12).

'There is a little magic left,' Tassaskil says with a real effort. 'I can put a minor enchantment into the weapon to help

against a wizard, or against a Demon, if you prefer.' What will you ask for?

Ask for help against a wizard?	Turn to 136
Ask for help against a Demon?	Turn to 173
Thank Tassaskil for his help, ask for no more, and leave?	Turn to 94

25

Unfortunately, you don't manage to evade the keen hearing of the guards in the open room as you tip-toe past. Turn to 376.

26

The passageway slopes slightly downwards and then opens into a huge gallery. You look down at a massive circle of cherry-red, burningly hot floating spheres of rock which are hanging in mid-air below you. Beneath them are stone chutes and vents, and you guess that somehow these rocks provide the power for the Sphere's devastating fiery trial. There's no way you can possibly deal with these: somewhere else there must be a control which you could tamper with and so destroy the Sphere. Unfortunately, your tarrying here has alerted a guardian, as you see from the pillar of fire roaring through the air to attack you – a Fire Elemental!

Do you have a ring? If you do, you know the name of the person who possessed it before you. Convert the letters of his name into number values (using the code A = 1, B = 2, C = 3 . . . Z = 26) and add them together. Then turn to the paragraph with the same number as that total. If you don't have such a ring, turn to 194.



27

The landscape here is still hilly, but in the distance a plateau is clearly visible ahead of you. The wind is whirling little flurries of snow about. The sky is as blue and as clear as you have ever seen in your life, and the rays of the winter sun, lacking warmth, reflect from the snow and ice and half blind you. This may be why you don't see the Skyriders until the flapping of their mounts' wings are close by. You look around, startled, to see two barbarians of a kind you don't know clambering down from what look like large, thick-haired Pegasi to see who is entering their land. They say they are Skyriders of the Frostwind tribe: they are carrying large axes and knives and they look strong and fierce. You don't want to fight such powerful warriors unless you have to! Do you have a bronze medalion? If you have, turn to 152. If you haven't, turn to 177.

28

You fire off the Wand of Cold at the wizard, who screams in agony as a cone of frosted snowflakes streams through the air and freezes him. The damage to him exceeds the norm, because Zeverin has a special susceptibility to cold, the result of a magical curse laid on him. He loses 8 points from his STAMINA! If you have already inflicted at least 5 points of damage to his STAMINA (from crossbow fire), he is dead, so turn to 325. Otherwise, he's still alive but in bad shape (make a note on your *Adventure Sheet* of his STAMINA loss for when you have to fight him). Now what will you do, having expended your Wand (which you must now cross off your list of Possessions)? Will you:

Use a Potion of Flying, if you have one?

Turn to 339

Use a crossbow, if you have one?

Turn to 139

Cast a Coldwarding spell to protect yourself?

Turn to 85

Grip your sword and wait for a chance to fight?

Turn to 372

29

You are hit by a falling rock. Deduct 2 points from your STAMINA, and you don't have time to stop and eat a meal (but you can drink a potion or some brandy or akvavit if you have this). You move on down to the end of the passageway and peer cautiously into the chamber beyond. Turn to 134.



30

The armourer's workshop has many unfinished items hanging on ice pegs or lying on worktables, but no complete suits of the very fine chain mail the Ice Elves normally used. You find nothing magical here either, despite a prolonged search. What will you do now? Will you:

Continue searching here?

Turn to 352

Search the jeweller's workshop, if you haven't already done so?

Turn to 218

Search the weaponmaker's workshop, if you haven't already done so?

Turn to 342

Leave this area and search elsewhere in the Ice Palace?

Turn to 23

31

Inching along, you make your way carefully down, but soon you see that the drop leads over a fairly steep rock overhang. Do you have climbing gear? If you have, turn to 190. If you haven't, turn to 322.

32

If you have an Ice Bird, you also have a book with you. Turn to the paragraph with the same number as the number of pages in the book. If you don't *really* have an Ice Bird, turn to 23.



33

All at once you are surrounded by Elven spirits and ghosts. 'He has taken from the dead, he has slain one of the last messengers,' one of the Elves says angrily. They point to the silver brooch which, you remember, you took from a giant – the one who probably killed the Elf who had worn it many years ago. Too late you try to protest your innocence; lose 1 LUCK point. The Elven spirits are gathering round you and preparing to rain blows down on your body. You can risk running to get the Ice Keys (turn to 195) before leaving, or you can be prudent and run out now, finding somewhere else to search in the Ice Palace before the Elf-spirit attacks cause you serious injury (turn to 23).

34

Roll two dice. If the total is less than or equal to your SKILL, turn to 76. If the total is greater than your SKILL, turn to 329.

35

The Dark Elf pulls a sword from its scabbard with some speed. While he may lack bulging muscles, his speed and agility make up for that!

DARK ELF SPELLCASTER SKILL 9 STAMINA 7

If you win, turn to 70.

36

This form of the Luck spell can be cast at any time, except during combat. Roll one die and divide the number rolled by 2, rounding fractions up; this is the number of LUCK points you gain (that is to say, 1-3). Your LUCK cannot exceed its *Initial* level, of course. Turn back to 360.

37

You make your way along a winding, featureless passage which opens into a bare, spherical chamber, a very odd design. You are about to enter it when a smoky shape starts to take form within the room, and drifts soundlessly towards you! If you've been here before and fought this enemy, another has appeared in its place. If you want to stay and see what happens, turn to 237. If you want to flee and return to the main junction you came from, turn to 379.

38

Racing down the long passage, there doesn't seem to be any evidence of an exit in front of you, as blocks of stone begin to shake and fall. You are in a truly desperate race against time. Roll two dice and add 1. If the total is less than or equal to your SKILL, turn to 91. If the total is greater than your SKILL, turn to 62.



39

You are fortunate indeed, for you crouch down as you open the door and a volley of fiery darts hurtles just over your head! Unfortunately for you, they're the least of the perils in this hot, dank chamber; turn to 286.



40

Walking along the valley floor, you soon see a very large figure step out from behind some rocks; he approaches with an unpleasant, lopsided grin on his ugly face and wielding a hefty club in his gnarled hands. From his white hair and beard, the furs he wears, and the fact that he is five metres tall, you hazard a shrewd guess that he may be a Frost Giant. 'Got any treasure, stranger?' he asks with a leer, fingering his club meaningfully. Will you:

Attack the Frost Giant?

Turn to 226

Give the Frost Giant some treasure?

Turn to 174

Try talking to the Frost Giant?

Turn to 373

41

Searching quickly through a couple of half-demolished huts, you find a few items that should help on a mountain trek: some ice picks, a small mallet, and a good length of rope. These all count as one item together, so add Climbing Gear to your list of Possessions on the *Adventure Sheet*. You also find and pocket 2 Gold Pieces; add these to your Treasure. By now the villagers have done what they can for their injured fellows, and they don't take kindly to your searching for things for yourself without helping the badly wounded and dying first. Now you can look for the village wise man (turn to 366) or set off after the Sphere immediately (turn to III).

42

'You must have that sword enchanted for you; find the one who must help you. Go back up the stairs and turn right there,' Elokina commands. You follow his instructions. Turn to 148.

43

If you do not have the Ice Sword, Tassaskil cannot help you. You wander sadly back to the crossroads, wondering what to do next. Turn to 3.

44

Using the Ice Keys, you open the gates to the Ice Crypts and set off underground. However, the entranceway is a ramp, covered in a thin layer of absolutely sheer ice. If you have a bag of salt, turn to 261. If you have a Potion of Fire Breath and wish to use it here, turn to 315. If you have neither, turn to 395.



45

You make your way down to the basement and open the door there. Beyond is a small set of rooms, all empty save for the one the Dark Elf leader obviously used as his rest room. Rummaging through bedding, spare clothes and the like, you find some items which may prove of use to you: there are sufficient Provisions for 4 meals which you can take if you wish; there are also 3 packets of Elven weybread, each of which is equivalent to a full meal, but these are so light they do not count towards your limit of 10 Provisions which can be carried in a backpack. Add them to your Possessions, and be sure to cross them off when you consume them. You also find a green ceramic bottle labelled

'Potion of Flying', which may come in useful later. Add this to your Possessions too. Now *Test your Luck*. If you are Lucky, turn to 380. If you are Unlucky, turn to 120.

46

You gain the illusory appearance of an Elf, and this completely deceives the old guardian who waves you forward with his hand. At the crossroads ahead will you take:

The path leading to some steps directly ahead?

Turn to 64

The path to your left?

Turn to 148

The path to your right?

Turn to 189

47

Your opponent has a SKILL of 8. When you first win an Attack Round, turn to 256. When the Dark Elf first wins an Attack Round, turn to 316. If you run out of bolts and you haven't killed the Dark Elf (or if you decide you want to use a sword anyway), you will have to head for the door at the base of the Tower, so turn to 196. If you hit him three times, he ducks out of sight, so now you must get into the Tower to finish him; turn to 196.

48

Behind the heavy door is a cell and a man in chains and manacled to the smooth, black, stone walls. You could get the keys dangling from the Man-Orc's belt, and then you could release the semi-conscious prisoner, but all this would take time and could mean you both getting buried alive inside the collapsing Sphere! Will you free the man and drag him out with you (turn to 184) or turn tail and save yourself (turn to 121)?

49

Using your lantern to light your way, you enter the dark chamber beyond. You see a fallen pile of heavy equipment, made from metal and shattered ice, and below it the shape of a hand reaches out to you. The hand is that of a spirit – it has no flesh or bone – but there is no mistaking the groan of misery and pain that comes from below the mass of twisted metal and chunks of ice. To reach out to the hand could be very hazardous; some ghosts can drain life-energy, and you could even pull down pieces of ice and metal on yourself. Will you:

- | | |
|---|-------------|
| Reach for the hand, to help if you can? | Turn to 142 |
| Leave and search the armourer's workshop, if you haven't already done this? | Turn to 30 |
| Leave and search the jeweller's workshop, if you haven't been there before? | Turn to 218 |
| Leave and search some other part of the Ice Palace? | Turn to 23 |

50

You throw some food to the bear; subtract 2 meals from your Provisions total. You head off somewhere else to find a place to sleep, but the bear just follows your scent – it knows a free lunch when it smells one! It wants more food; ideally, it would like to eat *you*! Will you try:

- | | |
|------------------------------|-------------|
| Throwing the bear more food? | Turn to 393 |
| Attacking the bear? | Turn to 244 |
| Climbing up a tree to hide? | Turn to 96 |

51

To your own eyes, your appearance changes somewhat: you look less substantial somehow, a little shimmery round the edges, and you feel lighter (all these changes also affect your Pegasus, if you are riding one). You hope the magic will work to get you past the Tower guards. You soon find out, because you fly right past a two-headed Giant, on lookout close by one entrance door, and he doesn't react to you at all. You think that this invisibility is pretty strong magic. ... Now you're at the entrance. If you're with a Pegasus, he flies off after setting you down. You summon all your courage, grip your sword, and walk into the Tower of Destruction. Turn to 266.

52

As you strike the killing blow, the Spectre's appearance changes. From the husk of the wizened spectral form, the apparition of a young Elf, bright-eyed and smiling, appears; you are reminded of a butterfly emerging from an ugly cocoon. The madness which imprisoned the wretched Elf in a warped, evil form has been sundered. A curse, perhaps ... in any case, you have released the Elf from his torment. Gain 1 HONOUR point and 1 LUCK point.

You look around at the tombs, but there is nothing special about any of them that catches your eye. You climb back up, and you notice that the black ice of the tower is beginning to lose its oppressiveness. The darkness is lifting, and a concealed ice door in one wall has swung open to reveal stairs of marbled ice leading upwards to the top of the tower. You can make your way up these stairs (turn to 82) or leave this tower and search elsewhere in the Ice Palace (turn to 23).



53

You must eat a meal at the end of the day, and you manage to find somewhere secure to sleep. In the morning, when you must eat another meal, you find that you are on a clifftop, overlooking the valley. The smoke is clearing, and in the valley lies the large rocky Sphere, still spitting forth goutts of fire and plumes of filthy black smoke. There are a few, small, human-sized figures around the Sphere. You are going to have a tricky climb down from here. Roll two dice and add 2 to the total rolled, unless you have Climbing Gear; if you do have Climbing Gear, you may subtract 2 from the total rolled. If the adjusted total is greater than your SKILL, you will stumble, graze your limbs, and suffer various knocks and scrapes; deduct 4 points from your STAMINA. If the total rolled is less than or equal to your SKILL, you get down safely enough.

Now you stand a few hundred metres from the Sphere, creeping forward through burnt and blackened tree-stumps and rocks. Unfortunately, you have little cover, and you are soon spotted by two guards. They look like animated corpses, but they are blue-skinned, the water in their bodies is solid ice, and what seems to be breath is frosting on the air before them. Their eyes are vacant and their faces expressionless. You have to fight the two Ice Ghosts here, together. Each Attack Round you must roll dice to determine the Attack Strengths for yourself and both your opponents. The combatant with the highest Attack Strength is the one who gets in a damaging blow that round.

	SKILL	STAMINA
First ICE GHOST	7	7
Second ICE GHOST	7	6

When you first strike one of the Ice Ghosts, turn to 106. If you kill one of the Ice Ghosts, turn to 165. If you win, turn to 297.

54

Your horrified glance changes to one of relief as you realize that the ceiling collapse is nothing more than a triggered illusion and cannot harm you. Where will you go now? Will you:

Enter the passage opposite, if you haven't been there before?

Turn to 200

Leave the Tower and search elsewhere?

Turn to 23

Follow the stairs leading up?

Turn to 242

55

This is a stunningly bad move. You find yourself flying downwards into a huge ring of superheated burning rock spheres and, after a few moments of intense agony, you are just a large cinder. Your adventure ends here.

56

The Ice Bird sings once more, and the Elves raise their voices in harmony, the echoes of their polyphony cascading away into the far nooks and crannies of the Ice Cathedral. The spirits begin to fade into their own realm once more, and the magical bird's song slowly finishes. When the last of the Elves has departed, the bird rests its head beneath its wing again. The spirits are at peace here. You bow your head in a few moments of silence, but now you must press on with your vital quest. Will you:

Take a closer look at the organ?

Turn to 11

Take the Ice Keys beside the organ?

Turn to 83

Look at the tombs here?

Turn to 101

Leave here and search elsewhere in the Ice Palace?

Turn to 23

57

You descend some stairs and stand at a landing with passageways to the left and the right. The stairs carry on down. Do you want to:

Take the left-hand passage, if you haven't before?

Turn to 351

Take the right-hand passage, if you haven't before?

Turn to 200

Take the stairs down, leave the Tower, and search elsewhere?

Turn to 23

58

If you have a Blue Potion, and want to drink it, turn to 260. If you want to try any other Potion, it will have its usual effect (restoring STAMINA, etc.) but it won't help you against the Golem. You must either fight (turn to 333) or run off and search elsewhere (turn to 23).

59

Roll dice to determine Attack Strengths for yourself and the Dark Elf as normal (the Dark Elf has a SKILL of 10). If you have the higher Attack Strength, turn to 202. If the Dark Elf has the higher Attack Strength, turn to 348.

60

You rummage through the Frost Giant's possessions and find some articles you may be able to use. He has some cooked walrus blubber wrapped in cloth: disgusting but edible (just) and nutritious (add 3 to your Provisions). He has 4 Gold Pieces in a pouch (add this to your Treasure), and a silver brooch of strange, very intricate design. If you want to take this, add the silver brooch to your Possessions. Now you can continue along the valley floor (turn to 155) or you may want to retrace your steps and go along the elevated mountain pathway instead (turn to 132).

61

The clouds begin to disperse as you stride out in search of the trail the Sphere left. It takes you most of the day to get back to it, but soon the wide wake of debris left by the fiery Sphere is clearly visible ahead: singed and blackened trees and pools of iced-over water formed by the melted snow. Carefully watching your footing on such slippery and treacherous surfaces, you walk along on one side of the trail for safety. Turn to 378.

62

You can't find a way out. Your lungs are almost bursting with the effort of forcing yourself to run, and your legs are turning to jelly. Your futile efforts are laid to rest as a massive block of stone drops from the ceiling and crushes you. You have saved Allansia, but you could not save yourself!

63

Coward! A crossbow bolt strikes you in the back. It is coated with venom, and you must deduct 4 points from

your STAMINA. After this stinging wound, you can turn back and attack the Dark Elf after all (turn to 196) or run away and find another part of the Ice Palace to search (turn to 23).

64

Not far down the steps is a pair of arched gates which reach from the ceiling to floor. They have no handles, latches or any other obvious way of opening. There is just one word etched into them 'Call.' If you know how many times to call, turn to the paragraph with the same number. If you don't know how many times to call, you cannot enter here; turn to 3.

65

You see the flying robed figure clearly before you, darting from behind a smoky hiding place. And you recognize him: Zeverin! His hands move in the gestures of the spellcaster's craft as he prepares a spell to cast at you. How are you going to deal with this? Will you:

- | | |
|---|-------------|
| Use a Potion of Flying, if you have one? | Turn to 339 |
| Use a crossbow, if you can? | Turn to 139 |
| Fire a Wand of Cold at Zeverin, if you have this? | Turn to 28 |
| Cast a Coldwarding spell to protect yourself? | Turn to 85 |
| Grip your sword and wait for a chance to fight? | Turn to 372 |



66

Torsten leads you some distance to the west, where his tribe have pitched their tents and tethered their livestock. His story of your kindness brings murmurs of approval, and you are plied with hot food and akvavit, the throat-scarring iced clear spirit, flavoured with caraway seed, which the barbarians favour. You ask about Ice Ghosts and the Sphere, and the mood grows sombre. The tribe's chieftain speaks softly, with barely controlled anger.

'The Sphere brings fire and death because of a wizard, the spirits say. The wizard has lived many lives in the past, each more evil than the one before. He is within the Sphere, and yet not there. He consorts with things of the Pit, with Demons and stalkers in the night. He creates Ice Ghosts from the bodies of the slain to be his servants. They are flesh and ice, blood and snow, bone and frost. The wizard has brought the Sphere forth by a song of blood and nightmares, a song with a deeper and darker harmony which has the cadences of destruction within it.' The chieftain's voice is strangely altered; these are not the words of a simple barbarian. You remember that this tribe believes in communicating with the spirits of the dead, and surely a spirit is speaking through the mouth of the chieftain now. 'We are headed to our Spirit Grounds, to talk with our forefathers, to learn what must be done,' the chieftain says, to murmurs of affirmation from his fellows. This sounds fine, except that you have the nagging feeling that, by the time they've done this, it may be too late . . . Turn to 262.

67

By your failure to help you have abandoned many souls to distress and denied them fair rest. Lose 1 HONOUR point. If you want to reconsider, go back and help, turn to 213. If you still want to go somewhere else, turn to 23.

68

At night-time, a huge white owl flies down to the place where you have made a shelter for the night. It looks dolefully down at you. 'The wizard escaped,' it says reproachfully, 'and you left a man to die in there.' You say nothing, shame-faced. 'Now you have to redeem yourself and regain your honour. Only in one place can a way to defeat the wizard and his Tower be found: Elokinan's Ice Palace. It lies some eighty kilometres to the north-east from here. You will have to go there and find the magical treasures which will protect you against the dread Lord of the Tower. If you don't, you will perish under the fiery rain of death the Tower will bring to all. Including you.' The bird looks at you, awaiting an answer.

A wave of anger bursts from you. You cry that you will travel anywhere and do anything to get your revenge on the wizard who sneered and laughed at you, and who killed your family and friends. Whatever it takes, you will do it. The owl looks satisfied; it spends the night watching over you. In the morning you awaken with a new purpose and a new destination; turn to 246.

69

There are many items of magic located in the Ice Palace, but two are of especial note. One is the Sword of Tassaskil,

which lies in the Ice Cathedral. Its power is great, but latent, and Tassaskil himself would have to regenerate its enchantment for you; you have to take it to him. The other is Elokinan's Chalice, which can pour out a draught capable of raising a mortal's STAMINA to extraordinary levels; and it can give other blessings. This lies with Elokinan's ghost, in the Ice Crypts themselves. But you cannot get in without the keys, and . . . Tragically the spirit's voice fades into nothingness and its last few words are lost to you! Turn to 355.

70

You take the jewellery the Dark Elf has gathered together; this is worth 12 Gold Pieces (add this to your Treasure). Further searching doesn't uncover anything else; the Dark Elf had clearly looted the lot. Gem-cutting and soft-metal-working tools crafted from magical ice are mounted on the tables here, and there are tiny prisms of ice which store magical light, used for detailed work by the craftsmen who once worked here. You can only marvel at such remarkable artefacts, and feel sorrow for the passing of the gifted Elves who no longer practise their crafts here. Now, will you:

Search the armourer's workshop, if you haven't already done so?

Turn to 30

Search the weaponmaker's workshop, if you haven't already?

Turn to 342

Leave this area and search elsewhere in the Ice Palace?

Turn to 23

71

The chamber appears to be featureless and bare, but will you be able to find anything here? Roll two dice. If the

total is less than or equal to your SKILL, turn to 18. If the total is greater than your SKILL, return to the three-way junction; turn to 379.

72

You now stand in a spacious chamber at the top of the Tower of Airy Light. For a moment as you entered, you thought you were in a huge auditorium, like a theatre; you could see a stage, huge red curtains, the familiar laughing and crying mask-faces to either side ... then the apparition is gone. Instead, in this high-roofed and grand chamber stand ice sculptures and busts of Elves, the sculptures animated and expressive, almost lifelike in appearance. There are many more sculptures running round a gallery which you could reach by climbing a balustrade of blue ice, or you could go elsewhere by entering one of the light beams in this chamber. Will you:

Roam around the gallery upstairs, if you

haven't already done this?

Turn to 150

Enter the red light beam here?

Turn to 274

Enter the blue light beam here?

Turn to 167

Enter the white light beam here?

Turn to 252

73

You find 1 Gold Piece in the worm's guts, but you also manage to splash some digestive acid on your bare skin. Deduct 2 points from your STAMINA. Clean up and press onwards; turn to 282.

74

If you have a Blue Potion and wish to drink it, turn to 46. If you drink any other potion, it will have its usual effect

(restoring lost STAMINA, etc.), but it will not directly help you here, so return to 370 to choose another course of action.

75

Before you can get to the wizard, he manages to fire off another spell at you. This time a glittering rain of golden motes of light dances round you, chill and cool and draining energy from you. Deduct 3 points from your STAMINA, and now you must *Test your Luck*. If you are Lucky, you suffer no additional effect. If you are Unlucky, you must subtract 1 point from your SKILL for the rest of your combat with Zeverin – and that's in addition to any other SKILL penalty you may have incurred for this combat! Now do your best as you close in on the wizard. Turn to 271.

76

You manage to bring down the moose with a single shot straight through its neck. Gain 1 LUCK point for such a fluke! You can cut some joints of meat from the carcass, up to the maximum for your Provisions, but you must record the meat separately, because it won't be edible until you can cook it. Turn to 291.

77

The Spectre has drained some of your life-energy – you must deduct 1 point from your SKILL score! Turn to 52.

78

Roll two dice and add 1 to the total rolled – bareback Pegasus flying isn't easy to learn! If the total is less than or equal to your SKILL, turn to 182. If the total is greater than your SKILL, turn to 95.



79

Beyond the heavy door a startling scene confronts you: the chamber you have entered is large, measuring twenty metres across. It has black walls, and a large wall-screen pulsing red and orange stands at the far end. Otherwise the room is largely bare, but you can make out several stone thrones in the distance; they are set out before what looks like a huge black sarcophagus. On top of the sarcophagus is a sculpted figure of a Demon, and this stone figure holds a metal lever in one hand and a whip constructed of glowing metal links in the other. Glowing gems are set into the eye sockets and fingers of the statue.

Two figures are standing behind the thrones: one is a massively muscled Man-Orc, clad in heavy, banded armour and wielding a powerful-looking curved scimitar; the other is a slender, wiry, dark-haired man in wizardly robes, not tall and slightly stooped. Neither appears to be bothered at your entry; the wizard looks at you and then at the Man-Orc. 'Kill him will you, Dazrakk? I've got more important things to do,' the wizard says contemptuously and turns away. Your blood boils at this insult to your ability, and you charge to fight the Man-Orc. You soon discover that he is no ordinary Man-Orc: he is very powerful and nimble on his feet despite his considerable size; his eyes burn with a malign intelligence rare among his people. He's not going to be easy to defeat!

MAN-ORC CHAMPION **SKILL 10** **STAMINA 10**

After three Attack Rounds have passed, make a note of the Man-Orc's **SKILL** and current **STAMINA** scores and turn to 149.

80

You etch the correct symbol on to the clock-face and the silver amulet falls into your hand. Gain 1 LUCK point. Add the silver amulet to your Possessions, and make a note of the name of the Elf who, in some sense, has given it to you: Mealin. Now it's time to leave by entering one of the light beams. Will you enter:

The green beam?	Turn to 252
The blue beam?	Turn to 167
The red beam?	Turn to 274

81

The magical ring flares light along your arm and down over your sword-hand and you feel that your humble sword may be able to affect this Elemental without being destroyed, as non-magical weapons are when they touch such a magical, fearsome opponent. If you want to flee, you can do so; you will suffer 4 points of damage to your STAMINA from the Fire Elemental's attacks as you flee up the stairs; turn to 324. If you prefer to stand and fight, then do your best!

SMALL FIRE ELEMENTAL SKILL 10 STAMINA 11

If you win, you can climb up the stairs to the next level (turn to 324) or up two flights of stairs to the top level (turn to 183).

82

You ascend the stairs into a domed chamber filled with ice pillars that lead down to a series of concentric half-circle ice steps. The ice here has changed from black to white, and

the light seems to be shining from the middle of the ceiling. There are very faint echoes of song here. If you have an Ice Bird with you, turn to 32. If you don't, the music fades and you leave here and search elsewhere, so turn to 23.

83

You take the Ice Keys, on their ring of ice, from the peg beside the organ. There are numerous small and a few large keys, forty-four in total - but they are light and will not be troublesome to carry. Add forty-four Ice Keys to your Possessions. Now, will you:

Look at the ice organ, if you haven't done so?	Turn to 11
Look over the tombs, if you haven't done so?	Turn to 101
Leave here and search elsewhere in the Ice Palace?	Turn to 23

84

Your boots crunch across the permafrost as you stride past the homes of the Ice Elves, heading for the well-built Tower of Shielding with its crenellated outline. As you get close to it, a crossbow bolt goes whizzing past your head; you look up and see another Dark Elf archer on top of the Tower letting fly at you. Why won't these cowards fight hand-to-hand like an honourable warrior? What will you do now?

Return missile fire with a crossbow, if you can?	Turn to 47
--	------------

Head for the door at the base of the Tower?

Turn to 196

Run away and search elsewhere in the Ice Palace?

Turn to 63

85

Unfortunately you aren't as quick at casting spells as a wizard is. Zeverin manages to get in a nasty little spell which fires whirling darts at you before you can complete the Coldwarding spell. Deduct 2 points from your STAMINA and the Coldwarding spell is ruined (and won't give you any protection). Now what will you do? Will you:

Use a Potion of Flying, if you have one?

Turn to 339

Use a crossbow if you have one?

Turn to 139

Fire a Wand of Cold at Zeverin, if you have one?

Turn to 28

Grip your sword and wait for a chance to fight?

Turn to 372

86

Soon after you manage to rescue the child the whole hut collapses. Your rescue was in the nick of time! Gain 1 HONOUR point. The other villagers have done what they can for the other wounded; now you sit down with them to discuss what happened. Their story adds nothing to what you know already: the huge fiery Sphere passed by overhead, but seemed to dip as it flew over the village, as if to cause as much damage and distress as possible. Then it flew off northwards. No one among the villagers can pursue the murderous Sphere: many are injured and, of the fit, some must tend the wounded and the rest are already

preparing to hurry to distant Zengis to buy healing and herbal medicines. They are proud of you for going on alone in pursuit of the Sphere; they cannot accompany you. They do give you some climbing gear, though: ice picks, some rope and a small hammer (note this down as Climbing Gear on your list of Possessions). They also give you a flask of brandy: there are two large swigs of brandy here, each of which will restore 4 lost STAMINA points when drunk. Make a note of this and add the brandy to your Possessions. Finally, if you have lost any STAMINA, you can now eat enough food to raise your current STAMINA back to its initial level.

It's too dark to continue now, so you spend the night asleep in one of the few dwellings left standing in the village. In the morning you set off northwards, with the good wishes of your fellows ringing in your ears. Turn to 282.



87

You struggle up a steeply raked set of steps, working against the heat and your aching muscles. How high can this hellish tower be? At least the steps end but, as you drag yourself up the last few metres towards the archway

in the distance, there's only darkness ahead. A side passage runs off from the landing you are on, but you can't see any exits from it. You think you might have heard footfalls echoing in the far distance in that direction, though. Will you:

Step into the darkness?	Turn to 319
Explore the side passage?	Turn to 191
Cast a spell here?	Turn to 103

88

You follow the long, dank passageway as it winds down and round a long, curving corner and then opens into a vast, snow-misted graveyard. The scene is atrocious: some warped horror has run amok, smashing open the resting-places of the Elves, leaving long shards of shattered blue ice and shrouded Elven bodies behind in a wake of senseless destruction. There is a strange and disturbing atmosphere here too, as if some angry spirits were still watching over this terrible scene. What will you do here? Will you return to the crossroads (turn to 67) or enter, in order to put the disturbed dead back to rest (turn to 213)?

89

How much do you know about controlling this magical Sphere? You try tinkering with one or two gems, and then decide to risk a sharp tug on the metal-chain whip that the statue holds. You regret this immediately: a violent electrical shock hammers up your arm, and you must deduct 5 points from your STAMINA. If you are still alive, the entire Sphere suddenly begins to shudder and a ghastly rumbling noise fills the chamber. You know it's time to get out, that

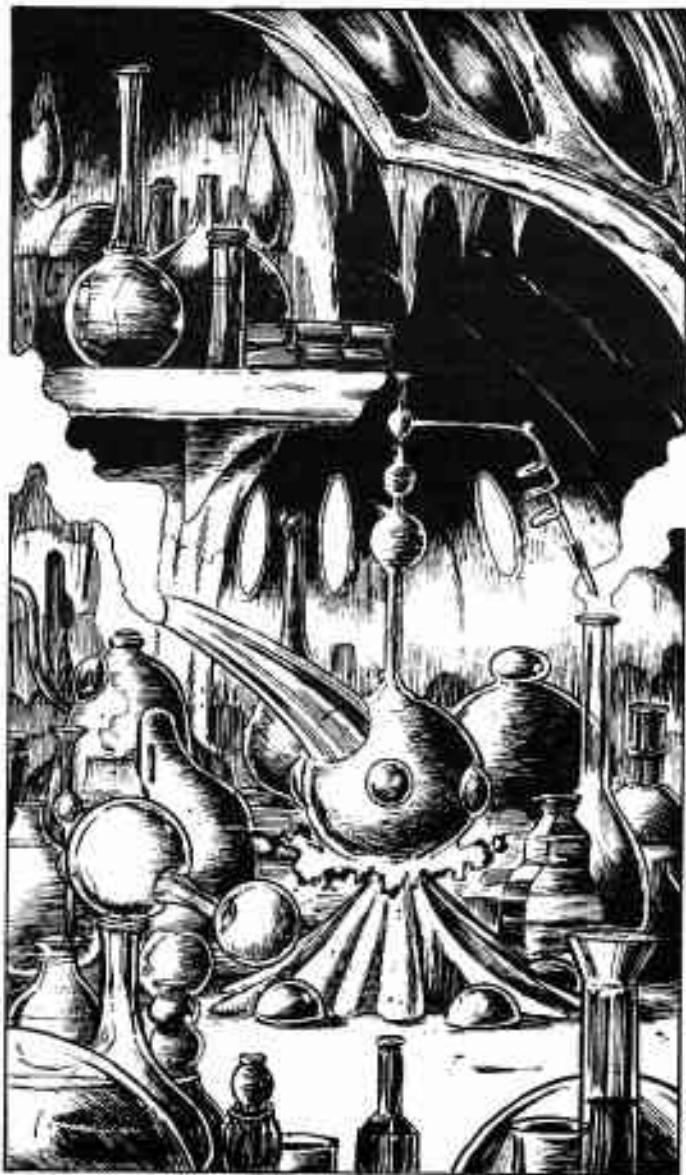
something awful is about to happen. But another groan comes from behind the door; will you open it (turn to 48) or just run from the imminent catastrophe (turn to 386)?

90

Slowly the barbarian recovers and gulps the water you offer him from his flask. He looks at you suspiciously at first, but then he discovers that you have patched up his head-wound and he understands that you are friendly. His name is Torsten, he confides; after thanking you for your help, he says he was pursued by Ice Ghosts, terrible creatures made by evil wizardry from the remains of human bodies. You wonder whether this is true: barbarians have vivid imaginations about spirits and suchlike – but on the other hand, it takes a lot to make one run! You help Torsten back up the slope, taking a lengthier route than before. He wants you to come back with him to his tribe's camp, to thank you properly for rescuing him. This means staying overnight and having a thundering hangover in the morning, but it would give offence to refuse. Will you accompany Torsten (turn to 66) or say goodbye and head off towards the Sphere (turn to 235)?

91

You see a very narrow side passage to your left, leading into a chamber where people in leather armour are putting on harnesses of some kind. It looks like an evacuation! You've got to take this chance, so you race down the passage towards the chamber. *Test your Luck.* If you are Lucky, you make it to the chamber; turn to 134. If you are Unlucky, turn to 29.



92

The rooms are obviously those of a herbalist and alchemist. His herbs, spices and rare compounds are frozen into uselessness and, bizarrely, his instruments, flasks and retorts appear to be made of ice! The burners he used have rainbow-swirled ice stems, and one of them still crackles with a little feeble Coldfire after all these years. A determined search here takes some time, so you must eat a meal while you are here. You find only one item of real use, a Blue Potion in a translucent ice flask. The liquid is very oily and hasn't frozen; oddly, the flask has a pair of pointed ears etched on it. If you take the Blue Potion, add it to your Possessions. Now, will you:

Enter the red light beam here?

Turn to 397

Enter the yellow light beam here?

Turn to 167

Enter the purple light beam here?

Turn to 252

93

You manage to force open the secret door with your hands – and a spring-loaded spear comes flying out! You just manage to evade a lethal direct hit, but the wound it gives you as it grazes your rib-cage stings badly and weakens you. Deduct 2 points from your STAMINA. Worse still, the small chamber behind the door is empty save for a fine coating of dust, and maybe it was just your imagination or perhaps there really was the sound of laughter just then . . . If you are still alive, will you:

- Take the steps up one flight? Turn to 324
 Take the steps up two flights? Turn to 183
 Follow the passage leading away from here? Turn to 26

94

You make your way down to the crossroads with your superb sword, feeling strengthened and strong. Turn to 3.

95

You have a few seconds to contemplate your tragic end as you fall from the back of the Pegasus. You will never know what it would have been like to face the ultimate challenge. Your adventure ends here.

96

The bear snuffles hungrily about for the prey it smells, and it even shakes the tree you're in; it doesn't go away until dawn! You get no sleep and your muscles ache abominably. Deduct 2 points from your STAMINA. When the coast is clear, you clamber down the tree; turn to 289.

97

Black, dead eyes stare from sunken sockets in the face of the wizened Elf. Its breathing comes as a rasp, its voice a guttural intonation of pure hatred and madness. 'You made me defile my own people,' it croaks, 'you drove me insane. I will drain your life away, wretch.' Although you realize this poor insane spirit must be talking to someone in its twisted memory, this doesn't alter the fact that it's heading straight for you. You are forced to fight!

SPECTRE

SKILL 10

STAMINA 14

If you win, and the Spectre didn't hit you at all, turn to 52. If you win but the Spectre did hit you, you must now roll one die. If you roll a 6, turn to 52. If you roll any other number, turn to 77.

98

Rattling or pushing at the gates, even striking them, won't get you past them. Clearly, they are magically strengthened. You can only get in here if you have the Ice Keys. If you do, you know how many keys there are; turn to the paragraph with the same number as the number of Ice Keys you have. If you don't have the Ice Keys you can't get in, but if you manage to find the Ice Keys you can return to this location and open the doors by returning to this paragraph after you have completed your searches elsewhere (so make a note of this paragraph number on your *Adventure Sheet*). You must also make a note of the fact that, if you search the Ice Palace and don't find any Ice Keys, you must turn to 309. But for now, if you don't have any Ice Keys, you can go on to explore the stores and warehouses (turn to 187) or find somewhere else to search in the Ice Palace (turn to 23).

99

If you want to use a Potion of Fire Breath, you can burn a way through the webs. If you want to use a Wand of Cold, you can freeze the webs and break their brittle strands with no ill-effects, to yourself. In either case, turn to 334, but remember to cross the item you use off your Possessions. Other items won't help here. If you don't have such magic, or you have it but don't want to use it here, turn to 185.

100

The great ice gates open, and you are almost blinded by the brilliant blue-white light which streams out and up the steps behind you. Squinting through the light, you cannot see how large this chamber is, but you can see a tall, fair, slender Elf-spirit, clad all in white, and you are almost shaking in awe of him. The spirit of Elokinan, the Mage-Architect, chieftain and last of his race, stands resplendent and majestic before you. His noble face and centuries-sadened eyes turn to face you. Elokinan looks directly into your soul. What happens now depends on your HONOUR score. If your HONOUR is:

4 or less	Turn to 119
5-8	Turn to 327
9 or 10	Turn to 251
exactly 11	Turn to 207
12 or higher	Turn to 343

101

The four tombs are of solid, completely transparent ice, and within them are the bodies of Elves wrapped in shrouds, each holding an object. One tomb has an adult male Elf holding a sword, seemingly made of ice, and an angel is etched into the ice of the tomb. One tomb has an adult female Elf holding a wand, with the image of an Elf-queen etched into the ice. One has a young female Elf holding a jewelled amulet; and the last tomb has a very young male Elf-child holding some intricate wooden puzzle or toy. It would not be difficult for you to break into the tombs if you wished. What will you do here? Will you:

Open the tomb of the adult male Elf?	Turn to 201
Open the tomb of the adult female Elf?	Turn to 228
Open the tomb of the young female Elf?	Turn to 337
Open the tomb of the Elf-child?	Turn to 112
Leave the tombs sealed and perform some other action?	Turn to 137

102

The door at the bottom of the steps is firmly locked and there's nothing you can do to open it. You have to make your way up the spiral staircase instead. Turn to 295.

103

Make your choice of spell to cast, then you must either enter the darkness (turn to 319) or explore the side passage (turn to 191).

104

Standing to one side, you force open the secret door with your crowbar – and you avoid the hefty spear which comes flying straight out! You avoid a nasty wound, but there's nothing in the chamber behind the door, only some dirt and the spring mechanism for the spear trap. Cursing your ill-luck, will you:

Take the steps up one flight?	Turn to 324
Take the steps up two flights?	Turn to 183
Follow the passageway leading away from here?	Turn to 26



105

You press on without incident for the rest of the day, and then you must eat another meal. You sleep safely, and in the morning you must eat another meal in order to keep going. You guess that now you're only a day or so away from your destination, but the terrain is hard and this day isn't going to be peaceful.

Right at the end of the day, when you are looking for a safe place to rest in the fading light, a swirling flurry of snow whirls away from a drift nearby and begins to take on a much more solid form. Snow and ice coalesce to form a huge, horned monster of white ice. Someone, or something, has sent an Ice Demon to confront you! You must fight this evil, enchanted horror.

ICE DEMON

SKILL 9

STAMINA 11

At the beginning of each Attack Round, roll one die. If the roll is 1-3, the Ice Demon has breathed on you and you must deduct 1 point from your STAMINA, regardless of the outcome of that Attack Round and any blow which may have struck you! If you win, turn to 306.

106

Unfortunately swords don't do as much damage as you would expect. The bodies of the Ice Ghosts are frozen solid, and a piercing weapon doesn't work as well as normal. Roll one die. If you roll 1-3, your blow causes only 1 point of damage to the target's STAMINA. If you roll 4-6, your blow does the usual 2 points of damage.

If you have a heavy mace, you may now switch to this

weapon. Doing this takes a whole Attack Round (during which time one of the Ice Ghosts will strike you, so you must deduct 2 points from your STAMINA). The heavy mace always causes 2 points of damage when it strikes an Ice Ghost. Return to 53 to finish the combat.

107

At the end of the passage there is a sharp right-hand turn, then the passage ends in a set of steps which lead upwards and another set leading down. Will you go up (turn to 388) or down (turn to 126) here?

108

As you near the far door, a body on one of the slabs jerks upright. Blue-veined, grey-skinned and radiating a deep chill and malice, the dead eyes of the animated horror roll back in its eye sockets, but still it senses your presence and wants to kill you! You must fight the Ice Ghost here. If you have only a sword or a spear, your weapon will do only 1 point of damage on a roll of 1-3 on a single die after you win an Attack Round. If you roll 4-6, then you inflict the usual 2 points of damage. If you have a heavy mace, the weapon always causes 2 points of damage when you hit because a blunt weapon crunches into the frozen tissues of the Ice Ghost, causing more damage!

ICE GHOST

SKILL 7

STAMINA 8

If you win, something awful happens to the Ice Ghost. Its head appears to crack open, and its spirit hangs in the air in a tiny cloud of frosted fog before seeping away and a ghastly moan issues from its throat while this is happening. Repulsed by this sight and eager to get away, you rush to the door beyond and fling it open; turn to 79.

109

The little horror runs to one of the ice walls, blends right into it, and is gone before you can strike at it! It has run off with one of your Possessions. Roll one die and add 2; then look down your list of Possessions and the item in the same position on the list (3rd to 8th) as the total rolled has been taken. If you roll a number that is higher than the number of Possessions you have, the Mite got away empty-handed after all. The Ice Mite isn't large enough to take a weapon or your backpack, however. Cursing the thieving Mite and finding to your annoyance that there is nothing here of any use to you, there's only one thing to do - leave by entering a light beam. Will you enter:

The red beam?

Turn to 252

The blue beam?

Turn to 274

The green beam?

Turn to 364

The beam of pure darkness?

Turn to 72

110

You can command the Stone Jaguar to fight for you at the very start of a combat, whereupon it will animate and fight to the death on your behalf. The Stone Jaguar has SKILL 8 and STAMINA 8. It can be activated once and once only, so you must make a note of when you use it. You can't use it once a combat has started, unless you are specifically instructed that you can do so. It makes best sense to have the Stone Jaguar fight alone, since it lasts for only one combat and you should use it to minimize risk and damage to yourself! Add the Stone Jaguar to your Possessions. Now, will you head up the stairs to see what is on the top floor of the Great Tower (turn to 164) or leave and search elsewhere in the Ice Palace (turn to 23)?

III

Your behaviour has been shameful: the injured and pain-racked people of your own village needed your help at once! Lose 1 point from your HONOUR. With their sullen glares still piercing your back, you leave your people behind. Turn to 224.



112

The child's toy has become brittle and fragile in the cold and damp, and the tomb of a child is surely no place for a warrior to seek help for a quest. Lose 1 point from your HONOUR for tomb-robbing and 1 point from your LUCK for making such a bad choice. You can now choose to open another tomb (return to 101 to make a selection of one you haven't opened yet) or perform some other action (turn to 137).

113

Towards the end of the day, you see a young moose near by, nibbling at some lichens on a rock. If you have a crossbow and bolts, turn to 34. If you don't have this weapon, turn to 311.



114

You are in the middle of complimenting yourself on having destroyed the thing which took the lives of your people when the wizard you just 'killed' appears right in front of you! You reach for the scimitar, but the wizard waves to you not to bother. 'You can't hurt me, you fool,' he sneers. There is an unshakeable confidence in his voice and you know that, this time at least, he's right. 'I'm not actually here. Projection magic, you know. Very simple incantation for a Supreme Mage.' He pauses for your accolade; you don't give him one. 'This Sphere was only a practice, a little test-run. The *real* thing – the Tower – will be ready very soon, and then the whole of this stinking land of Allansia will be cleansed by fire within weeks.' There's a slight edge of hysteria and a hint of insanity in that remark. 'I'd like you to think about that, you snivelling failure.' Then the projection has gone, vanished in an instant.

What can you do? You spend the rest of the day with your head in your hands, wondering where to go, what to

attempt. You must eat a meal at this time. Afterwards, if you have met a talking owl on your travels, turn to 68. If you haven't, turn to 335.

115

As you walk forward, you feel your energy being sapped by the extreme cold. Deduct 2 points from your STAMINA. Then a slender, spectral Ice Elf with spinning knives in his hands appears before you in the archway leading to the bright chamber. 'Who do you seek?' he asks suspiciously. 'Is it Elokinan, Tuinare!, Tassaskil or Meloniel?' What will you say in reply?

Elokinan?

Tuinare!

Tassaskil?

Meloniel?

Will you attack the Elf instead?

Turn to 198

Turn to 239

Turn to 305

Turn to 253

Turn to 359



116

The air gets hotter as you descend the stairs, and they end in a circular, plain chamber with a single passageway leading off it. The heat feels even greater in that direction, and the smokiness of the air makes your eyes water. If you have to fight down here (before taking the stairs back up),

you will have to subtract 1 from your current SKILL for as long as you remain. So will you:

Climb the stairs back up to where you came from?

Turn to 324

Climb the stairs up two flights, if you haven't been there before?

Turn to 183

Follow the passageway here?

Turn to 26

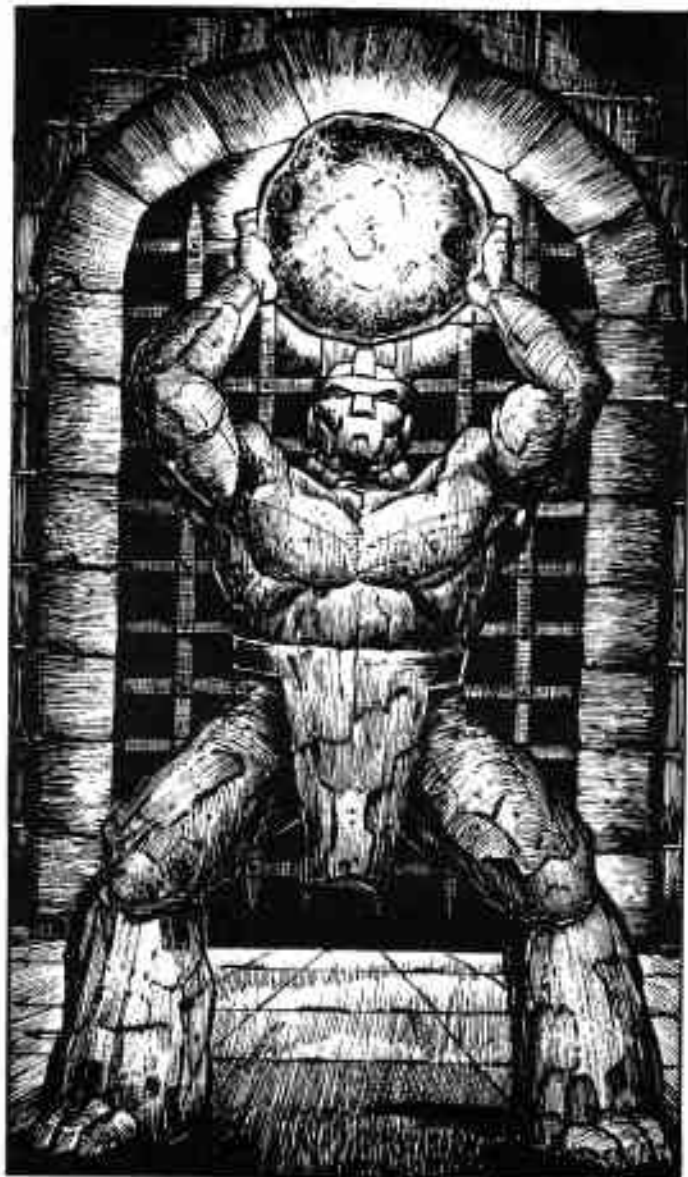
Search this plain chamber?

Turn to 303

117

You kill the poor barbarian, who is unable to resist. You rifle through his possessions and take a pouch with 3 Gold Pieces, 2 Provisions, and any of the following you may wish to take (add what you can to your Possessions): a stone axe, an ivory-handled dagger, and a crude spear. You lose 2 points of HONOUR for this cowardly and evil act. You return to the trail; turn to 235.





118

You walk on tiptoe along a narrow passageway which slopes downwards, and soon you come to a door which has an iron grille set into it. In the chamber beyond is a very odd sight. A human-shaped pillar of rough, coarse stone holds in its 'hands' a globe of very hot, glowing rock, on to which it is blowing a yellow dusty breath. As the creature blows, the rock grows redder and redder; then, finally, the stone monster throws the rock in an arc across the room and into an aperture in the wall. The strange, swirling darkness of the hole swallows up the flaming rock sphere, and it whistles away into the distance, leaving only a faint glow behind. Meanwhile the stone creature has picked up a dully glowing rock from a pile at its feet and is beginning to blow on it, starting the process once again. This is all very strange! But it may have something to do with how the great Sphere is powered, so perhaps you will want to stop it. On the other hand, the stone monster looks pretty formidable. What will you do? Will you:

Open the door and attack?

Turn to 219

Return to the T-junction, and take the middle path?

Turn to 279

Return to the T-junction, and take the left-hand path?

Turn to 37

119

Elokinan dismisses you with a wave of his hand. You are unworthy; deduct 2 points from your LUCK. You find yourself outside in the snow. Turn to 309.

120

You gather up your new acquisitions and start back up the steps, and then you notice that the stone jaguar statuette is glowing with a faint, magical aura. If you want to pick it up and take it with you, turn to 110. If you want to make your way up to the top floor of the Great Tower and open the door there, turn to 164. If you want to search elsewhere in the Ice Palace, turn to 23.

121

You flee down the stairs and along the passage to save yourself, leaving a human being – an enemy of the evil wizard who controlled the Sphere – behind you to die as the Sphere explodes in a vast ball of flaming rock. Deduct 1 point from your HONOUR and 1 point from your LUCK. Turn to 114.

122

Fortunately for you, this isn't really a dragon – it's an Ice Drake, a close relative of the White Dragon, but not quite so tough. However, it has razor-sharp teeth the size of daggers and cruelly barbed talons, and a thundering mass of eagerly hungry reptile hurtling towards you will not be easy to defeat!

ICE DRAKE

SKILL 10

STAMINA 13

If you win, you carry on towards the last step of your journey, but first you can recover any gold you gave the dragon! Turn to 331.

123

You find nothing in the ice rubble. This part of the Palace buildings seems rather everyday, but then these are prob-

ably the homes of the ordinary Ice Elves – if there is such a thing as an ordinary Ice Elf, that is. Do you want to continue searching through the homes (turn to 263) or retrace your steps and search elsewhere in the Ice Palace (turn to 23)?

124

The beast turns into stone once more and lies, lifeless and harmless, on the ground! There is only the very faintest trace of magic left within it, so you leave it where it is. Will you now take the steps down (turn to 102) or the spiral staircase up (turn to 295)?

125

The unblinking eyes of the huge owl bore into you. Following the hellfire, are you?' it asks. You nod slowly, wondering what you should say to a talking owl. 'It will be easy to find, but very hard to deal with. Already the creatures the barbarians call Ice Ghosts walk the world around it,' the owl says sadly. Before you can ask about Ice Ghosts, the bird continues, 'Unless you are looking for death, you should talk with Tasrin the Sage; he can tell you more about it than I can. He lives in Broad Dale Valley, a day's walk over *there*' – the owl points a wing to the east – 'go and see him tomorrow. I'll keep watch here tonight, you can sleep safely.' The owl glides into the air, patrolling the skies around you, before you can even thank it for undertaking sentry duty. You settle down to a peaceful sleep.

In the morning there is no sign of the owl. The trail of the Sphere still leads north, making a detour to visit the sage will cost you precious time. Will you visit Tasrin (turn to 314) or press on northwards (turn to 289)?

126

The stairs terminate on a landing with no obvious exits. As you wonder where to go and whether to search for a secret door, you suddenly realize that it might have been very stupid to take the stairs leading down when you entered so close to the base . . . too late! A clawed hand has already pulled a lever, and you have just a few seconds spinning through the air in which to lament your foolishness before you become a spreading stain on the ground. Your adventure ends here.

127

You climb down the slippery steps, taking care to avoid falling and set foot in the cellars of the Tower of Black Ice. Your breath turns to frost in the air, and the chill is not coming simply from the icy cold. Your furs don't protect you from the marrow-freezing evil here. You can see only a honeycomb of tomb chambers before you, but slowly a form is coalescing in the air. It appears to be an Elf of some sort, but it is spectral, and is hunched as if twisted by its own malice and hatred of life. You have time to run and search elsewhere (turn to 23) or you can prepare to fight this creature, whatever it is (turn to 97).

128

'You are brave and good,' Elokina pronounces, 'and you are worthy to drink from the chalice.' Turn to 257.

129

A blizzard begins to descend. You have to run back to Tasrin's cabin; pressing on in this weather would be madness. You find enough food left in the cabin for today's

meals, but you lose another day, having to spend another night in the cabin until the weather clears. In the morning you set off again, hoping for better luck. Turn to 61.



130

The rest of the magical bolts fire into your body, cutting and wounding you. Deduct 4 points from your STAMINA. Relem, pleased with your pain, prepares to come down and attack; turn to 147.





131

You're not the only scavenger here. You walk round the corner and find yourself face to face with a huge snow tiger, coiled and ready to pounce! The hungry predator smelled you coming, and it is drooling over its massive sharp fangs at the prospect of fresh meat!

SNOW TIGER

SKILL 8

STAMINA 10

If you win, you continue your search: turn to 347.

132

The light snow covering here makes it easier to travel quickly, but there is also a major hazard here. After noon, you hear a rumbling sound far above, and you look up to see a cloud of snow beginning to move down the mountain-side! You must *Test your Luck*. If you are Lucky, turn to 345. If you are Unlucky, turn to 203.

133

It won't be easy to get an accurate strike at the gem: roll two dice and add 1 to the number rolled. If the total is less than or equal to your SKILL, turn to 220. If the total rolled is greater than your SKILL, turn to 267.

134

In the chamber, you can see people putting on harnesses and jumping out through an archway into the sky, under the direction of a robed figure. The escaping people carry weapons and armour, and you guess that they would have been used as a ground force to attack any survivors of the

Tower's awesome magical assaults. What will you do now? Will you move straight in and attack them (turn to 230) or wait briefly to see what happens in the chamber (turn to 363)?

135

You look into a round chamber in which a black stone circular staircase leads up into a gloom where nothing is discernible. There is a strong humming sound coming from the top of the stairs. You pluck up courage and climb the stairs, then you come to a door which you force open. Inside is a long, narrow, chilly room – very different from the rest of the Sphere – with many marble slabs lying along its sides. You can clearly make out the shapes of bodies beneath dirty shrouds on the slabs. At the far end of the chamber is another door, and the humming sound is coming from that direction.

Instinctively you know that what lies beyond the door in the distance will give you the clue to the mysteries of the murderous Sphere, so you press on. Now, if you have spent 5 days or more getting to the Sphere, turn to 108. If you have spent 4 or fewer days getting to the Sphere, turn to 390.

136

Tassaskil places a final enchantment which allows you to disregard ONE (and only one!) spell which a wizard will cast at you in a later combat. You can ignore any STAMINA loss or special effect which that one spell would otherwise inflict. You get to use this power just once, when you so choose. Now Tassaskil's work is done; turn to 94.

137

When you have finished with the tombs, will you:

- | | |
|--|------------|
| Look at the ice organ, if you haven't already done so? | Turn to 11 |
| Take the Ice Keys, if you don't already have them? | Turn to 83 |
| Leave here and search elsewhere in the Ice Palace? | Turn to 23 |

138

As you push against the door of the Great Tower, the illusion disappears – there is no door! The Ice Elves did not want unexpected (and possibly hostile) guests trying to sneak in and avoid the guards at the gatehouse. Suddenly a cage of ice spears materializes around you and begins to radiate extreme cold! You have to hack your way out of the cage. If you have a mace, this will take you 4 rounds. If you use some other weapon, it will take 6 rounds. Each round, you lose either 1 or 2 points from your STAMINA (roll one die each round: 1-3, you lose 1 point; 4-6 you lose 2 points). If you are still alive, it's obvious you will have to head for the gatehouse; turn to 4.



139

If you have any magical crossbow bolts, turn to 283. If you don't have any, turn to 178.



140

The bird sings sweetly, and the huge ice doors swing open. You enter and walk down the central aisle of the massive cathedral, its vaulted ceiling almost impossibly high above you, with a sense of awe at the sheer scale and beauty of this place. As you walk forward to the chancel and nave, you are heading towards a huge organ made of fluted icicles and spiralled pipes of ice; a massive angel sculpted out of ice stands above its strange keyboard. Hanging on the wall to one side of this instrument is a large ring of Ice Keys and an intricate basket of ice filigree, and on the other side of it is a group of four ice sarcophagi arranged in a cross pattern. If you have a silver brooch, turn to 33. If you haven't, turn to 288.

141

Extraordinarily, the beautiful bird has survived in the wretched, humid heat of this hellish place; it spreads its wings and rises into the air. For a few moments Relem's faces are transfixed with confusion, then filled with hatred and he flings magic into the air which smashes the bird into a thousand fragments. But this has bought you time. You can do one thing while Relem hesitates. You may *not* eat a meal, but you may drink a potion, cast a spell, use a magic item or get a free strike at Relem (inflicting the usual 2 points of damage to his STAMINA, or more if your Magic Sword has received a special power against Demons from Taassaskil). Turn to 275.

142

The hand reaches out eagerly for the warmth of life and grabs your outstretched hand. You feel an intense chill

drain you of strength. Deduct 2 points from your STAMINA. A faint, desperate cry for help now accompanies the moan. You can stay and keep on holding the spirit's hand (turn to 192) or give this up and flee, finding somewhere else to search in the Ice Palace (turn to 23).

143

You must now roll two dice. If the total is less than or equal to your SKILL, turn to 107. If the total is greater than your SKILL, turn to 25.

144

You flee from the blows of the Elf-Ghost, and it does not follow you outside the Tower of Shielding. But it does strike you twice in the back. You must deduct 4 points from your STAMINA and 2 points from your SKILL. This lost SKILL will come back in time: you may regain 1 SKILL point after each of the next two combats (make a note of this on your *Adventure Sheet*). Now you need to find somewhere else to search; turn to 23.

145

'You are not careful to protect your honour,' Elokinan says in a tone of clear admonition. He pauses for a moment while you have the decency to hang your head. 'But you have done a good service for my people in returning them to their rest. I judge you worthy to drink from the chalice.' Turn to 257.

146

A Potion of Stamina, when drunk, allows you to regain lost STAMINA up to one-half of your *Initial* STAMINA total, rounding all fractions up. A Potion of Skill, when drunk,

restores your SKILL to its *Initial* level. A Potion of Luck, when drunk, restores your LUCK to its *Initial* level. Any of these potions can be drunk at any time except during a combat. Turn back to 7.

147

Vast bolts of flame come shooting through the air from the palms of Relem's hands and hammering into the ground around you. If you have a magical ring, you know the name of the person who last owned it. Take the letters of that name, convert them to number values (A = 1, B = 2, C = 3 ... Z = 26) and add up the total. Multiply that total by 3, then turn to the paragraph which has the same number; otherwise, turn to 269.

148

You stride along a narrowing passage which is intricately carved and sculpted with motifs of Elven bowmen and swordsmen: Ice Elves being drilled and marshalled. As you step out, roll two dice and add their numbers. If the total rolled is less than or equal to your SKILL, turn to 281. If the total is greater than your SKILL, turn to 161.

149

Suddenly something odd occurs. The outline of the wizard appears to glow slightly with energy and he points both hands at you. A blue dart spins through the air, screaming as it moves, and strikes you. Deduct 2 points from your STAMINA. The wizard laughs and prepares to cast another spell. You can't get to him because the huge Man-Orc blocks your path. Fighting both of these enemies at once is a desperately dangerous outlook. Think carefully! Will you:

Look quickly at the wizard to search for a clue?

Look carefully at the Demon statue and check for any clue?

Continue fighting the Man-Orc?

Turn to 208

Turn to 350

Turn to 8



150

Whoever crafted the sculptures in the gallery was a master of his art, and you linger for a moment, appreciating his work. You stand before the largest, with the name Mealin etched below the noble face, admiring it especially and wondering if this was the craftsmen himself.

'I was indeed the craftsman,' the bust says to you. You step back, startled. 'Do not fear, I, who am speaking to you now, am long dead. My spirit will be at peace, although others here will lie uneasy in their cold tombs. They have old sins to pay for, or errors which cost them dear. Zeverin's apprentice lies, entombed in an undying madness, in the Black Tower; bringing him death would be an act of charity. He is just one of the imprisoned souls unhappy in death. Down in Elokinan's catacombs, where only holders

of the Ice Keys can enter now, good spirits still dwell; but there are others whose spirits have become twisted into bitter, terrible forms. If you have any pity, stranger, that is where you must look. For myself, I confess that I cared not; I had my own concerns. But I might have something of use to you, something to help you distinguish what is real and what is illusion. If you are intelligent enough to be worthy of it, that is.' Turn to 14.

151

Zeveerin needs just one spell. The fury of the frustrated wizard is expended in a massive ball of energy which chars the flesh from your bones. Your quest was successful, but you have fallen at last.



152

The men are staring hard at the medallion. You decide to tell the truth about finding it beside the bodies of some barbarians killed by the Sphere, and you say that you are on a quest to find and destroy the wizard who created the Sphere. You add that the Sphere killed your own family, too. The barbarians look at each other and decide that you are being truthful. They indicate that they would like to have the medallion,

since it is a token worn by their holy men, and you see no reason to refuse. In return, they will give you either some Provisions (add 4 to your Provisions) or a large brandy flask, containing 2 doses, each of which will allow you to regain 4 lost STAMINA points. You may choose either gift, but you can't have both. The barbarians also have a small pot of heated oil with them and a little fuel with which they can make a fire, so you can cook any raw meat you may have (and can eat it now or keep it as Provisions). Finally, as the barbarians leave on their superb flying mounts, one says that a trapper was seen yesterday, heading north with his dogs and sled, and that he should cross your path later today. Perhaps you will be able to trade with him or ask him about local landmarks and events. Then the barbarians fly off; turn to 240.

153

You are very fortunate. You manage to find an open entrance at the base of the Tower without any guards spotting you - as far as you can tell! Turn to 266.

154

You walk away, retracing your footsteps; you then strike out to the north-west to rejoin the trail left by the Sphere. You must eat a meal now. You find nowhere really secure to sleep, and you have to rig up some shelter beside a rock outcrop. You are too tense to relax and sleep well; deduct 2 points from your STAMINA for having had inadequate rest, and now you must eat another meal. Turn to 289.

155

The problem with the valley is that here the snow is very

deep, and you often have to make detours around snow-drifts, dig yourself out of snow-holes you have fallen into, and generally lose time. You haven't gone far by the end of the day; now you must eat another meal but at least a secure igloo can be made for sleeping in. In the morning, you must eat another meal then set off yet again after massaging your weary, cramp-afflicted leg-muscles. Turn to 113.

156

The Dark Elf sniggers at you and throws a handful of Ice Darts through the air at you. Roll one die and add 1 to the number rolled. The total is the number of STAMINA points you must lose as the Ice Darts find their target. Now you can either run and abandon the Great Tower (turn to 336) or shout again to the Dark Elf to come down and fight (turn to 234).

157

Nothing you do will fool the Ice Golem. It knows you aren't an Elf, and it attacks you. You must fight (turn to 333) or you can flee, deducting 2 points from your STAMINA for taking a hit in the back, and search elsewhere (turn to 23).





158

It is upon you! The great evil within the Tower is revealed to you. The four-metre-tall winged figure hangs in mid-air before you, tantalizingly out of sword reach. Its two black dragon's heads are huge, dominating even its powerfully muscled coppery-red body. The Night Demon, Relem, has come for you! You are half paralysed with fear in the aura of power and evil which radiates from this terrible monster. Relem smiles savagely and flings its arms open wide; from its massively muscled arms and claws magical bolts spray out and circle around at your sides. Do you have a magical Ice Sword? If you have, turn to 302. If you haven't, turn to 223.

159

'Leave the brooch here. There are spirits in the Palace who will think you are an Elf-killer to have come by it, and they will attack you. The brooch has no usefulness to you anyway.' You drop the brooch; turn to 355.

160

You draw your crossbow and loose off a bolt at the archer, who you can now see is a Dark Elf! Conduct combat as normal; your enemy has a SKILL score of 8. After three Attack Rounds and the expenditure of three of your crossbow bolts, however, the Elf will duck out of sight and you will have to draw a sword and try to meet him in hand-to-hand combat. No time to drink or eat anything either! Make a note of how much damage to his STAMINA the Dark Elf has suffered, then turn to 292.

161

You are so interested in the wall etchings that you walk straight into a nasty magical trap. Three Elven swordsmen etched into the ice momentarily come to life and strike at you, one at your head, one at your legs, one at the small of your back. The combined blows wind you and force you, gasping, to the icy ground. Deduct 6 points from your STAMINA. If you want to continue, turn to 385, but if you think better of it and prefer to retrace your steps, turn to 3.

162

The magical ring glows and protects you from the worst of the fiery damage, but you still lose 2 points from your STAMINA. Turn to 286.

163

Heading towards the warehouses and stores, you see a set of pearly-white ice steps cut into the ground, leading down into a subterranean realm of frosted mists which obscure visibility. The way down is barred by a pair of gates crafted from rods of ice. This was obscured by a very strong concealing illusion until you got within a few metres of it! If you want to try to get past the gates and down the steps, turn to 98. If you want to go on and explore some of the stores and buildings, turn to 187.

164

You push open the doors leading to the highest level of the Great Tower. The vaulted arches of the ceiling, the ringed ice pillars, the light streaming in through coloured arcs of thin ice in the roof... all this impresses you greatly. It seems as if the light is swirling here, creating strange

patterns on the floor and walls. You realize with astonishment that the walls are covered with panels inscribed with runes, as if the place was a library with every page of Elven script engraved into the Tower itself! You are standing in awe when a polite cough behind you disturbs your reverie. The spirit form of a very old Elf, his hair as white as the ice here, stands, looking at you politely. 'We haven't long,' he says quietly, 'and you've got a lot to learn, I'm afraid.' If you have a book, you know how many pages it has; if you want to offer this book to the old Elf, turn to the paragraph with the number that is the same as twice the number of pages in the book. If you don't have a book, or if you don't want to hand it over, turn to 209.

165

The peculiar, Undead creature slumps forward. From its gulping throat the spirit imprisoned within rises into the air in a frosted wisp, a faint moan of torment left hanging in the air by its passage. The Ice Ghost clutches at your legs in a final convulsion and its filthy claws rake at your legs; deduct 2 points from your STAMINA. If you are still alive, return to 53 to finish fighting the other Ice Ghost.

166

You walk up to the spirit and try to speak in Elf-like tones, mentioning the spirits you have seen and praising the wondrous Ice Cathedral and the sights and glories of the Ice Palace. The spirit seems confused and uncertain. Roll two dice and add 1 to the total. If the adjusted total is less than or equal to your SKILL, you fool the old Elf, and you can walk past him to the crossroads: from here you can go straight on (turn to 64), turn to the left (turn to 148), or to

the right (turn to 189). If the adjusted total is greater than your SKILL, the spirit is not deceived and grows angry: you must either run past him (turn to 17) or attack him; if you choose to attack, turn to 341, but now you do not have to lose the HONOUR as instructed in that paragraph.

167

You are in the dimly lit basement of the Tower of Airy Light. Before you have time to do anything, a tiny creature, looking like a miniature gnome or gremlin, has snaffled one of the items you were carrying! Chuckling with glee, the cackling pest dives for the cover of the shadows. Roll two dice for yourself and the Ice Mite, and add your SKILL scores (as if you were in combat; the Ice Mite has a SKILL of 8). If you have the higher score, turn to 211. If the Ice Mite has the higher score, turn to 109.

168

Having defeated your adversaries, you slump into one of the throne chairs, gasping for breath. Then you look down at the Man-Orc and decide you like the look of his scimitar, so you take it. This is a Magic Sword, and you may add 1 to your SKILL when using it. This *does* permit you to exceed your *Initial* SKILL, unless your score was 12! Now you examine the lever, the glowing gems and the metal-chained whip, and you guess that these must form some kind of control system for operating the Sphere. What on earth to do?

As you reach out, uncertainly, for the controls you hear a muffled groan coming from your right. In the heat of battle you hadn't noticed a heavy door there. But the groan

sounded as much like that of an animal as of a human; dare you risk opening the door to see what is beyond (turn to 358), or will you ignore it and try tinkering with the controls (turn to 89)?

169

That medallion is useful to you. When you see the Tower appear outside, if you rub on the medallion gently, then the mount shown upon it will come and take you to the Tower. But you should also have some cover of invisibility, if you can find it. Now, if you have a silver brooch, turn to 159. If you don't have this, turn to 355.



170

Falling slabs of ice strike you, injuring you, and you escape just before a massive block falls and seals off the entrance behind you. Deduct 4 points from your STAMINA. If you are still alive, will you now:

Enter the passage opposite, if you

haven't been that way before?

Leave the Tower and search elsewhere?

Follow the stairs that lead upwards?

Turn to 200

Turn to 23

Turn to 242



171

This is a very bad move. You open the door to a guardroom where two bizarre creatures from the Demonic realms react immediately to your intrusion. Their faces are completely smooth, black and blank, and their cloaked and cowed bodies shine black as ebony. The Nightgaunts scream for help as they fly at you to fight!

	SKILL	STAMINA
First NIGHTGAUNT	8	8
Second NIGHTGAUNT	8	8

The problem is that two more of these horrors appear from the open doorway and attack from the opposite direction!!

	SKILL	STAMINA
Third NIGHTGAUNT	8	8
Fourth NIGHTGAUNT	8	8

You have to fight *four* opponents! Mercifully, only two at a time can attack you in this narrow passage. Each Attack Round, roll two dice for yourself and for two of your opponents; the combatant with the highest Attack Strength wins that round (and inflicts damage to the STAMINA of the opponent). When you kill one Nightgaunt, another takes its place. When you kill a second, yet another takes *its* place. When you kill a third, you are left fighting one enemy only. If you manage to survive all this, you decide to get down the passageway and away from here fast, so turn to 107.

172

Roll two dice and add 2. If the total is less than or equal to your SKILL, turn to 190. If the total is greater than your

SKILL, you fall part of the way and hurt yourself by crashing into a rock; deduct 2 points from your **STAMINA**. You soon see that you're not the only one to have fallen down here! Turn to 248.

173

Tassaskil places a last spell on the sword and says with exhausted satisfaction, 'Any Demon will fear this sword in your hands!' Note that you gain an extra bonus of 1 point to your **SKILL** when fighting any Demon. This adds to the basic bonus from the Magic Sword, and makes it a very powerful weapon against Demons! In addition, the sword inflicts an extra point of damage on a Demon – your hits reduce the Demon's **STAMINA** by 3 points rather than the usual 2 points. You are delighted, and thank Tassaskil for his work. It's time to leave and think about putting this sword to good use. Turn to 94.



174

The Frost Giant will accept no less than 5 Gold Pieces as a bribe to leave you alone. If you can pay this, you may continue on your way along the valley (turn to 155) or cut back up to the path above (turn to 132). If you can't, or won't, pay the Frost Giant, you'll have to fight; turn to 226.

175

'You are not a man of honour,' Elokian says in a brusque tone which brooks no contradiction. 'I give you but the smallest sip from the chalice; it will help you, but you will also learn what you missed through your selfishness and lack of concern.' He dips his fingers into an amazingly complex silver and quartz chalice on the table, then sprinkles just a few drops over you. You may regain up to 4 lost **STAMINA** points and 1 **LUCK** point, and you know it could have been so very, very much more . . . now Elokian dismisses you and suddenly you find yourself outside in the snow and ice. Turn to 309.



176

Coldwarding is a spell which protects you from magical cold attacks. If you take this spell, you will be offered the opportunity to use it later in the adventure, at appropriate times. Return to 360.



177

The barbarians don't threaten you, but they don't seem to be favourably disposed when you speak of being on a

quest. 'Another one on a quest,' mutters one of them, 'like the one last week. Trampled by a mammoth, he was. Don't expect any different for you.' Clearly he is unimpressed by you. But at least they aren't hostile, and they are prepared to sell you food: 1 Gold Piece will buy enough for 2 meals, and they will sell up to 3 Gold Pieces' worth. If you buy, adjust your Treasure and Provisions accordingly. Then the barbarians fly off; turn to 240.



178

Your crossbow bolt is useless; Zeverin has a spell which protects him against such missiles, deflecting them away harmlessly. He gets a spell off at you while you're loading and firing your bow. Another Lightning Bolt streams from his fingertips, weaker than the first but still strong enough to drain you of 3 points of STAMINA. Now what will you do? Will you:

- | | |
|---|-------------|
| Use a Potion of Flying, if you have one? | Turn to 339 |
| Fire your Wand of Cold at Zeverin (if you have this)? | Turn to 28 |
| Cast a Coldwarding spell to protect yourself, if you can? | Turn to 85 |
| Grip your sword and wait for a chance to fight? | Turn to 372 |

179

You continue your work until your back and arms ache with the effort. Gain 1 HONOUR point, but now you must sit and eat a meal. Just as you get up to finish repairing the last few tombs, you espy another Elf-Ghost flying to the attack! You try to point to your work, but this wretched spectre must be half-crazed too, for it will not listen. Its pale, wasted form strikes out implacably at you. Again, you are forced to fight.

ELF-GHOST

SKILL 8

STAMINA 9

If you win, you may complete your work here . . . but how many more times will you be attacked? Can you endure such assaults? You could not be blamed for heading off elsewhere now. If you want to do this, turn to 3. If you are content to go on toiling here, turn to 21.



180

The Ice Bird's head lifts from under its wing and the creature bursts into song! It trills a few bars, beautifully, and then tucks its head back under its wing again. You are mystified by this; but this magical bird obviously has some purpose in the Ice Palace. Another curious fact: its wings are now resplendent with rainbow patterns in its ice feathers.

—there are ten rainbow arcs, each of seven coloured rays, in either wing (make a note of this). Taking the Ice Bird with you, you leave this tower and search elsewhere. Turn to 23.



181

Zeverin hurls a glowing blue ball of magical power at you. You know for certain that it's going to kill you, so you just pray that death will be swift and that you will feel little pain. You grip your sword, not because you can fight — Zeverin is too far away — but simply as a reflex. And from the sword the magic drains, forming into a shimmering pool of light between you and Zeverin. An Elven figure forms within this pool, tall and bright with light; and a wave of his hand dissipates Zeverin's spell into nothingness. If you have met Eloknan, you recognize the great Elven lord. If you have not met him before, you know you are in the presence of a spirit of great power and charisma!

Eloknan's hands open gently and a cage of yellow bars of light forms round Zeverin, who howls in rage and frustration. 'Begone,' the Elf-Lord whispers softly. 'There is a prison for you for all eternity,' and the cage and the wizard fade into nothingness. Turn to 400.

182

You land and attack the skeletal creature, which rends at you with its powerful claws!

DEMONIC SERVANT

SKILL 8

STAMINA 7

If you manage to win two Attack Rounds in a row, the Demonic Servant will collapse into a pile of mouldering bones! If you win, turn to 266.

183

You climb up the black stone steps to a landing, where you find a heavy door on one side and no other exits. You listen at the door, but can hear nothing. You decide to open it. *Test your Luck:* if you are Lucky, turn to 39; if you are Unlucky, turn to 313.





184

'Bless you, friend,' the man croaks, and he does his best to keep up with you, limping along at your side as the Sphere begins to shake itself apart. You get outside just as the Sphere begins to rumble and crack, and as you run you can feel the heat of the reddening Sphere on your back. You are only half-way to safety when the Sphere explodes. Your weakened friend is lucky – but you get struck on the head by a lump of rock; deduct 4 points from your **STAMINA**. If you are still alive, turn to 321.

185

You wade through the sticky strands, which have an insidious effect on you: they seem to sap your strength and weaken you. You must reduce your **SKILL** temporarily by 1 point until after your next combat (make a note of this on your *Adventure Sheet*). But you do force your way through to the inner chamber. Turn to 334.

186

The Dark Elf laughs as he casts a spell upon himself, dodges your missile, and flies down to attack you with his dagger. Turn to 272.

187

You glance inside some deserted and empty warehouses and storage buildings. There's nothing of any value or interest to you inside the first few you come to, but you persist with your search. Roll one die. If you roll 1 or 2, turn to 131. If you roll any other number, turn to 347.

188

Suddenly, and without any warning, a heavy boulder rolls down and pinions your arm, half crushing it. You bite back a cry of pain; luckily the arm isn't broken, but it's badly bruised and very painful. Deduct 2 points from your STAMINA, and 1 point from your SKILL. The loss of SKILL is temporary: lost SKILL will return after 4 days of adventuring (make a note of this on your *Adventure Sheef*). Turn to 86.

189

Do you have a silver amulet? If you have, you know the name of its original owner. Convert the letters in his name into numbers (A = 1, B = 2, C = 3 ... Z = 26) and add them together. Multiply the total by 5, and turn to the paragraph with that number. If you don't have the silver amulet, turn to 88.



190

You scramble easily down the slope and observe a semi-conscious figure spread awkwardly on the ground. You go over to see how he is; turn to 248.

191

You edge along the side passage, looking for an alternative route. You see that, beyond an archway hidden in a turning in the passage, it is possible to walk round the edge of the circle of darkness, so you may be able to skirt round it. However, you must *Test your Luck*. If you are Lucky, turn to 12. If you are Unlucky, turn to 210.

192

The hand holds on to you for 3 rounds, so you must deduct 6 points from your STAMINA. If you are still alive, the hand suddenly loosens its grip with a sigh of pleasure at the release. The spirit form of an Elf floats up gently from the mass of twisted steel and ice and blesses you for releasing it from its torment. It explains that it had crafted a great magical sword for one of the mightiest Ice Elf warriors; so, when Zeverin struck at the Ice Elves, he imprisoned this Elf here in punishment. The spirit does not know why it should have incurred such wrath, but perhaps Zeverin fears the sword in some way. The sword is in the Ice Cathedral, and the spirit is about to tell you more when it begins to fade. Bowing its head, it blesses you for releasing it. Gain 1 HONOUR point and 1 LUCK point. Now, will you:

Leave and search the armourer's workshop?

Turn to 30

Leave and search the jeweller's workshop, if you haven't done this already?

Turn to 218

Leave and search some other part of the Ice Palace?

Turn to 23

193

The final blow has been struck, and the demonic form is banished, with an ear-piercing scream of fury and frustration. You are dizzy from the heat and your own exhaustion; you can hardly stand, and blood is welling up from foul claw-rakes on your body. But you have slain and banished the earthly form of a Night Demon, an act which very few of the greatest warriors Titan has ever known could boast of!

Yet you still cannot relax. The fires of the Tower are beginning to cool: the huge central pillar of flame suddenly alters shape most dramatically. Instead of pouring down into the vortex, it cascades out from within the magical swirl and forms a complete ring round the room. There is no way out! What will you do now? If you want to study the magical vortex for any clues or help, turn to 346. If you want to run out through the ring of fire, and you have a magical ring, turn to 293. If you want to run out through the ring of fire, and you don't have a magical ring, turn to 247.

194

You know that a Fire Elemental can destroy at once any weapon you may have, so there's nothing you can do but flee. Roll one die and subtract 1; this is the number of blows you will suffer from the Elemental as it chases you out of here and back up the steps. Each blow inflicts 2 points of damage to your STAMINA. If you are still alive, turn to 324.

195

You're going to be lucky to get out of here alive. Roll two dice and add their scores. The total is the number of blows you suffer before you can escape, each one causing 2 points of

damage to your STAMINA. If you are still alive, you can add the Ice Keys – there are forty-four of them, so make a note of this number – to your possessions as you manage to slam the doors of the great Cathedral behind you. You cannot return here! Find somewhere else to visit in the Ice Palace (turn to 23).

196

You burst open the door of the Tower and race up the stairs to where the Dark Elf sniper is lurking. You have to push open a trapdoor at the top of the winding stairs to get into the open air, and the Dark Elf is able to fire one bolt at you at point-blank range; you lose 4 points from your STAMINA. He draws a sword and flies at you, grinning madly, his ebony skin and dark leather armour a stark contrast to the whiteness of the ice and the cloudy, snow-filled sky overhead. If you have already inflicted any damage on the Dark Elf with a crossbow, you can subtract this from his STAMINA score given below.

DARK ELF

SKILL 8

STAMINA 7

If you win, turn to 229.





197

Standing at the anvil is an Elf-spirit who positively radiates power. Stronger of build than most of his kin, the spirit seems to wear the exquisitely fine chainmail he wore in life. He stands straight and tall, and his ghostly eyes gaze deeply into yours. If your HONOUR score is 6 or less, turn to 217. If it is between 7 and 11 inclusive, turn to 6. If it is 12 or higher, turn to 343.

198

The Elf-spirit dispatches his whirring, flying butterfly knives at you. Deduct 2 points from your STAMINA. Now you must fight; turn to 359.

199

The Man-Orc collapses in a bloodied heap at your feet – but there's still the hateful wizard to defeat! He pulls out a dagger to stab you.

WIZARD

SKILL 8

STAMINA 8

If you win, something very odd happens: the wizard has no body to fall to the ground with a satisfying thud ... his form simply fades away – he wasn't real! Turn to 168.

200

At the threshold of this chamber you see a huge number of multicoloured ice stalactites hanging from a ceiling, partly obscured by a floating icy mist. There are dim resonances of music within the chamber, faint echoes of long-dead voices and song. On a platform inside the chamber, in the very middle, is a beautifully sculpted bird, motionless, its head tucked under one of its ice wings. Its claws hold a

book bound in brown leather. You want to enter here, but you step forward into an unyielding magical barrier: nothing you do can penetrate it. Then you notice several symbols etched into one side of the doorway, and you quickly decipher them into a series of numbers. This sequence is: zero, 1, 10, 35, 84, 205; below this sequence is a seventh row – empty. If you can work out the last number correctly, you may be able to gain entrance to this chamber. If you know the final number in the sequence, you can carve that number into the ice and enter the chamber: turn to the paragraph with the same number as the final number in this sequence. If you can't work this out, you can:

Leave here and enter the left-hand passage, if you haven't done so before.

Leave the Rainbow Tower and search somewhere else.

Climb the stairs.

Turn to 351

Turn to 23

Turn to 242



201

You open the tomb and take the Ice Sword from the hands of the Elf. It isn't magical, but you have a strong intuition that it has great latent power. Add it to your Possessions (and note that it isn't magical). You must lose 1 HONOUR point for tomb-robbing, however. Now you can choose to open another tomb (turn to 101) or perform some other action (turn to 137).



202

Your bolt strikes home and ruins the Dark Elf's spell. Make a note that you have struck the Dark Elf with one of your crossbow bolts. Now the hateful Elf is casting a further spell, and you have to roll dice for your Attack Strength and his once more. If you have the higher Attack Strength, turn to 9. If he has the higher Attack Strength, turn to 186.



203

You are swept off the mountain by the avalanche and crushed to death on the rocks below. A tragic end to a promising adventure!

204

The stranger comes closer and begins to weave an enchantment. You stare at the figure both in recognition and in utter disbelief. Zeverin! How many times do you have to kill this monster? Twice now he has cheated you, with illusions and clones of himself, but now the real wizard is upon you. His power is tangible even at some distance. You know that he's going to kill you and that you don't stand a chance. Do you have a magical Ice Sword? If you have, turn to 181. If you haven't, turn to 151.

205

The dragon keeps on flying for an hour or so until it reaches the steep valley where the Sphere lies, still smoking and spurting fire. Your 'mount' lands, a little way from the Sphere, and two strange and evil creatures stumble towards you; they look like blue-skinned, frozen Zombies, and they horrify you. The dragon likes them a lot, though. It rises into the air, swoops down, bites their heads off, and picks them up in its claws. 'Two frozen dinners, thanks a lot!' it says. It looks at you meaningfully for a moment, and then shakes its head. 'No, I mustn't have any more, I'll get fat.' The dragon disappears into the distance with its prizes. Turn to 297.

206

You scout round the back of the cabin, past a toolshed and an outhouse, looking out for anything unusual. You approach the back door on tiptoe, and there is an unmistakable smell of burning: a sulphurous stench which catches in your throat and makes your eyes water. You take a chance and fling open the door, lunging with your sword at the

Smoke Demon which you now see is behind it. Your weapon strikes home; turn to 13 to finish the fight, and you may subtract 2 points from the STAMINA given for the monster in that paragraph.

207

'You are not wise, although your heart is good,' Elokian says sadly. 'You passed by opportunities which should have been grasped, for the need was great enough. But drink of the draught you need.' He raises his hands; turn to 257.

208

The wizard seems to be only partly real, but there's nothing about him to indicate why. The Man-Orc misses a swing at you while you're looking, but the wizard sends another dart your way; lose 2 more points from your STAMINA. Turn back to 149 to decide what to do!

209

The old Elf, Lefarel, is beginning to fade. He is weak with age, even as a spirit, but his will shines brightly in his spirit form, and he still has a little time with you. He can tell you what he knows about one - and only one - of the following topics. Make your choice from the list below, and read the paragraph indicated.

Zeverin and his weakness.

Turn to 323

Control of the Tower of Destruction.

Turn to 231

Elven magic in the Ice Palace.

Turn to 69

210

Unfortunately, your somewhat leaden steps or heavy in-drawing of breath must have alerted a guard here. From further along the passage a great, black, bat-like creature is swooping down towards you. Its claws are extended as if on forearms jutting from its wings, and the teeth in its broad mouth are savagely sharp and backwards-pointing, the better to rend flesh. The Demonbat's hot, foetid breath is on your back as you whirl around to fight the monster!

DEMONBAT

SKILL 8

STAMINA 10

If you win, you can backtrack and enter the darkness (turn to 319) or move cautiously round the edge of the circle of darkness (turn to 12).

211

You take a swipe at the Ice Mite and smear the little horror all over the floor. It disintegrates into ice crystals – but, even as you look down at them, they slowly begin to reassemble themselves! You take back the item the Mite stole from you. (However, if you met the Ice Mite earlier and it took something of yours, you do *not* recover the first item you lost!) This gloomy basement clearly has nothing of interest in it, so will you now enter:

The red beam?

Turn to 252

The blue beam?

Turn to 274

The beam of pure darkness?

Turn to 72

The green beam?

Turn to 364



212

You set off in a northerly direction, hoping that the creature flying around behind you won't notice you. Now you must *Test your Luck*. If you are Lucky, you can press on northwards; turn to 53. If you are Unlucky, the creature flies down to investigate you, so turn to 250.



213

You begin the laborious work of laying the Elven bodies to rest and repairing their graves as best you can. But soon after you begin you feel a cold presence behind you, and you turn around to see a grey, wispy Elf-Ghost flying towards you, its arms extended to strike at your face. You sense the Elf-Ghost is quite insane, perhaps driven mad by whatever destroyed the resting-place of its physical body. So you are forced to fight it.

ELF-GHOST

SKILL 8

STAMINA 9

If you win, what will you do? You've done a fair bit of repair work here: you could leave and go elsewhere without being dishonourable. If you want to do this, turn to 3. If you prefer to continue here, turn to 179.

214

After fighting the guardian, you look around and inspect the serried ranks of dead young Elves in their frozen resting-places. There isn't anything of value here, and you're not sure whether you'd want to take anything from the icy tombs of these sad-looking young Elves anyway. You leave and search elsewhere in the Ice Palace. Turn to 23.

215

Perhaps the Tower of Destruction will pass you by . . . but someone aboard the Tower seems to have other ideas. Snaking down from the sky comes a whirling lasso of burning magical flame which wraps round you and drags you upwards to a tower entrance, where a cloaked skeletal form with burning red eyes waits to rend you with iron-hard hands. You must deduct 4 points from your STAMINA because of the pain of the fire, unless you have a magical ring (in which case you suffer no damage from the fire). Turn to 182.



216

Unrolling your fur blanket, you settle down to sleep in the deserted clump of pines. Roll one die. If you roll 1 or 2, turn to 340. If you roll any other number, you enjoy a peaceful and uneventful night's sleep, so turn to 289.

217

The spirit turns away from you, 'I will give you no help. Elokian will be your judge,' and, ignoring anything you may say, Tassaskil fades back into the spirit realm from which he was drawn by your approach. There is nothing for you here. Turn to 3.



218

You stride into the jeweller's workshop -- and just manage to avoid bumping into a Dark Elf rummaging through some boxes and cloths in the far corner of the room! The evil Elf at once waves his hands and mutters the words of an incantation: he is no ordinary Dark Elf! Roll dice to determine the Attack Strength scores of both of you as usual in combat (this Dark Elf has SKILL 9). If you have the higher Attack Strength, turn to 389. If the Dark Elf has the higher Attack Strength, turn to 245.

219

You open the door as quickly as you can but you don't outwit the fast-reacting monster. In a trice it hurls the glowing rock it is holding right at you! You duck, but you're off balance and the monster is able to get a free hit at you. Deduct 2 points from your STAMINA. Now you have to hope you're good enough to fight this strange enemy.

BRIMSTONE GOLEM

SKILL 8

STAMINA 11

If you win, the Golem shatters into chunks of stone which fly everywhere. Roll two dice; if the total is less than or equal to your SKILL, you dodge the flying shards. If the total is greater than your SKILL, you get hit by a flint; deduct 2 points from your STAMINA. If you're still alive, a quick search reveals only one item of interest: a gold nugget from one rock, worth 5 Gold Pieces (add this to your Treasure).

The aperture in the wall suddenly flares brightly and begins to pulsate. You wonder if the Golem stopping work has been noticed somewhere; time to get a move on! Will you:

- | | |
|---|-------------|
| Try clambering into the wall aperture? | Turn to 55 |
| Leave, return to the junction, and take the middle path? | Turn to 279 |
| Leave, return to the junction, and take the left-hand path? | Turn to 37 |

220

While you are distracted, the Man-Orc hits you and you lose 2 points from your STAMINA. If you are still alive, you are now able to smash the gem ... and the wizard begins

to fade away! You realize that he cannot have been fully real. His expression changes to one of fury, and the Man-Orc redoubles his efforts to kill you. You must fight to the death with the Man-Orc, but you don't have to worry about the wizard any more. If you defeat the Man-Orc, turn to 168.

221

In the dark chamber are a number of ice-crystal sculptures, too delicate and too bulky to carry, and also some wind instruments made of glazed and etched ice. These bear a sheen, as if lacquered in some way, and strike you as very odd. There is also a black robe on a peg, protruding from one of the pockets of the robe is a slender tube of grey metal. You decide to take this and look at it. As you do so, the robe flies to attack you! You have to fight it. When it has hit you twice, it will wrap itself round your face and choke you! This has two effects: first, you will automatically lose 1 point of STAMINA every Attack Round until you can destroy the robe; second, you must subtract 1 point from your SKILL score until you have destroyed the robe. In fact, this is no robe but a Cloak Haunt, a magical monster which camouflages itself to surprise and prey on the unsuspecting. Your body warmth has stirred it from hibernation and may yet warm its guts for a rich meal!

CLOAK HAUNT

SKILL 8

STAMINA 9

If you win, you take the tube. When you open it, you find a length of slender wood inside. This is a Wand of Cold, and you may use it in combat. It has only 1 charge left, but if you attack an enemy using this wand instead of a sword, it will inflict 5 points of damage on that enemy! Add it to

your list of Possessions. Now you continue along the passageway outside this chamber; turn to 88.

222

As you are scrabbling away, a large bundle of very hostile fur and claws comes snuffling round the corner. The battle-scarred wolverine is hungry and savage, and is known as a maniacal attacker with razor-sharp claws and teeth. Worse still, the horror at once sprays musk over you: filthy, reeking, skunk-like stuff. You must subtract 1 point from your SKILL for the duration of this combat only, nauseated by the stench as you are. The powerful wolverine closes in for the kill, frothing at the mouth and eager for the taste of your blood!

GIANT WOLVERINE

SKILL 10

STAMINA 9

If you win, you can continue searching through the homes of the Ice Elves (turn to 263) or go back and find somewhere else to search in the Ice Palace (turn to 23).

223

The bolts cut and lacerate one side of your body; deduct 4 points from your STAMINA. Now, do you have a Shield of Warding? If you have, turn to 236. If you haven't, turn to 130.





224

You struggle through snow at half shin-height; it is hard work, physically draining. By late afternoon, you must eat a meal. After brushing the last crumbs of bread from your frost-rimed furs, you press on again. Suddenly, from your left, you hear a deep rumbling coming from a snowdrift. You half panic: it cannot be an avalanche, it's too far from the mountains . . . It isn't an avalanche. Erupting from the snow is a monstrous, grey-furred Polar Worm, a hungry and aggressive predator. The power of its massive jaws is said to be great enough to rip a horse in two! But it isn't looking directly at you, so maybe you can run and hide behind some heavy drifts near by. Will you attack the monster (turn to 382) or run for cover (turn to 20)?

225

You've no idea what to say, so you say something ludicrous. No one in their right mind would think a White Dragon would like fire in any form, and maybe this creature is a pet of the evil wizard! It's really foolish to continue by saying, 'There are much better meals than me along this trail to the smoky valley - I can show you *lots* of people to eat!' Unbelievably, the dragon falls for it. 'Really? Let's go and have a look then,' it says, wagging its tail and inviting you to climb aboard. A mixture of disbelief and relief floods through you, and you clamber on to the dragon and fly up and away. Gain 1 LUCK point! Turn to 205.

226

The sneering Frost Giant clearly thinks you will be easy meat. It is up to you to teach him otherwise!

FROST GIANT

SKILL 10

STAMINA 10

If you win, turn to 60.

227

You rise into the air, just out of range of the Great Golem's massive fists. You could try one of several options now. Will you:

Try to fly past the Golem to the stairs
opposite?

Turn to 367

Let fly at the Golem with some crossbow
bolts, if you can?

Turn to 241

Leave a Stone Jaguar on the ground to
fight for you, if you have one?

Turn to 353

228

You open the tomb and reach in for the wand, but the wood had turned brittle and rotted in the cold and damp, and it snaps in your hand. It is useless to you. Lose 1 HONOUR point for tomb-robbing. You can choose to open another tomb (return to 101 to select one you haven't opened yet) or perform some other action (turn to 137).

229

The Dark Elf has something which you decide to take: a beautifully decorated Shield of Warding, a magical shield. This will often deflect missiles – crossbow bolts, rocks, thrown spears and the like – away from the user of the shield so that these attacks cause no damage. This applies even to magical missiles conjured by spells which have the word 'bolt' in their name – you should make a note of this

in case you get hit by one at some time in the future! If you use the shield, you may roll two dice when such an attack is used against you. If you roll 2-8, the shield will deflect the attack and you will suffer no damage. If you roll 9 or above, the shield will not deflect the attack and you will suffer damage as instructed in the relevant paragraph.

You find that the rooms in the Tower itself have obviously been looted. Doors are knocked down, and ice decorations and sculptures smashed and defaced. Searching the Tower, you discover a sealed ice door at the base of the Tower which bears some Elven runes you cannot read. This seems to be the only part of the place that hasn't been desecrated; there is a periodic groaning sound coming from the other side of the door. Do you want to try opening this door (turn to 277) or do you think better of it and find somewhere else to search (turn to 233)?

230

Most of the dark-skinned servants of Zeverin simply want to make good their escape, but the slim, robed figure turns on you with a snarl and draws his sword. After everything you have endured, to be forced to fight again ... Fortunately, the man doesn't look strong, but he is swift and you must avoid the cutting edge of his weapon!

TOWER SERVANT

SKILL 8

STAMINA 7

If you win, you take one of the magical harnesses, put it on, and jump through the archway into space. Now you must *Test your Luck*. If you are Lucky, turn to 330. If you are Unlucky, turn to 259.

231

'I have learnt something of the Tower from servants of our spirits far, far away. The heart of the Tower is beyond the Blackwall in its centre, and here its demonic controller organizes the forces which propel it and cause destruction below it. The controller is a great Demon of immortal power and force; a mortal opponent must have the most powerful magic created here to have any hope of banishing him! The Tower is already heading for Allansia and will not be delayed long. You will not need to walk from this spot to find it; it is the place. Zeverin wishes to destroy first. You will need to be able to fly to reach the Tower, however.' Turn to 255.

232

You know better than to pick up a whip or sword of a Demon: among the rubble and rubbish in this chamber, however, you find a metal chest, warm to the touch but which you can open safely. While you are doing so you hear sounds coming from one of the walls, a humming and throbbing, and what sounds like the crunch of metal striking metal and a shouted curse. The control room, or the leaders, of this contraption must be on this level! If only there were a door here – but there isn't, only the one you came in by.

Returning to the chest, you grab 6 Gold Pieces and a flask of dark liquid; this is a Potion of Fire Breath. You can drink this at any time (except during combats) and, in the first combat you come to afterwards, for three Attack Rounds you will be able to breath fire at the same time as using a weapon. Each Attack Round, you must roll one die; on a

roll of 1-4 your breath will strike your enemy and cause 2 points of damage to its STAMINA (on a roll of 5 or 6, you miss!). This must be done in the *first* combat you have after drinking this potion. Fire Breath won't hurt Fire Elementals or Demons, though! If you want to take this potion, add it to your list of Possessions.

You leave here and take the stairs down to the next floor. You decide that there's no point in heading further down – you want to find a way back up. You head along the corridor to the point where you first came to the main junction. Standing facing in the same direction as when you entered, do you want to try the left-hand turning (turn to 37) or the right-hand turning (turn to 118)?

233

In the smashed-up and scorched main room of the log cabin an old man lies, gasping for breath, his singed robes half covering his clawed and wounded frail body. He is clearly beyond your help, but he beckons you to him. 'Demon,' he gasps, 'servant of Zeverin. Madman, bringing the Hells to this world ... fiery Sphere his. Servants ... mindless. Demons, spawn of life-in-death. Terrible, pitiless ... Ice Palace. The answer is in the Ice Palace.' His eyes stare wildly at you; his death is upon him. 'Bottom drawer of desk ... magic, help ...' He is about to say more, clawing at your arm with his right hand, when he slumps back in your arms, dead.

Tasrin is wearing a simple silver ring; it is of no further use to him now, so you take it (add Tasrin's Ring to your Possessions). Laying his body down, you go over to the

desk and find the key to open the bottom drawer. Inside is a potion bottle – this contains a single Potion of Stamina. When you drink it, you recover STAMINA points equal to half your *Initial* total, rounding fractions up (so that, if your *Initial* STAMINA was 19, drinking this potion could give you back up to 10 points of lost STAMINA). You cannot exceed your *Initial* STAMINA by drinking this potion. You may drink this at any time except during combat. A pouch of 3 Gold Pieces is here too (add this to your Treasure). You also find sufficient Provisions for 4 meals in the kitchen here.

It's now late in the day; after you have buried the sage's body as best you can, you lock the doors, bolt the windows, and sleep here. Next morning you head off northwestwards to get back on the trail of the Sphere. Turn to 354.



234

The Dark Elf casts two more spells, the first upon himself, then a Lightning Bolt which causes 5 points of damage to your STAMINA! If you're still alive, it's too late to run. He's flying down and he aims to kill you with his dagger! Turn to 272.

235

The afternoon passes slowly; you soon work up a sweat as you stumble along paths littered with treacherous rocks half hidden under a blanket of snow. The smoky, hazy valley of the Sphere seems never to get any closer, and you haven't made much progress by nightfall. But you do manage to find a cave, and within it is a little dry wood, a flint and some tinder. You bless the traveller who left this here for others to find, and soon you have a small fire cheering you with its warmth. You can even warm the Provisions you use for the meal you must eat here. Soon the warmth of the fire makes you doze off, and you get a good night's rest. Turn to 308.



236

The other arc of magical bolts spreads out around the shield, which flares brightly; then the bolts disintegrate into nothingness! Relem looks furious and prepares to dive at you; turn to 147.



237

The wisps of smoke form into vaguely humanoid form, and the creature radiates hatred and malice. It glides over towards you and tries to choke the life out of you!

SMOKE WRAITH

SKILL 8

STAMINA 9

If you win, you may enter the spherical chamber and search it thoroughly (turn to 71) or return to the original three-way junction (turn to 379).

238

Unfortunately the small silver object seems to be repelled from you and moves away through the air. No matter how fast you fly, you can't get at it. You'll either have to solve the puzzle (turn back to 14 if you want to see the clock-faces again) or enter one of the light beams (turn to 300).

239

The Elf-spirit flings the whirring, buzzing blades at you, causing 2 points of damage to your STAMINA. You are forced to fight. Turn to 359.

240

After a further two hours or so, you hear some howling and snarling, and a scream echoes from behind some rocks to your south. Obviously, an unpleasant fight is going on there, with a lot of creatures – which sound as if they could be wolves – involved. Will you dash off and enter the fray (turn to 361) or sneak quietly past and keep going on your way (turn to 105)?

241

Only magical bolts are of any use against the Great Golem. If you have any of these, you must still roll two dice and add 2 each time you fire one. If the total you roll is less than or equal to your SKILL, you hit the Golem and inflict damage to its STAMINA. If the total you roll is greater than your SKILL, you miss the swerving Golem. You can fire all the magical bolts you have without the Golem being able to retaliate. Make a note of how many points of damage to its STAMINA you inflict on it. If you manage to inflict 16 or more points of damage, you have destroyed it; turn to 87. Otherwise, when you've finished firing at the Golem, will you:

- | | |
|--|-------------|
| Go down to fight, hand-to-hand? | Turn to 296 |
| Try to fly past it to the stairs opposite? | Turn to 367 |
| Place a Stone Jaguar on the ground to finish the Golem off, if you have one? | Turn to 353 |

242

You clamber on to the last icy step, carefully minding how you go all the way up, and find yourself in the airy ceiling dome of the Tower of Rainbow Ice. Above you, the roof is lost in what appear to be clouds and sky, which must surely be a magical illusion of some kind. The floor and walls are of frosted ice, and there is little of interest here – save for a single object hanging from the ceiling. From the 'clouds' hangs a metal chain, on the end of which is a bronze incense-burner, hanging some seven metres up in the air. There is, you now notice, a faint smell of incense in this chamber. If you don't want to get the incense and burner, you set off back down the stairs; turn to 57. If you want

the incense, there are various possibilities for lowering the incense-burner to a point where you can get it. Will you try:

- | | |
|--|-------------|
| Using a crossbow bolt (if you have one) to sever the chain? | Turn to 394 |
| Using a Potion of Flying (if you have one) to get at the incense-burner? | Turn to 22 |
| Using a Linkcut spell (if you know one) to sever the chain? | Turn to 249 |

If you have none of the above, there's nothing you can do here, so you have to leave and take the stairs back down: turn to 57.

243

The ring protects you from the worst of Relem's fiery onslaught, but against Demon Magic the ring can't wholly save you. Roll one die; this is the number of points of STAMINA you lose. Relem is on you now, and you must draw your sword and fight for your life and soul! If you have an Ice Bird, turn to 141. If you haven't, turn to 275.

244

The grizzly is a large, battle-scarred bear, some three metres tall on its tree-trunk-thick hind legs. It has seen off the vicious, snarling timber wolves of these lands many



times, and this shaggy monster pits its raking talons and brute power fearlessly against you!

GRIZZLY BEAR SKILL 9 STAMINA 12

If you win, you go back to sleep. You awaken to a fresh, cold morning; turn to 289.

245

A small cloud of stinking, noxious yellow gas flies out of the Dark Elf's hands across the room, and catches you full in the face. Your eyes stream with tears and, coughing and spluttering, you are weakened. You must fight the first four rounds of the combat with your SKILL reduced by 2 points! Turn to 35.

246

You set off into the increasingly mountainous terrain of the Icefinger Mountains. This is not hard work, and you must stop and eat two meals during the day. But no hazards or enemies beset you, and that night you sleep peacefully in a rock gully. Next day, you must eat another meal at breakfast time. Then your trek continues, and by mid-morning you are faced with a choice of two routes to your destination: will you take the safe, broad, valley route (turn to 40) or go along a rocky path which winds its way higher up the rock face (turn to 16)?

247

The superhot fire sears your skin and inflicts terrible damage on you. Deduct 10 points from your STAMINA! If you are still alive, you rush out through the chamber where the chilling webs are melting away, round the edge of the

sphere of darkness, and find yourself at the junction of two passages. One leads back and down to the Golem room, the other into a part of the Tower you haven't visited yet. The shaking of the Tower tells you you *must* hurry! Will you head for the Golem room (turn to 19) or take the other passage (turn to 38)?

248

The half-conscious man lying here is a local, a fur-clad barbarian. Judging by the bloodied feathers at his belt, he's a clansman of the Bloodied Eagle tribe, one not noted for its friendly attitude to outsiders. But he is in pain, concussed and with an ugly wound to his head. He's very shaky and vulnerable. Will you:

Dress his wound and then leave him,
climbing back up to the trail?

Turn to 233

Clean his wound and stay with him to
make sure he's all right?

Turn to 90

Kill him and steal his belongings?

Turn to 117

249

You cast your spell and the heavy metal chain snaps with a loud noise. You hurry forward to catch the falling (and heavy!) incense-burner. Now you must roll two dice: if the total is less than or equal to your SKILL, you catch it safely; if the total is greater than your SKILL, you catch the incense-burner safely – but it hits you hard in the chest, and you must deduct 2 points from your STAMINA. Either way, add the incense-burner to your Possessions. Now you leave and descend the stairs; turn to 57.



250

Circling around to land in front of you is a small White Dragon – small by dragon standards, but very, very big by yours. It eyes you disdainfully. ‘Can you think of a good reason why I shouldn’t have some nice iced human for tea?’ it asks laconically. What will you do in this situation?

Offer the dragon Gold Pieces (if you
have some)?

Turn to 276

Attack the dragon?

Turn to 122

Try some brilliant conversational gambit?

Turn to 362

251

Do you have a mark on your forehead? If you have, turn to 264. If you haven’t, turn to 128.

252

The beam chills you as you enter it, and it hurts like crazy! Deduct 2 points from your STAMINA for the pain and shock. The beam has dumped you outside the Tower of Airy Light. You can re-enter at ground-floor level (turn to 381) or find somewhere else to search in the Ice Palace (turn to 23).

253

The Elf-spirit dexterously flings the whirring butterfly knives through the air at you. Deduct 2 points from your STAMINA, and you must fight, so turn to 359.

254

The creator of the Sphere has had extra time in which to create guardians and monsters here; one of them lunges at you as soon as you open the secret door. It takes you by

surprise, so you must deduct 2 points from your STAMINA because of its unexpected attack. The expressionless face of a Zombie stares at you; since its body, that of a northern barbarian, has not yet decomposed, it is tougher than most Zombies!

BARBARIAN ZOMBIE SKILL 7 STAMINA 9

If you win, turn to 135.

255

Lefarel is trying hard to tell you more before his spirit fades. Test your Luck. If you are Lucky, turn to 298. If you are Unlucky, turn to 355.



256

Roll two dice. If you roll 8 or below, turn to 338. If you roll 9 or above, your bolt does 2 points of damage to the STAMINA of the Dark Elf, so turn back to 47.

257

You drink deeply from the chalice Elokian holds in his hands; a beautiful, sumptuously crafted vessel, the light dancing in its chalcedony, silver filigree and moonstones. The draught is powerful magic and works its way through all your muscles and sinews, blood and bone. It raises both your *Initial* and current STAMINA to 23 (unless your *Initial* score was already 24 anyway!), and you also gain 1 LUCK point. Elokian draws back the chalice, and he has yet more to give you; turn to 285.



258

There is definitely something wrong here. There is only a faint wisp of woodsmoke coming from the chimney, and there is a definite aura of evil about the place – weak, yet discernible. So will you:

Back off and head away from this place?
Sneak carefully around, looking for clues?
Walk up to the front door and open it?

Turn to 154
Turn to 206
Turn to 13

259

Unfortunately, a crossbow shot, from one of a group of Tower servants who are running in to get the harnesses, hits you in the back as you're jumping out of the Tower. Deduct 2 points from your STAMINA. If you are still alive, turn to 330.

260

You at once assume the appearance of an Elf, if for but a few minutes. Even to your own eyes, you shrink in stature, you look more slender, your limbs are slim and lithe and, if you could see them, your ears would look pointed. The illusion is very complete. Unfortunately, Ice Golems, being mindless, are not fooled by illusions. You walk up to it and it hits you; deduct 2 points from your STAMINA. You've wasted a good potion for nothing: lose 1 LUCK point. You now have to fight (turn to 333) or flee and search elsewhere (turn to 23).

261

Sprinkling salt as you go melts some of the ice for a minute or two and exposes the stone below, so that you can walk safely — if very slowly — down the slope. Cross the bag of salt off your Possessions. Turn to 370.

262

The mood of the barbarians relaxes as the chieftain emerges from his trance. They reach for the hollow walrus tusks which hold the akvavit, and start talking and joking again. A cheer goes up as a figure approaches: not a barbarian, but a merchant with the familiar patter of a man of Zengis selling his wares. He is making a goodly sum selling

akvavit, for sure! But he does have some other items you may want to buy, if you have the cash. If you have anything you think you could sell him, turn to 369. If you want to consider buying something, turn to 7. If you're not in the mood for buying and selling, and just to settle down for a night's sleep, turn to 280.

263

Further searching turns up nothing of interest or value; just as you have decided to give up and search somewhere else, however, a very pale spectral figure drifts from a doorway and calls out to you in a pitifully faint voice. The face of the Elf-spirit is filled with sadness, and his hands are held out in supplication. 'My father,' he whispers, 'buried under the machines in the workshops, punished by Zeverin ... he needs life-energy to rescue him ... don't leave him in eternal agony, I beg you.' The spirit is already fading away, its image dissolving before your eyes. 'Help him, help him. And beware the evil one in the Great Tower ...' The last few words drift away into the silence of the chill air. What will you do now? Will you:

Make straight for the workshops?

Turn to 2

Head for the Great Tower?

Turn to 278

Set off for some other part of the Ice Palace?

Turn to 357



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Unfortunately, a crossbow shot, from one of a group of Tower servants who are running in to get the harnesses, hits you in the back as you're jumping out of the Tower. Deduct 2 points from your STAMINA. If you are still alive, turn to 330.

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Make straight for the workshops?
Head for the Great Tower?
Set off for some other part of the Ice
Palace?

Turn to 2
Turn to 278
Turn to 357





264

Elokinan holds out his arms in greeting. 'Come, my friend, you are good of heart and you have suffered to return my people to peace. I give you a gift of greatness,' and between his hands is a great chalice of silver, chalcedony and moonstones, brimming over with a nectar so sweet and intoxicating to the senses you long to drink it. He holds the chalice as you drink deeply from its draught.

You almost reel back as the superhuman power of the magical liquid courses through your entire body. You feel almost impossibly strong and enduring. This draught raises both your *Initial* and current **STAMINA** scores to 25, and grants you 2 **LUCK** points as well! Elokinan looks delighted and pleased, and he has yet more for you. Turn to 285.

265

Walking round the Ice Palace, you find that it is rectangular, with a tower at each of the four corners, the gatehouse in the middle of one of the long walls, and a huge tower in the middle of the other long wall. There appears to be a door at the base of that big central tower, so you can enter there (turn to 138) or go in through the gatehouse (turn to 4).

266

On tiptoe, you move quietly down a smoothly sculpted passageway of black stone, lit only by a dull red glow which emanates from within the stone itself – as does the oppressive heat in this place. Above you, infernal engines whirl and hum. You move cautiously towards a bend in the passage leading to the left. There's a closed door to your

right facing down the passageway, and an open doorway, just visible in the gloom, half-way down in the distance. Will you:

Open the closed door?

Turn to 171

Walk on and look through the open doorway?

Turn to 376

Walk on past the open doorway?

Turn to 143

267

Not only does your blow manage to miss the gem, but the Man-Orc strikes you with his scimitar and you must deduct 2 points from your STAMINA. The wizard, mercifully, misses you with the magical dart he flings this round. You can either lash out at the gem again (turn to 133) or give up and concentrate your attack on the Man-Orc instead (turn to 8).

268

You help, bandaging the injured and comforting the survivors, and then you hear a feeble cry coming from a pile of rubble – a child's cry for help. You scabble frantically at the rocks and manage to get a cowering girl out from a cellar after an hour of hard work. But the brickwork and stones are very loose, and now you must *Test your Luck!* If you are Lucky, turn to 86. If you are Unlucky, turn to 188.

269

Roll two dice and total them; this is the number of points of STAMINA you lose as a result of Relem's furious onslaught. Now Relem's massive iron-hard claws are within attack range and you must fight! If you have an Ice Bird, turn to 141. If you don't have this, turn to 275.

270

On your left-hand side you see that part of the wall along this ice passageway is an illusion, concealing an arched entrance into a dark chamber beyond. If you want to enter this chamber, turn to 221. If you would rather continue along this passageway, turn to 88.

271

You are now in hand-to-hand combat with the wizard, Zeverin, who draws a short but wickedly curved sword to fight you. He's lean and wiry, and at close range you can see that the muscles in his sword-arm are taut and stronger than you'd expect from a wizard. He's going to be no pushover, so don't forget to subtract any STAMINA from the total given below if you've been able to do any damage to him before now!

ZEVERIN

SKILL 10

STAMINA 13

If you win, turn to 325.

272

The wiry Dark Elf leader is lithe and swift, and you have a very dangerous opponent on your hands! If you have struck him with any crossbow bolts, you may reduce the number of points from the STAMINA given for him below (2 points for each normal bolt hit, some extra if you have used one or more Magic Bolts).

DARK ELF LEADER

SKILL 10

STAMINA 9

When the Dark Elf's STAMINA score falls to 2 or 1, he will throw down his dagger and plead with you not to kill him. If you are determined to kill him anyway, turn to 384. If you

are prepared to spare his life, turn to 356. If the blow which reduces his STAMINA below 3 actually kills him, turn to 310.



273

You are woken at dawn by a tottery Aliades. His breath is coming in ragged gasps and he can barely stand, yet he has just finished casting a spell on you, and he thrusts a vial, labelled 'Potion of Stamina', into your hand. This single potion can be drunk at any time, except during a combat, and it will restore STAMINA points equal to one-half of your *Initial* STAMINA score, rounding fractions up. Then the mage falls to the ground.

You get out of bed and light a lamp. Aliades is dead, his body afflicted by a terrible withering disease. You know somehow that Zeverin has had his revenge – and you can only be thankful that, for some reason, he hasn't been able

to strike at you too. You gather your gear together and say a quiet prayer for poor Aliades. Then you fill your backpack with the Provisions he put out for you up to its full carrying capacity (10 meals). You step outside – and again you are somewhere else, this time in the middle of an ice tundra. Remembering the map Aliades showed you, you guess you are about half way to the Ice Palace; this must be the effect of Aliades' final spell, you surmise. Turn to 27.

274

You find yourself outside the Tower of Airy Light. You can re-enter it (turn to 381) or find somewhere else to search in the Ice Palace (turn to 23).



275

At the final count, it is your heart, courage and sword against the inhuman, monstrous strength of the Night Demon. Lose this battle and physical death will be the least of your worries. On a successful hit, Relem will inflict 3 points of damage to your STAMINA!

RELEM

SKILL 14

STAMINA 25

If your STAMINA falls to 6 or below and you have struck Relem at least twice with an Ice Sword, turn to 312. If you win, turn to 193.



276

You offer the dragon all the Gold Pieces you have, and it accepts them. Then it looks you over with complete contempt and breathes frosted ice breath all over you; deduct 3 points from your STAMINA. You have to fight it, so turn to 122.

277

You push the door, and it gives way – but not because of your pushing, you realize too late! Beyond is a series of small tombs of translucent ice, with tiny Elven forms visible within them. The air is full of hanging snowflakes, suspended in mid-air, gently swirling round a central stalactite shrouded in icicles. The guardian of this mausoleum has opened the door to admit you, and his aim is to kill you for entering this burial place. The Elf-Ghost, appearing as an Elf of great age in a shroud which falls away into nothingness, reaches out for you with its spectral hands. You must fight it here.

ELF-GHOST

SKILL 8

STAMINA 9

Each time the Elf-Ghost strikes you, you must roll one die. If you roll 1–3, the blow drains you of the usual 2 points of STAMINA. If you roll 4–6, the blow *also* drains you of 1 SKILL point! An Elf-Ghost is a very dangerous enemy indeed! If you want to flee from this combat, you can do so; turn to 144. If you win, turn to 214.





278

You walk along the broad promenade of ice which leads to the massive Great Tower. A high, spired roof reaches far into the bright sky, and the many decorations along the walls don't detract from the impression of robustness and strength this strong Tower gives. There are heavy doors of green-veined ice facing you, which you push open with surprising ease. You step into the ground-floor level of the Tower.

Ice furnishings decorate this huge chamber, and the roof is supported by huge pillars of ice. Stone steps lead down to a door in a basement, and a spiral ice staircase winds upwards to another door above. You begin to take in the details of this chamber, and your eye is caught by a small stone statuette perched on one of the ice tables. It is a black jet model of a jaguar, and its head has turned to look at you! The Tower's magical guardian transforms instantly into a great stone cat and leaps towards you. You must fight it.

STONE JAGUAR

SKILL 8

STAMINA 8

If you win, turn to 124.

279

You hurry on down a very long, meandering passageway, which eventually opens into a circular chamber of black rock. Around the smooth walls are bronze rails, and a circular stone staircase cut into both floor and ceiling leads up and down. Will you take the steps leading up (turn to 183) or those leading down (turn to 116)?

280

You sleep peacefully in the barbarian camp, and next day they generously give you up to 3 portions of Provisions to help you on your way. They also give you a flask of akvavit (add this to your Possessions). This is stunning stuff and it has the following effects: you regain up to 5 points of lost STAMINA, and drinking it gives you such amazing confidence in your own prowess that you can add 1 to your SKILL for the first combat after drinking it, but for this combat only! You can empty the flask at any time except during a combat. Thanking the barbarians for their gifts, you make your way back to the trail leading to the valley of the Sphere and, soon after midday, you find yourself back on it. Turn to 235.

281

You spot that some Elven figures are oddly carved, and you just manage to spring back before they magically animate for an instant and strike at you. If you want to continue, turn to 385, but if you think better of it and choose to retrace your steps, turn to 3.

282

Further north, the Sphere has left a trail of melted snow and ice which is already freezing over again; as you plough ahead, the sun sets at the end of the day and a biting wind springs up from the north. You look around, hoping you may find shelter in the straggly clumps of pine trees dotted around. These trees look only slightly singed: the Sphere must have been flying a little higher here. You hear what sounds like the hooting of a Snow Owl on your right; you could try the trees on that side (turn to 299) or the ones on your left (turn to 216).

283

You fire your bolts at Zeverin, who fires off spells in reply. Work out Attack Strengths for both of you as normal (Zeverin has SKILL 10). If you have the higher Attack Strength, your bolt causes the usual damage (4 points). If Zeverin has the higher Attack Strength, he fires magical spheres at you which cause you to lose 3 points from your STAMINA. Make a note of how many points of damage you have inflicted on the STAMINA of Zeverin for when you fight him later! You can kill Zeverin with four successful magical bolt hits, and, if you do, turn to 325; but if you run out of magical bolts or wish to change strategy, will you:

- | | |
|---|-------------|
| Use a Potion of Flying, if you have one? | Turn to 339 |
| Fire your Wand of Cold at Zeverin (if you have this)? | Turn to 28 |
| Cast a Coldwarding spell to protect yourself, if you can? | Turn to 85 |
| Grip your sword and wait for a chance to fight? | Turn to 372 |

284

Suddenly, you hear a faint moan coming from a chamber beyond the one you are searching. It is very dark in there, and the moaning sounds truly fearful; a chill runs down your spine. What will you do now? Will you:

- | | |
|---|-------------|
| Enter the darkened chamber? | Turn to 49 |
| Search the jeweller's workshop, if you haven't done so already? | Turn to 218 |
| Search the armourer's workshop? | Turn to 30 |
| Leave this area and search elsewhere in the Ice Palace? | Turn to 23 |

285

Elokinan draws off a draught from the chalice into a small vial. 'Many are its magics,' he says softly, holding up the vial of golden liquid in front of your eyes. The liquid dances with motes of blue light, and Elokinan tells you the magic within is that of invisibility. 'Drink this before you ascend to the Tower,' he murmurs, 'it will conceal your flight, and even that of any flying mount you may have.'

Now, if you have a magical Ice Sword, it is time for Elokinan to return you to the outside, to wait for the Tower; turn to 309. If you don't have a magical Ice Sword, but you have a sword of ice you found in the Ice Cathedral, turn to 42. If you have neither, again it's time to return to the surface; turn to 309.

286

Within the gloomy recesses of the room, a pillar of fire suddenly bursts into prominence. A black-winged humanoid figure, with the horns and hoofs of a great goat and bearing a huge whip and sword, snarls fury at you. You have chanced upon a Fire Demon! Turn to 375.

287

You enter the forbidding Tower of Black Ice, lightless and oppressive, using your lantern for light. Looking upwards, there appears to be no way of ascending; above you all is blackness and chill. A narrow set of steps, leading downwards, is cut into the icy floor. Even from where you stand, a powerful sense of evil rises from that staircase. You are sure that some dread evil lurks down there! Will you:

Leave here and search elsewhere in the Ice Palace?

Turn to 23

Search this chamber thoroughly?

Turn to 317

Go down the steps?

Turn to 127

288

If you have an incense-burner, turn to 383. If you don't have this, turn to 56.

289

The trail continues northwards, with no sign of the Sphere itself. But there are plentiful signals of its passing in the blackened trees, the frozen pools and slush, and in the smell of burning here. The grimness of the scene matches the grimness of your face as you doggedly follow the trail. Turn to 378.

290

You swallow your Potion of Flying and rise into the air, heading for the Tower. Now, if you have a Potion of Invisibility, turn to 51. If you don't have this, turn to 391.

291

At the end of the day you find a small, dry cave to shelter in, and now you must eat another meal. This night you sleep fitfully, dreaming of icy spires and towers, a castle of pure ice which lies, snow-capped, on a plain of bone-numbing coldness and lifelessness. You wake up suddenly, feeling rather apprehensive, and now you must eat another meal to keep your strength up. Then you set off, hoping your goal cannot be far off; turn to 27.



292

You enter the gatehouse proper and race up the steps. At their top you meet not just one enemy, but two – Dark Elves! You must fight them one after the other as they stand at the top of the stairs. If you wounded one earlier with bowfire, he will be the second Dark Elf, and you should alter his STAMINA score accordingly.

	SKILL	STAMINA
First DARK ELF	8	6
Second DARK ELF	8	7

If you win, you can search the Dark Elves and the rest of the gatehouse, but there is nothing of value here save for a little food (add 1 to your Provisions). Dark Elf crossbows are too light for you to use effectively. There is no clue as to what Dark Elves are doing here, so far from their usual homes. You head outside and into the main courtyard of the Ice Palace. Turn to 23.

293

The superhot fire sears your skin and inflicts damage on you, although your ring saves you from the worst. Deduct 4 points from your STAMINA. If you are still alive, you rush out through the chamber where the chilling webs are melting away, round the edge of the sphere of darkness, and find yourself at the junction of two passages. One leads back and down to the Golem room, the other into a part of the Tower you haven't been into yet. The shaking of the Tower tells you you *must* hurry! Will you head for the Golem room (turn to 19) or take the other passage (turn to 38)?

Your surroundings change very suddenly, as does the temperature. Instead of being out of doors in frozen terrain under a slate-grey sky, you find yourself in a pleasant study. 'Brrr, cold in here,' says Aliades and snaps his fingers; a fire bursts into life in the formerly empty grate. Another wave of the hand, a pitcher of mulled wine is on the table, together with bread and cheese and cold meat. You can eat as much as you wish while you rest here, enough to return your STAMINA to its full *Initial* level.

Aliades finds a map and sits down to pore over it with you. 'I can think of only one way to stop Zeverin in the time you have left. You'll have to go to the Ice Palace. It's nearly eighty kilometres, to the north-east.' You look over the map and memorize its contents. It's the resting place of the Ice Elves, their last great mausoleum, sculpted from pure ice by Elokinan. There were always three great Elves in their numbers: the Clan Chief, the High Mage and the Architect, the sculptor of their homes and lives. Elokinan played all three roles, and he was among the very last of his people.

'There is magic in the Ice Palace which you will have to find and take. There may be clues too, for Zeverin studied under Elokinan in one of his past lives. You'll need what you may find in the tombs there - but you'll have to be wary of offending the spirits of their dead.' Aliades suddenly looks very tired. 'Time to rest now,' he says; you're half asleep yourself. At least you can sleep safely tonight. Turn to 273.

You climb the staircase and open the door at the top. It swings open into a room covered with wall-to-wall ice etchings and sculptures of breathtaking quality. Pillars of delicately coloured, veined ice reach to the ceiling in sweeping lines, and what seems to be an organ made of massive icicles stands at one side of the room. There is a spiral staircase opposite you, again leading upwards. Unfortunately, you're not alone here. Hovering in mid-air, well out of your sword range, is a Dark Elf wearing a vicious and most unnerving grin. Clad in fine deep-blue robes and with a silver dagger at his belt, the Dark Elf is about to cast a spell. He is a highly superior Dark Elf! What will you do now? Will you:

- | | |
|---|-------------|
| Run from here and flee from the Great Tower? | Turn to 336 |
| Draw a crossbow (if you have one) and fire at the Dark Elf? | Turn to 326 |
| Issue a challenge to him to come down and fight? | Turn to 156 |

In this chamber, you are unsure of your footing on the curved floor: you must temporarily subtract 1 from your SKILL for the duration of this combat. The Great Golem has no such problems, of course, and it is more agile and much faster than you. Trying to defeat this huge thing isn't going to be easy! If you have a Stone Jaguar and want it to help you in combat, turn to 353. Otherwise, fight alone!

GREAT GOLEM	SKILL 11	STAMINA 16
When the Great Golem hits you, roll one die; if you roll 5		

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- | | |
|---|-------------|
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GREAT GOLEM SKILL 11 STAMINA 16

When the Great Golem hits you, roll one die; if you roll 5

or 6, it inflicts 3 points of STAMINA damage to you, rather than the usual 2, due to its great strength. If you win, you cross to the far side of the chamber and leave by the far stairs. Turn to 87.

297

You are now heading straight towards the Sphere, and there isn't a great deal of cover directly ahead. You can continue in the same way (turn to 344) or sweep around to approach the Sphere from the other side, where there appears to be better concealment for an approach (turn to 398).

298

If you have a bronze medallion, turn to 169. If you don't have a bronze medallion, but you do have a silver brooch, turn to 159. If you have neither, turn to 355.

299

Entering the group of pines, you see a huge, ghostly-white Snow Owl perched on a tall tree straight ahead. Its amber eyes glimmer in the shadows of dusk. These great birds are very territorial, so you may want to back away and make for the other group of pines (turn to 216), or you can move ahead regardless (turn to 125).

300

Which beam will you enter now? Will it be:

The green beam?
The blue beam?
The red beam?

Turn to 252
Turn to 167
Turn to 274

301

This form of the Healing spell allows you to recover between 2 and 7 points of lost STAMINA: when you cast it, roll one die and add 1 to the number rolled. Return to 360.

302

Your sword sweeps in an arc, as if independent of your command, and slices one spray of bolts into nothingness! But the others are circling in. If you have a Shield of Warding, turn to 236. If you don't have this, turn to 130.

303

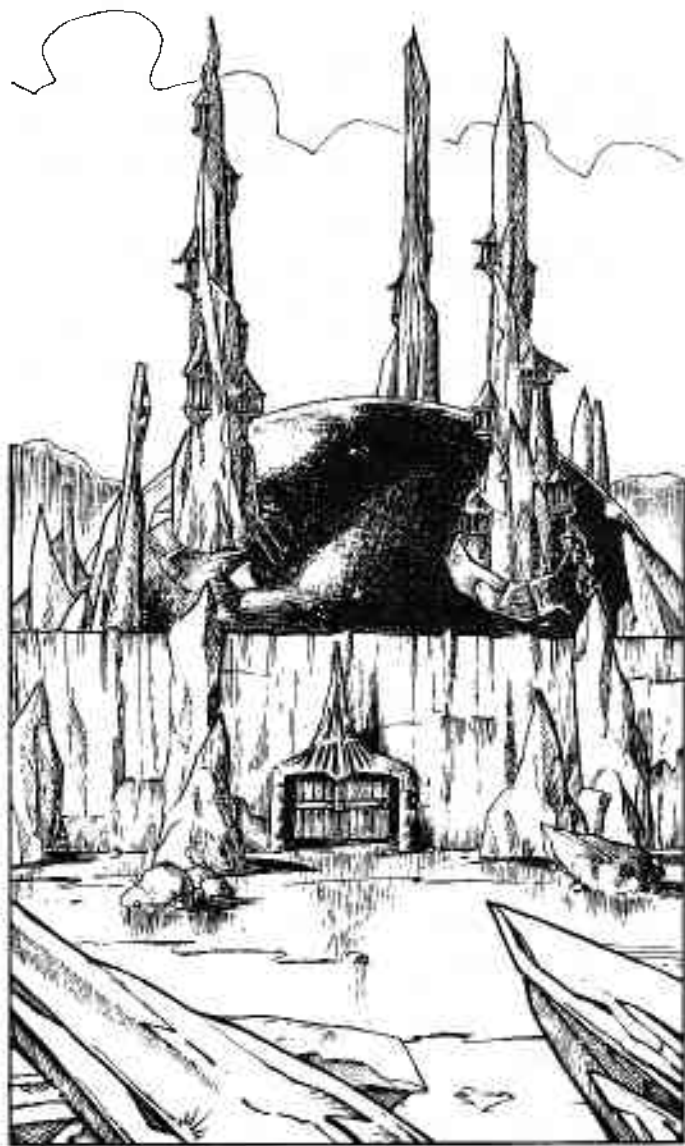
Roll two dice. If the total is less than or equal to your SKILL, turn to 349. If the total is greater than your SKILL, you find nothing here, so turn back to 116 and choose another action.

304

Through diligent searching you at last turn up a small box with four crossbow bolts made of blue ice sealed inside thin glass tubes. If you want to take these weapons (which are no use to you if you don't have a crossbow!) you may; add them to your Possessions. Each bolt is enchanted so that it causes 4 points of damage to the STAMINA of an enemy when it hits successfully. You must make a note of the fact when you use one of these bolts, and cross off used ones from your Possessions when you fire them. Turn to 284 to continue your search here.

305

The Elf-spirit bows towards you, ushers you into the main chamber, and fades into nothingness. A little apprehensively, you step forward into the light. Turn to 197.



306

At the end of the day you finally find somewhere to lay down your blanket and get some sleep. Sleepy as you are, however, your eyes are drawn to the plateau, which is now below you. For a moment you believe you saw the Ice Palace itself, a huge building of astonishing beauty – and sinister atmosphere. It wasn't just the cold which caused a shiver to run along your spine. But then it was gone; was it just a mirage? In the pit of your stomach you know it was real but must be hidden by illusion, so that you cannot see it if you look for it.

You must eat a meal before you sleep, and another in the morning. If you have dogs with you, they will not go any further; they whine and cringe away from the plateau ahead, so you must leave them (and the sled) behind. You begin the descent on to the plateau of ice.

You walk for most of the day until you are tired and your eyes are stinging from the glare of the sun on snow. You can hardly think straight because of fatigue and the bitter cold, which is perhaps why you finally see the Ice Palace looming up only a few score metres in front of you. It takes your breath away: magnificent spire-shaped towers rise into the azure sky, a dome of rainbow-swirled ice rises into the air behind the ice walls, and intricate guttering, roofwork and sculpted details everywhere catch the eye. Before you is a stout gatehouse with gates of ice; will you try to gain entry here (turn to 138) or scout around, looking for another way to get in (turn to 265)?

307

You think that you have managed to find an open entrance, close to the base of the Tower, which has no guard – but you are surprised by a cloaked and cowed, skeletal creature with sparkling red eyes which flings a spear at you as you fly closer. Deduct 2 points from your STAMINA. If you are riding on a Pegasus, turn to 78. If you aren't, turn to 182.



308

In the morning, you must eat a meal. Then you go outside to stretch your legs – and the first thing that catches your eye is a winged shape in the sky, just to the south. It looks sizeable and, if it's a White Dragon, then it's a formidable beast indeed. You decide to wait for an hour and then look again, but when you venture outside once more, the creature is still there, circling in the sky. What are you going to do? You can set off outside and head north (turn to 212) or stay inside the cave (turn to 387).

309

You are standing just outside the gates of the Ice Palace, looking up into a cloudy blue sky. As you are getting your bearings, the sky turns ominously dark to the north: the clouds seem almost to be boiling, and a shape is beginning to materialize over the horizon. Gradually the black monolith glides into view, and you are transfixed by how huge the Tower of Destruction is. It dwarfs the Ice Palace; even so far up in the sky, the Tower is immense: a gigantic, flying, buttressed, black horror. Suddenly, from its base a wide pillar of fire cascades to the ground, and a thick black cloud of smoke arises from the base of the flame as a village is incinerated. The massive gout of flame sputter and are gone; the Tower glides onwards towards you on its atrocious mission.

If you have a Potion of Flying, turn to 290. If you don't, but you do have a bronze medallion (or if you'd rather use the medallion!), turn to 328. If you have neither, turn to 215.



310

The room has clearly been stripped of everything of value and note; but the Dark Elf has a bunch of small keys, plus his dagger and robe. If you want to take his keys and open the doors at the top of the stairs here, turn to 164. If you want to take his keys and open the door in the basement, turn to 45. If you want to take his robe and dagger, turn to 392.



311

You can't take a shot at the moose, worse luck, so you have to watch a potential source of fresh meat dinners happily grazing away. Turn to 291.

312

Suddenly you become aware of a presence at your side, and an arm takes hold of your sword-arm. His strength pours into you at your time of desperation. Regain 2 lost STAMINA points, and you receive a temporary bonus of 1 to your SKILL for the next three Attack Rounds only. You had the briefest glimpse of the helper who infused new strength into you: a tall and regal male Elf... now return to 275 and fight to the death!

313

As you open the door, a swirling mass of fiery darts flies at your head! If you have a ring, you know the name of the person who last owned it. Take the letters of that name, convert them to number values (A=1, B=2, C=3, etc.) and add them up to find a total, then multiply that total by 2. Turn to the paragraph with this number. If you don't have the ring, you must lose 5 points from your STAMINA. Turn to 286.

314

You must eat a meal at the start of the day. You strike out eastwards and, by the middle of the day, find yourself walking along a shallow escarpment overlooking a wide, shallow valley. In the far distance a herd of elk run off northwards; a watery sun shines down on you out of a pale-blue sky but there is no heat in its rays, no warmth at all. Your breath turns to frost in the chill, clear air. You see a single, imposing log house at the far end of the valley and set off towards it. By late afternoon you are nearly there: all you need to do is skirt round a fenced-off corral and some snow-carpeted lumber piles and you will be at the front door. As you approach the entrance, roll two dice then subtract 1 from the number rolled. If the total is less than or equal to your SKILL, turn to 258. If the total is greater than your SKILL, turn to 13.

315

If you decide to use your Potion of Fire Breath here, you will certainly vaporize all the ice and be able to walk down the stone ramp safely! If you want to do this, turn to 370; but the potion must be crossed off your list of Possessions.

If you don't want to use the Potion for this purpose, turn to 395.



316

The bolt fired by the hateful Dark Elf has a discoloured tip, and its venom burns your flesh as it strikes home. You stifle a cry of pain, but you must deduct 4 points from your STAMINA. He is firing poisoned arrows – and all hits on you will inflict this much damage! Will you:

Continue to trade crossbow fire?

Turn to 47

Head for the door of the Tower of

Shielding?

Turn to 196

Run away and find somewhere else to search?

Turn to 23

317

On a wall opposite you find a small carved portal, but there's no way you can open it. In frustration, you'll either have to leave and search elsewhere (turn to 23) or head down the icy steps here (turn to 127).

318

In a flash you remember that dragons, being very vain, are supposed to love flattery. You start with a rapid volley of comments on the dragon's size, strength, impressive demeanour, and so on; but the dragon just says, 'Pooh, that won't work on me, I'm much too clever,' and breathes all over you. Deduct 3 points from your STAMINA. It's time to fight; turn to 122.

319

The darkness is bitterly cold, chilling you to the bone. Deduct 3 points from your STAMINA, unless you cast the Coldwarding spell before you entered here, in which case you take no damage. You blunder out of the darkness on the far side of the Sphere; turn to 12.





320

You stride confidently across to the Rainbow Tower. On the way, you realize that you are growing hungry; time has passed, and you must eat a meal now. You settle down to eat your chilly food then get up and approach the arched door of the glorious south-western tower, its colours resplendent in the rays of the winter sun. You push open the door and enter a chamber of magnificent, swirling ice sculptures. Standing in the distance is a staircase of crystal-line ice leading upwards. Before it, barring your way as you advance, is the sculpture of an Elf, made of opaque ice – magical, surely, since it moves and raises the point of an ice spear at your chest. 'Only Elves may pass,' the Ice Golem says in an expressionless voice. What will you do here? Will you:

Back off and try searching somewhere else?

Fight the Ice Golem?

Try to pass yourself off as an Elf?

Turn to 23

Turn to 333

Turn to 368

321

Aliades, the man you have helped from the Sphere, says he can tell you a great deal about Zeverin, the wizard who created it, and his purpose. 'He's a very powerful wizard. He's hundreds of years old, and he has reincarnated himself through many lives of power and evil. It would not have been him inside the Sphere in person, only an illusion, and he will be alive yet and scheming. The knowledge he has gained over centuries he has put to work in the service of Demonkind. The Sphere was built to test whether his ideas would work, and it's clear that they do. The great Tower

he plans to make by magic will be a much more terrible artefact.

'The Tower will fly as the Sphere does, but it will rain fire, choking smoke and acid for kilometres around. But that will be the least of its powers of destruction. As the Tower gains in strength and power, it will cut a swathe of death, which will allow Zeverin to open up a great necromantic highway to the plane of the Demon Lords. The hordes of the hells will pour forth and utterly annihilate every living thing in Allansia.' Aliades is silent, to let this sink in. 'Then the Old World, then Khul, then all of Titan, Zeverin is mad; he thinks Sith and her henchman, Relem, will reward him for this service. They will just leave him until last, that's all.'

'How do you know all this?' you ask Aliades quietly. His eyes are cast down, looking away from you.

'I was fooled into becoming his apprentice. I didn't realize what his experiments with flying structures and buildings really meant and by the time I did, it was too late. But it isn't too late to stop him altogether.' Painfully he struggles to his feet. 'Time is very short. Zeverin will soon learn that I'm not dead. We must go,' and he mutters the syllables and phrases of a spell as his hand grips your arm. Turn to 294.



322

Without climbing gear this descent will be very tricky. If you want to try it anyway, turn to 172. If you think better of it and turn back, turn to 235.

323

'Zeverin studied here for many years, under Elokinan and others, including myself. His work was secretive, but he had a glib tongue, and Elves are not suspicious folk. He was banished by Elokinan when the magnitude of his evil was discovered, but by then he had conspired with infernal powers to bring a terrible curse down upon us. Elokinan turned this Palace into a mausoleum, to protect our spirits from the worst of Zeverin's summoned evils. There are fates worse than death... What Zeverin does now I do not know, but I do know that he has one great weakness: he is immune to fire and lightning, but he is very vulnerable to magical cold, which causes him great pain and severe wounding. I think this weakness is a curse laid on him by a vengeful priest of good, or it is a mark of his demonic alliances.' Turn to 255.

324

After your unproductive investigations in the depths of the Sphere, will you now:

- | | |
|--|-------------|
| Take the steps leading up? | Turn to 183 |
| Return to the main junction and take the left-hand turning? | Turn to 37 |
| Return to the main junction and take the right-hand turning? | Turn to 118 |

325

The wizard's slender body lies at your feet, devoid of life. Yet the roaring pillar of fire still burns, the blood still pours from the bowls the statues hold, the Tower still moves on its way. And you sense that there is more to be done. Zeverin was not the master here, or maybe this is only a simulacrum of Zeverin you have slain. You have a little time here: to be precise, you have time to cast a spell, drink some brandy, or use a magical item, but you can't use all three actions to eat (you just can't wolf food down that fast). Make up your mind what you are going to do in the free time you have left to you, then turn to 158.

326

You draw a crossbow and nock a bolt, but this gives the Dark Elf time to let fly with his Ice Darts spell. A handful of icy darts leap from his fingers, spinning in the air, and strike you. Roll one die; its total is the number of points of STAMINA you lose through this magical attack. Now you have your crossbow readied, however! Turn to 59.

327

Do you have a mark on your forehead? If you have, turn to 145. If you haven't, turn to 175.



328

You rub gently on the medallion and very soon a white shape streaks across the horizon towards you: a Pegasus, a superb, white, winged stallion; it lands close by you and whinnies impatiently. You're going to have to take a bareback aerial ride, so hang on tight! Now, if you have a Potion of Invisibility, turn to 51. If you don't have this, turn to 391.

329

Your bowshot misses the animal, which immediately races away out of range. There's no chance of getting fresh meat now and, what's worse, you cannot find the bolt you fired. Turn to 291.

330

You drop through the air like a stone as the Tower hurtles crazily away out of control and careers downwards inexorably, rather like you . . . Luckily, just when you're about to give way to panic, the magic of the harness takes effect and you find yourself gliding, floating gently down.

You land in a heap, exhausted and weak. Fortunately, the two servants of Zeverin who have floated down in the same area are too busy running away to trouble you. And, looking up, you see the huge Tower fall precipitously towards the Frozen Plateau and explode there in an enormous ball of flame and molten rock. Unbelievably, against all odds, you have succeeded in your mission . . . haven't you? You see, in the distance, a cowed and robed figure striding purposefully towards you. This doesn't look good. You've got time for 3 actions before the stranger gets close to you. Eating a meal (you can't use all your actions for

eating meals!), drinking a potion, casting a spell, or using a magic item all count as an action. Decide what you are going to do, then turn to 204.

331

Not far ahead, you see the trail the Sphere has left widening and blackening. Rounding a rock outcrop you see the reason why – the remains of a barbarian camp, burned to cinders by the Sphere. Charred bodies of people and their animals lie scattered around the still-smoking ruins of their tents and belongings. It is obvious that the Sphere was guided low to destroy these poor people. You realize there is no doubt that something very deeply evil controls the Sphere. There's no one here you can help, but your eye catches on a strange bronze medallion lying in the blackened snow. It has a winged horse engraved on it, and you may take this if you wish (add the bronze medallion to your Possessions). Now you continue your trek; turn to 53.



332

If you use a Coldwarding spell here, you do not have to suffer any loss of points from your STAMINA through the cold as instructed in following paragraphs. The spell expires when you go outside, however. Any other spell will operate normally, but it won't help you against the cold here. Turn to 115.

333

The Ice Golem is more powerful than its stature suggests, and it is strongly enchanted. Each time it hits you, you must roll one die: if you roll 1-3, the blow inflicts 3 points of damage to your STAMINA, rather than the usual 2 points!

ICE GOLEM

SKILL 9

STAMINA 9

If you win, you climb the staircase and arrive at a landing. From here, passages lead into chambers to your left and right, and the stairs also continue upwards to a large, airy chamber at the top of the Tower. Will you:

Take the left-hand passage?

Turn to 351

Take the right-hand passage?

Turn to 200

Head on up the stairs?

Turn to 242





334

In this inner hollowed sphere of a chamber, the heat is tremendous and almost knocks you backwards. In the centre of the huge Sphere, four large black stone figures stand; they are bearing great copper bowls from which they empty a liquid into a central swirling vortex of heat, light and whirling stones. From the ceiling a pillar of roaring fire slams down into that vortex, where it mixes, hissing, with the liquid from the bowls. The flame at the base of the pillar is clearly transformed in some magical way: sparks and motes of light appear within it, and its colour changes to a darker, coppery red. In a stomach-turning moment, you realize that this may have something to do with the fact that the liquid mixing with the flame is blood ... a very great deal of blood.

Roll two dice and add 2. If the total is less than or equal to your SKILL, turn to 65. If the total is greater than your SKILL, turn to 399.

335

You have failed. You don't know how, or where, to oppose Zeverin the wizard; before long you will die, as will thousands of others when the huge Tower of Destruction appears over the lands of Allansia!

336

You turn tail and flee as the Dark Elf fires a fistful of magical Ice Darts at you. Roll one die. The total is the number of points of STAMINA you lose as you run away. If you are still alive, you escape and must find somewhere else to search. Turn to 23.

337

You open the tomb and take the jewelled amulet from the hands of the Elf-maiden. There is no magic in it, although it is valuable (it is worth 15 Gold pieces, so you can add it to your Treasure if you wish). Lose 1 HONOUR point for tomb-robbing. You can choose to open another tomb (return to 101 to select one you haven't opened yet) or perform some other action (turn to 263).

338

Your bolt whirs through the air towards the Dark Elf – and then is deflected harmlessly to one side of him! He suffers no damage at all. Will you:

- | | |
|--|-------------|
| Continue to trade crossbow fire? | Turn to 47 |
| Head for the door of the Tower of Shielding? | Turn to 196 |
| Run away and find somewhere else to search? | Turn to 23 |

339

You drink your potion quickly and fly into the air to confront the magician. Roll two dice and add 1. If the total rolled is less than or equal to your SKILL, turn to 271. If the total is greater than your SKILL, turn to 75.

340

You are awoken by the snuffling of a grizzly bear in the wood! Grizzlies are hungry brutes and have a nasty temper. Will you:

- | | |
|------------------|-------------|
| Attack the bear? | Turn to 244 |
|------------------|-------------|

- | | |
|---|------------|
| Clamber up a tree and hide? | Turn to 96 |
| Lay down some food to delay the bear and sneak off elsewhere? | Turn to 50 |

341

You fight the old Elf Spirit, who uses his wand to strike you with chilling missiles of glowing magical light. Each time he wins an Attack Round, you are going to lose 4 points from your STAMINA as a result of his magical attack, so you had better win swiftly!

ELF SPIRIT

SKILL 7

STAMINA 7

If you win, the Elf's spirit-form dissolves, and his wand disappears with him. You must lose 1 point of HONOUR for choosing to attack the old, confused spirit as a first option here! Now you may proceed; which path will you take at the crossroads ahead?

- | | |
|--------------------------|-------------|
| The path directly ahead? | Turn to 64 |
| The path to your left? | Turn to 148 |
| The path to your right? | Turn to 189 |

342

The weaponmaker's workshop seems to be devoid of finished work. There are roughly worked steel blades, unfixed cross-girths for swords, half-completed morningstars and other items of the same sort. There is nothing either magical or even completed here as far as you can see, as you look through the objects laid out on the tables and benches. You wonder how the ice anvil and strange ice brazier could have been used to work metal! Roll two dice and add the scores. If the total is less than or equal to your

SKILL, turn to 304. If the total is greater than your **SKILL**, turn to 284.

343

Cheat! You can't have an **HONOUR** score this high, it isn't possible. Turn to 309.

344

You edge forward behind what little rock cover there is, and you manage to get to within a few metres of the Sphere. It now seems smaller than you remembered; maybe only ten or twelve metres across. But it lies in an area of shattered rock and melted snow and ice, and it radiates evil as well as heat and stench. You can see what could be an entrance to one side of it: it looks like a wedge cut into the surface of the Sphere, but all is blackness inside. So you wait for cover of darkness, and at dusk you creep forward towards the Sphere, right up to the entrance; then, with a deep breath and a prayer to the Gods of Good, you step inside. Turn to 379.

345

You press your body hard against the rock face and mercifully the avalanche passes by on one side, just missing you. Gain 1 **LUCK** point; now you can continue safely on your way. Turn to 113.

346

You don't know anything about magic, and trying to study the swirling mass of magical energies and forces gets you nowhere. But it does lose you time. You are hit by a falling chunk of rock from the clearly disintegrating Tower. Deduct

2 points from your **STAMINA**, and from now until you escape the Tower you will have no time to eat any meals (although you can drink a potion if you have one). You've got to brave the ring of magical fire and flee from the room. If you have a magical ring, turn to 293. If you don't have this, turn to 247.

347

You have a lot of ground to cover and many curiously decorated ice buildings to explore. However, in the course of your explorations you do manage to find the following items: some climbing gear (rope, ice picks, a small hammer), oil to replenish your lantern, and some frozen food which the heat of your lantern can thaw out for you. There is enough food for 8 meals here; if you want to take some, you can add to your **Provisions** total. You must also stop and eat a meal here. After the warmth of your meal, you unroll a blanket and settle down for some sleep. Your search here was lengthy, and you need rest. In the morning, you must eat another meal and resume your investigations elsewhere in the Ice Palace. Turn to 23.





348

The Dark Elf hurls a Lightning Bolt at you! you must deduct 5 points from your STAMINA. If you are still alive, you see the Dark Elf casting yet another spell! Roll dice for the Attack Strengths of yourself and the Dark Elf once more. If you have the higher Attack Strength, turn to 9. If the Dark Elf has the higher Attack Strength, turn to 186.

349

You find a sturdy door hidden in one corner of the room, but it will take some effort to open. You also have a sneaking feeling that it may be booby-trapped in some way. What will you do? Will you:

- | | |
|---|-------------|
| Open the secret door anyway? | Turn to 93 |
| Open the secret door with a crowbar, if you have one? | Turn to 104 |
| Take the steps up one flight? | Turn to 324 |
| Take the steps up two flights? | Turn to 183 |
| Follow the passage leading from here? | Turn to 26 |

350

As the wizard claps his hands and casts another spell, you notice the gem in the left eye socket of the Stone Demon glow blue – the same colour as the dart which flies at you, inflicting another 2 points of damage to your STAMINA. Maybe the Demon is aiding the wizard in some way! Do you want to:

Look carefully at the wizard to try and
find a clue?
Try striking at the gem you saw glow?
Continue fighting the Man-Orc?

Turn to 208
Turn to 133
Turn to 8



351

You walk into a large, empty chamber, devoid of decoration; it looks as if it was thoroughly emptied before the Ice Elves met their doom here. You turn on your heel and are about to walk out when, to your horror, you hear a sudden loud cracking noise. You look up to see that the ceiling of the chamber is collapsing and that you are about to be buried under blocks of ice! If you have found an amulet in the Ice Palace, you know who gave it to you. Convert his name into a number using the formula: A = 1, B = 2, C = 3 ... Z = 26; then total the numerical values of the letters in his name. Turn to the paragraph with the same number. If you don't have this amulet, turn to 170.

352

You manage to uncover a ledger, tucked under some links of chain on one of the worktables. You can't read the Elven script, but there is a name at the bottom: Filandre. There are two runes by the name, and you think that one of them signifies magic. The other you're unsure about – perhaps it means armour? Still, you can't find any magic armour here. What will you do now? Will you:

Search the jeweller's workshop, if you haven't done so already?	Turn to 218
Search the weaponmaker's workshop, if you haven't done so already?	Turn to 342
Leave this area and search elsewhere in the Ice Palace?	Turn to 23

353

Unfortunately, the Stone Jaguar – being made of stone – is very vulnerable to the attacks of the Golem. As it springs to full size, the Golem simply crushes it with a single horrendously powerful blow. You need a better strategy here. Will you try:

Fighting the Golem?	Turn to 296
Taking a Potion of Flying, if you have one, and flying past to the steps opposite?	Turn to 367
Taking a Potion of Flying and using crossbow fire, if this is possible for you?	Turn to 241

354

It's a long way back to the main trail, but cutting across flat countryside enables you to make up some lost time. Soon, however, grey clouds are gathering and the weather looks uncertain. Roll one die; if you roll 1-3, turn to 129. If you roll 4-6, turn to 61. If you want to, you can add 2 to this die-roll by 'spending' a point of LUCK, but then you must deduct 1 from your current LUCK score.

355

Lefarel has gone; his spirit faded and disappeared with the last few words he spoke to you. If you gave him a book, it has gone with him; but you see that new words are beginning to appear in a blank panel on a far wall, being etched on the ice even as you look! No mortal hands are recording the knowledge of the book, and you leave whatever is there to its task.

You head down the stairs. Now you can go down to the basement, if you haven't been there before (turn to 45), or you may leave and search elsewhere in the Ice Palace (turn to 23).



356

You keep your sword pointing at the Dark Elf's throat.

'I'll make a deal with you: I'll tell you what I'm doing here, and about my master, if you will spare my life,' the Dark Elf whines. You motion him to continue. 'I serve Zeverin the Mighty,' he says. 'I was sent to pillage the place with the other Dark Elves and to prevent any help being taken from here to oppose my master when the Black Tower is ready to destroy this land. When it does, my folk will rule below the earth and Zeverin will rule upon it. If his masters allow him, that is.' The Dark Elf looks at you conspiratorially. 'Zeverin made a pact with a great Demon, who has given him the power to build a flying structure as great and strong as the Tower. I think Zeverin is too subservient to the Demon, personally. But as long as my people can wreck places like this, I'm happy. I can't say any more. I don't know who or what the Demon is - but I do know it is one of great power. No mortal could withstand it without truly unique magical help. Not you, for sure!'

The Dark Elf is treading on thin ice! Having heard his story, will you renege on your bargain and kill him anyway (turn to 384) or bind and gag him and leave him here (turn to 310)?



357

Shame on you for refusing help to one in such obvious distress! Lose 1 HONOUR point. Turn to 23.

358

You open the door of a cell: a chained and manacled man is slumped against a wall inside, groaning. With keys taken from the Man-Orc's corpse, you free him and help him over to one of the stone seats. He is feeble but is not badly hurt, and he thanks you for your courage in rescuing him. Gain 1 HONOUR point and 1 LUCK point for your deeds. He doesn't even have time to tell you his name, though, before he says, 'Let's make sure we've all seen the end of *this*,' and his hands manipulate rapidly the lever, the chain-whip and the gems. The screen at the end of the room starts to glow redly. 'Time to go,' says the man – and then a sudden tremor runs through the room, causing him to fall heavily to the floor. 'I've miscalculated,' he sighs, picking himself up, 'it's all going to blow up at any moment!' Will you help him to get out of the Sphere, taking a risk on getting blown to pieces yourself (turn to 184) or – since it's his fault you're in danger – will you run off and save your own skin, leaving him to try to get out unaided (turn to 121)?



359

The Elf-spirit is very dextrous, and hard to hit. He is not strong, but his blows sting and he is not the weak enemy his willowy, wispy and ghostly figure suggests!

ELF-SPIRIT

SKILL 10

STAMINA 7

If you win, you step past the fast-vanishing ghostly body of the Elf and into the chamber beyond. Turn to 197.

360

You offer the old Elf the brown book. He clutches at it eagerly and almost seems to draw strength from it. 'This gladdens my heart,' he says softly, 'and renews my strength. We have a little extra time – time for me to teach you a spell or two, perhaps.' The old Elf will be able to teach you two of the spells from the list below. He apologizes for the fact that more complex and powerful Elven spells can't be taught to you – they take too long, and you wouldn't be able to understand them anyway (he is polite about this!). Decide which two spells you will learn, and then turn to the paragraphs indicated below and make a note of the effects of the spells you have chosen. You can only use each spell you learn *once*, so make your choice wisely!

Luck spell

Turn to 36

Linkcut

Turn to 377

Healing spell

Turn to 301

Coldwarding

Turn to 176

After learning each spell, you will be referred back to this paragraph; when you have selected two spells, turn to 209.



361

You round the corner just in time to see a huge polar bear's claws giving the final blow to an unfortunate trapper, while a bunch of snarling huskies remains at a safe distance, snarling and yapping. The enormous bear looks round at you and comes loping across the snow, blood dripping from its massive paws. You can't outrun it, so you have to fight.

POLAR BEAR

SKILL 9

STAMINA 14

If you win, turn to 396.

362

Can you think of something clever enough in this pressure situation? Roll two dice and add 1; if the total is less than or equal to your SKILL, turn to 318. If the total is greater than your SKILL, turn to 225.

363

You are unfortunate. The robed man goes last, but a small pile of the magical harnesses is left behind. You rush in and grab one, just avoiding a huge pile of rock which would have smashed you into the floor with it if you'd been underneath it. You put on the harness and jump through the archway into space. Now you must *Test your Luck*. If you are Lucky, turn to 330. If you are Unlucky, turn to 259.

364

You find yourself standing on what you guess must be the middle floor, since there is a very light ice ceiling above and a dimmer light coming from the floor below. From this small chamber a passageway leads into a series of intercon-

necting rooms which have some kind of equipment in them. You could search these, or you could enter one of the three teleport beams here. Will you:

- | | |
|--------------------------------------|-------------|
| Search the rooms you see, unless you | |
| have already done so? | Turn to 92 |
| Enter the red light beam here? | Turn to 397 |
| Enter the yellow light beam here? | Turn to 167 |
| Enter the purple light beam here? | Turn to 274 |

365

The number of days you have taken on your journey now becomes important. If you have spent 4 or fewer days on your journey here, turn to 135. If 5 or more days have elapsed, turn to 254.

366

You spend some time looking for the old village shaman. Some people mutter that they have seen him, but they seem confused and rambling. You waste more time looking for the old man; finally, you find his half-charred body lying outside a small hut. By now, most of the other people have done what they can to help their fellows, so you can either look around for something to help you during your trek after the Sphere if you haven't already done so (turn to 41) or press on straight away (turn to 224).

367

You fly past the Golem - straight into a wall of force which the thing conjures into existence with a wave of its fist. You fall, stunned, to the ground and the Great Golem gives you a hefty thump as you are getting up. Deduct 4

points from your STAMINA, and you have to fight. Turn to 296.

368

What approach are you going to employ against the Ice Golem? Will you:

- | | |
|--------------------------------------|-------------|
| Try speaking with an Elf-like voice? | Turn to 10 |
| Drink a potion? | Turn to 58 |
| Try some other approach? | Turn to 157 |

369

The merchant will buy a flask of brandy, if you have one, for 2 Gold Pieces. He's also keen to buy a Silver Fox if you have that; if you want to sell the pelt, he'll give you 4 Gold Pieces for it. If you want to buy something from him, turn to 7; if you want to turn in for the night, turn to 280.

370

You have reached the bottom of the ramp and are walking slowly along a tunnel coated with ice, heading gently downwards. Small alcoves, chiselled into the ice and stone at regular intervals, are occupied by small sculptures and arabesques in the ice showing Elves, polar-dwelling creatures, stylized birds, and similar creatures. There is a faint, blue-green, magical light coming from the ice itself, and the silence - save for the crunching of your boots on the ice - is absolute. Then, as you turn a corner, you see a crossroads looming in the distance, quite some way ahead. Also in the tunnel, not far ahead of you, is an Elven spirit, an old man holding a rod or wand of some kind which is pointing directly at you. 'Elves only may pass, are you friend or foe?'

he asks uncertainly in a quavering voice. You claim to be a friend. 'Elves only,' he repeats. 'Come closer, I cannot see you, friend.' He squints shortsightedly, trying to get a good look at you. What will you do now? Will you:

- | | |
|--|-------------|
| Drink a potion? | Turn to 74 |
| Run past the Elf (there is enough space to do this)? | Turn to 17 |
| Attack the Elf? | Turn to 341 |
| Try to pretend that you are an Elf? | Turn to 166 |

371

The homes of the Ice Elves are cleaned out, devoid of any internal decorations or possessions, as if the Elves knew about their coming fate and had removed everything belonging to them before the end. At some junctions of small avenues there are piles of ice rubble and, since there isn't anything in the igloo-like houses, you rummage idly in some of this rubble. *Test your Luck*. If you are Lucky, turn to 123. If you are Unlucky, turn to 222.

372

Zeveerin laughs evilly. 'Poor, snivelling fighter, what use are your skills here?' and he fires off a handful of magical darts which fly at you and lash at your armour and skin. Deduct 3 points from your STAMINA. 'You are a dead man, your blood will fuel the fire.' He fires off another set of darts – but these do just 2 points of damage to your STAMINA, and you suspect he's running out of magical energy. Indeed, as he drops to the ground, he draws a weapon with the clear intention of finishing you off. So perhaps you have some chance. Turn to 271.

373

You try to bluff or to parley, but the Giant isn't having any of it. He gets bored and smacks you with his club. Deduct 2 points from your STAMINA, and you are forced to fight; turn to 226.

374

As you carve the correct number into the ice, it disappears and a spectral voice whispers, 'You may enter,' so you step forward into the chamber. The distant chiming of song and polyphony of choirs is achingly beautiful. You would love to stay and listen to it, but you do have a quest here! If you want to take either the brown book or the Ice Bird, you can't separate them: the bird retains its clawhold on the book's spine. Looking inside the book, you see that it is written in Elvish, so it means nothing to you. It does, however, have exactly 180 pages and, if you take the Ice Bird and the brown book, you should make a note of this fact! Now you leave this chamber; will you:

- | | |
|--|-------------|
| Enter the passageway opposite, if you haven't done so before? | Turn to 351 |
| Leave the Tower of Rainbow Ice and search elsewhere in the Ice Palace? | Turn to 23 |
| Head on up the stairs? | Turn to 242 |





375

Fortunately for you, the Fire Demon isn't fully formed on this plane, away from its natural abode. It can be struck and hurt with magical weapons, and it isn't as powerful as usual. However, if you have taken 5 or 6 days to get to the Sphere, you must add 1 to both its SKILL and STAMINA scores given below; if you've taken 7 days or more, you must add 1 to its SKILL and 2 to its STAMINA score; it has grown closer to full power with the passing of time!

FIRE DEMON

SKILL 8

STAMINA 8

Each Attack Round, the Fire Demon will shoot a stream of fire from its nostrils. This will cause 1 extra point of damage to your STAMINA on a die roll of 1-4 (and 2 extra points if you have spent 5 days getting here). The Fire Demon is not an easy enemy to defeat! If you win, you may search this dismal chamber; turn to 232.

376

There are two cowed creatures here with jet-black smooth skins and featureless faces; they come flying at you, scratching at your face with their black talons. You must fight them together. Each Attack Round, roll dice to determine the Attack Strengths for yourself and for each of your two enemies; the combatant with the highest Attack Strength will be the one who inflicts damage that Attack Round. If you manage to kill one of the Nightgaunts, of course, you will be in one-to-one combat with the remaining survivor.

SKILL

STAMINA

First NIGHTGAUNT

8

8

Second NIGHTGAUNT

8

8

If you win, there's nothing for you in this bare chamber, so you leave and make your way down to the end of the passageway. Turn to 107.

377

The Linkcut spell can be used to sever a link in a chain, or a buckle, cut a rope or any similar action. You will be asked if you wish to cast this spell at appropriate times later in the adventure. Return to 360.

378

At the end of the day you find a dead Snow Fox in a snare. The animal died only recently; the body is still warm but will swiftly chill. You can take the Snow Fox with you if you want to; add it to your Possessions. You scoop out a snow-hole in a drift and snuggle up inside it: an old barbarian trick, but one worth knowing. You must eat a meal before you go to sleep, but your night's rest is undisturbed.

In the morning, you must eat another meal. Then you set off into the increasingly steep, rocky slopes ahead, following the fire-blasted path of the fiery killer from the sky. Walking is hard work, and your calves ache with the pain; you have to stop and rub your protesting leg muscles several times during the day. At last, at the top of one peak, looking down you see a valley a good few kilometres ahead – and a thick carpet of smoke. You know that the Sphere must have come to rest there; the trail leads right up to it. It will take over a day to get there, so you redouble your efforts. Struggling along, you see footprints ahead of you: a trail leading towards you and then slipping away in an obvious fall, descending into some pine scrub below. If you want to

detour and investigate – losing time – turn to 31. If you want to press ahead, turn to 235.

379

You walk a few stealthy paces down a dimly lit passageway with smooth black walls, looking out for guards – but you see none. You soon come to a three-way junction within the gently humming, warm and slightly smoky body of the Sphere. It's obvious that each of these passages continues for some distance; the interior of the Sphere is clearly bigger than the outside size would seem to indicate was possible. This is obviously a very magical creation! Will you:

Take the right-hand passage?

Turn to 118

Take the left-hand passage?

Turn to 37

Head straight on?

Turn to 279

380

Luck is on your side. There is a secret compartment at the bottom of the small box the Dark Elf kept his weybread in. He obviously didn't have time to get this to prepare himself for fighting you. Opening it, you find a small vial of purple liquid. This is a Potion of Speed. You can drink it at any time, except during a combat. Its effects will last for just one combat – the first one which takes place after you have drunk it. For the first three rounds of that combat, you are empowered to strike twice at your enemy. Your first attack is resolved normally; for your second attack, you roll dice to determine Attack Strength as normal. If you have the higher Attack Strength, your second attack inflicts damage. If your opponent has the higher Attack Strength, he manages to parry or dodge your second attack, but he can't himself attack you. A valuable potion – use it well! Now turn to 120.

381

The Tower of Airy Light has wonderful ice gargoyle ornamentation, superb baroque guttering and cornices, a delight to the eye! Beams of colour flicker inside – which makes you a little apprehensive – but you open the door and peer inside. The simple chamber you enter is roomy, and the chill of the wind blowing outside does not penetrate here. You see that there are beams of light of various colours here, but there are no doors or stairs; so you guess that they must be teleporting beams. If you want to explore this Tower, you're going to have to try them out. Will you:

- | | |
|---|-------------|
| Enter the blue light beam here? | Turn to 364 |
| Enter the green light beam here? | Turn to 15 |
| Think better of it and search another part of the Ice Palace? | Turn to 23 |

382

With foul breath reeking from its gaping maw, the monstrous worm is only too glad to find a creature so eager to be its dinner! Fight it normally.

POLAR WORM SKILL 9 STAMINA 11

If you win, you can spend some time cutting up the corpse in order to look for unexpected treasure in its guts (turn to 73) or continue your journey (turn to 282).

383

You place the incense-burner on an ice ledge near the organ, and the incense within it begins to smoke gently. Perfumed, cleansing, blue-white vapours rise gently into the air, and the Elven spirits are greatly pleased. They murmur gently to one another about the resanctifying of their

cathedral, and the High Priest of the group comes forward and pronounces a blessing upon you. Gain 1 LUCK point, and you can regain 1 SKILL point if you have lost any SKILL points during your adventure. Turn to 56.

384

You kill the Dark Elf, who slumps to the floor, a dark pool of blood spreading across the ice. Killing a surrendering creature in cold blood like this is an evil act. Lose 1 point of HONOUR and turn to 310.

385

You enter an antechamber leading into a larger, brighter chamber beyond. You can dimly make out an ice anvil and tools in the distance but, before you are able to move in that direction, a wave of intense cold hits you. It is very, very cold indeed in here. If you want to use a spell, turn to 332. If you don't want to, or can't, use a spell here, turn to 115.

386

You flee down the stairs and passages and make your escape, running as far as you can, and then hiding behind a cover of rocks. The Sphere glows a brilliant orange and then explodes in a ball of flaming rock. You have succeeded! Or so you think, anyway; turn to 114.

387

The wretched creature hangs around all morning; by afternoon, snow is beginning to fall, lightly at first but then much more heavily. Your excessive caution has cost you a full day; you must eat another meal and spend another night in this cave. Turn to 308.



388

You walk up the wide stone stairs as quietly as possible, ducking into an alcove and hiding just in time as a snake-headed Demon and a gibbering frog-like underling come slithering past. You don't want any trouble with minions, you're after the main targets here. You sweat in the heat, which gets worse with every breath you raggedly draw as you clamber up the interminable steps. The heat and noise seem to grow ever greater as you reach a heavily banded and reinforced blackwood door. You force the door and rush in, hoping to achieve surprise on the occupant. You aren't going to be lucky on that score at least.

Beyond the door lies a chamber shaped like the inside of a sphere, the only exit from which is another set of steps across the room, leading upwards. In the middle of the room stands a three-metre-tall, jet-black stone colossus, with huge fists capable of smashing a man in half. The Golem's trunk-like legs of veined black stone end in smooth spheres, which allow it to glide around in this chamber. You can hardly hope to do the same. You've got two realistic choices here. Will you use a Potion of Flying, if you have one, to try and get past the Golem to the opposite steps and then use some other strategy (turn to 227)? If you don't have a Potion of Flying, you will have to fight the Golem (turn to 296).

389

You strike the Dark Elf with your weapon and distract him from his spell. Turn to 35 to complete this combat, and you may subtract 2 points from the STAMINA score given for your opponent in that paragraph.

390

You sneak past the corpses lying on the slabs, blue-grey with the cold, and reach the far door without mishap. You fling it open; turn to 79.

391

Without any magical cover you fly upwards towards the Tower. Now you must *Test your Luck*. If you are Lucky, turn to 153. If you are Unlucky, turn to 307.

392

The Dark Elf's robe is an ordinary one, worthless to you. His dagger, unfortunately, has a grip designed for Elven hands. Yours won't fit it, and a needle slides from its hilt and burns acid into your hand. You yelp in pain and drop the hateful thing. Deduct 2 points from your STAMINA. What will you do, now that you can take the Dark Elf's keys? Will you:

- | | |
|--|-------------|
| Open the door at the top of the stairs? | Turn to 164 |
| Open the door in the basement? | Turn to 45 |
| Leave and search somewhere else in the Ice Palace? | Turn to 23 |

393

Deduct 2 more meals from your Provisions, and you realize this is pointless. The bear has a huge appetite and it gulps down your rations in less than a minute, and then it's following you again! You're either going to have to fight the bear (turn to 244) or evade it by climbing a tree (turn to 96).

394

You waste a crossbow bolt firing at the chain – but your chances of hitting a chain less than 2 centimetres thick at this range is minimal and, even if you do hit it, you can't possibly sever a metal chain! You can try using a Potion of Flying, if you have one (turn to 22), or a Linkcut spell if you know one (turn to 249); or you can abandon this effort and take the stairs back down (turn to 57).

395

Roll two dice and add 1. If the total is less than or equal to your SKILL, you slip and slide down the ramp, but safely. If the total is greater than your SKILL, you lose your footing and fall, banging your hip on hard stone and winding yourself at the same time. Deduct 3 points from your STAMINA. Turn to 370.

396

When you kill the bear, the carcass slowly changes back into the form of a barbarian! Cursed with were-bear form, the poor wretch was a victim of a form of lycanthropy. What other curses may these lands hold?

You check through the trapper's possessions. He has a pile of furs, which you scarcely need, a pouch with 6 Gold Pieces, which you may take if you wish, enough food for 3 meals, which you may carry on his sled as extra Provisions, and a pile of snares and traps, ugly, cruel things. There is also a heavy bag of salt, which you can carry on the sled for now; but if you leave the sled, you must carry this as a Possession if you want to take it with you. You harness the dogs and set off, glad to have some help on your journey at last. Turn to 306.

397

You are back at the ground-floor chamber of the Tower of Airy Light. Will you:

Enter the blue beam here?

Turn to 364

Enter the green beam here?

Turn to 15

Think better of it and search another part of the Ice Palace?

Turn to 23

398

You move around to the far side of the Sphere, doing what any sensible person trying to sneak up unobserved would do - which is precisely why there is a guard here, of course. Suddenly a pair of skeletal talons tear at your back; deduct 2 points from your STAMINA. If you are still alive, you turn to face a grinning, robed, skeletal figure rending at you, and you must fight it.

DEMONIC SERVANT

SKILL 8

STAMINA 7

If you win, turn to 344.

399

You just didn't see the cowed, robed figure poised in mid-air quickly enough; he was obscured by a puff of smoke, and he fires a Lightning Bolt spell at you. You are struck by a crackling forked bolt which burns you and racks you with agony for a few seconds. Deduct 5 points from your STAMINA. If you are still alive, turn to 65.

400

The Elf-spirit turns to you. Elokinan is so radiant with light that you can only just make out the features of his wise and

kindly face. He whispers softly to you as you manage to get to your feet. 'You have saved Allansia from that wretch, and probably most of Titan. There's a Demon who may come looking for you, but I believe I may be able to do something about that. I owe you this, for, by your destroying Zeverin and his evil, the last of the strands of Fate holding me in this world are broken. I am free,' and the spirit's voice breaks with emotion at his release. Elokinan is beginning to fade into the spirit world, but his last act is to place his hands on your forehead for a few seconds. They are cool, and you seem to feel a spring breeze round you, carrying scents of green shoots and earth and new life. 'Relem will never find you,' Elokinan smiles, 'not in a thousand years.' And then he is gone.

Not far away you see a thin plume of smoke; a few score stumbled steps takes you to a trapper's hut in the near distance. You smell food cooking; maybe some will be spare and there will be a bed for the night for you. You take a last look at the cloud of smoke rising from the debris of the Tower; you think back over your completed quest and turn on your heel, to find a friendly smile on the face of the man standing outside the hut. 'You look done in,' he says. 'Could you do with some hot food?' The prospect has never seemed so good.



