

# The Travelers of Ice



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CHOOSE  
YOUR OWN  
ADVENTURE

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# Introduction

After your battle with the warriors of flame, you realize you need to make more allies. You send a letter to the unknown southern kingdom proposing an alliance and receive an invitation to visit to discuss it. You agree and are now traveling to the south.

You start of your adventure with 10 health, 7 hit chances, and 5 skill. When fighting, at the start of each round your roll two six-sided dice. If the number is lower of equal to your hit chances, then you get to hit. You deal damage equal to your skill. If the roll is higher that your hit chances, then the opponent gets the hit. They deal damage equal to their skill. The battle ends when one person loses all their health. The enemy's health and skill will be shown on the page when you fight them.

# **1**

You are in a carriage traveling to the unknown palace. Suddenly, a wheel from the carriage spins out of control. Your carriage has crashed into a roadside tree. As you wonder off to see a dusty engraving in the ground. A secret tunnel emerges! If you want to go down the secret tunnel, turn to 67. If you would rather continue your original path, turn to 42.

# **2**

You manage to climb the mountain again! Turn to 15.

# **3**

You die a horrible death as liquid metal fills your lungs.

## 4

You desperately try to escape. Lose 2 skill. Then roll two six-sided dice. If the total is higher than the sum of your current hit points and skill points, turn to 26. If it is equal or lower, turn to 96.

## 5

You try to break the glass and hit him, but he dodges most of the glass, only taking a small injury. You jump down and fight the king: health 10 skill 5. If you win, turn to 29.

## 6

You manage to injure 5 guards with the falling chandelier. Gain 5 guard points. Now you jump down into the other room to face the king: health 12 skill 5. If you win, turn to 29.

## 7

That isn't the correct activation word. Turn to 79.

## 8

The road ends at a zoo. If you would like to enter the zoo, turn to 21. If you don't, the village ends.

Turn to 92.

## 9

While you are struggling with the castle gate, you hear a sound and look up. The last thing you see is a pot of boiling oil being emptied on your head.

## 10

You say the activation word as loudly as you can. It works! The antidote potion starts frothing and you drink it quickly. Gain health up to 25 – you are no longer poisoned. Now, you head off to the palace to get your revenge! The guards are surprised to see you walk up to them, but you will still have to fight them, though. Collectively they have health 10, skill 3. If you beat the guards, turn to 47.

## **11**

There is nothing in this room apart from a table with a candle stick in the middle and a cracked wall on the right side. Suddenly the door closes behind you! You panic, and accidentally knock over the candle stick revealing that on the table there is a keyhole. If you have a secret key, turn to 41. If you don't turn to 24.

## **12**

That isn't the correct activation word. Turn to 79.

## **13**

That isn't the correct activation word. Turn to 79.

## **14**

The palace doors open. Inside, there are many people, including one guy who is guarding the entrance to the throne room. As soon as he sees another crown, he sounds the alarm. If you have a rope, turn to 89. If you don't, turn to 80.

## 15

There is a small hut at the top of the mountain.

Guarding it are two men wearing uniforms  
emblazoned with the words “travelers of ice”.  
Act as if the two guards are one: health 5 skill 5.

If you win, gain 3 health and turn to 39.

## 16

That isn't the correct activation word. Turn to  
79.

## 17

You manage to escape the pack of hounds! Roll  
one six-sided die. Lose that much health from a  
scrape that a hound managed to inflict on you.

Now you decide it's best to head off to the  
mountains. Turn to 33.

## 18

That isn't the correct activation word. Turn to  
79.

## **19**

You land on your head and crack your skull. You cry out for help, but in the end, vultures eat your body. Your adventure ends here.

## **20**

That isn't the correct activation word. Turn to 79.

## **21**

The zoo is abandoned. You soon realize why when a big, yeti raises it's club: health 4 skill 5. If you win, you come to the end of the village. Turn to 92.

## **22**

You lose balance and fall... you wake up. You are surrounded by hounds! Luckily, they don't yet know that you are alive. If you have met some hounds before, turn to 64. If you haven't, turn to 2.

## **23**

Your answer could be right! Add up all of the vowels in your word, using this pattern: A=1 E=2 I=3 O=4 U=5. Then turn to the paragraph which you get. If you get it wrong, turn to 79.

## **24**

You find yourself locked in and unable to find any exit. You starve to your death in the small room. Your adventure ends here.

## **25**

You look in a nearby cave and luckily you see a code marked on the wall: **B**. You guess that that is part of the activation word for the antidote. Then, a caveman shouts at you and attacks. Health 8 skill 3, If you win, turn to 43.

## **26**

The hounds rip your flesh off your bones. You die miserably... your adventure ends now.

## **27**

That isn't the correct activation word. Turn to 79.

## **28**

As you walk closer, the skeleton is asleep. You search in his pockets to find some hiker's boots. If you would like to turn back and open the door if you haven't already, turn to 11. If you would rather continue on your current path, turn to 78.

## **29**

You step over the king's corpse. You have completed your mission! Turn to 53.

## **30**

You are starting to get freaked out about all of the cobwebs, and you think that it is best if you leave the house. Turn to 70.

## **31**

That isn't the correct activation word. Turn to 79.

## **32**

You slip out the doors without the hounds noticing you. You sigh. Turn to 99.

## **33**

The mountains are steep. If you have some hiker's boots, turn to 90. If you don't, turn to 22.

## **34**

That isn't the correct activation word. Turn to 79.

## **35**

Walking carefully around the pit, you open up the chest. Inside is a sapphire with an engraved letter on the side: A. you take the sapphire and remember the letter. Now, as you continue, two earth elementals emerge from the earth. They seem to be fighting each other. If you would like to help the one on your right, turn to 84. If you would like to help the one on your left, turn to 76.

## **36**

Finally, the remaining guards surrender to your superior skills. Turn to 100.

## **37**

The guards burst in! the first guard attacks; health 1 skill 6. If you win, gain a guard point and turn to 63.

## **38**

Standing up again, you see the pit is full of lizards advancing on you. You see a hook on the pit wall. If you have a rope, turn to 61. If you don't, turn to 59.

## **39**

Have you got a hut key? If you do, turn to 72. If you don't turn to 93.

## 40

As you leave the palace, your throat starts to hurt. Once you are outside the doors, you realize that you have been poisoned by the other king.

You have to use your antidote to cure the poison, but you don't know the activation word for it. You need to search for clues. If you want to go to the caves, go to 25. For the peat bog, turn to 75. To search in the village, turn to 91.

## 41

The cracked wall falls to reveal another path!

You get to the end of it to find a key labeled "hut". Now, if you have fought a skeleton, turn to 78, going back and walking down the path. If you haven't, you must fight the skeleton. Turn to 55.

## 42

There are some stairs leading down on your right. You step down them. Turn to 88.



## 43

Going further down the cave the brightness seems to darken a bit. Using your torch, you manage to make out a figure! It is a troll. For this battle only, you will have to lose 2 hit chances. The troll can't really see so his skill is lower than normal. Troll: health 2 skill 4. If you win, turn to 74.

## 44

The guards charge in and think that you are their king and the corpse is you! They congratulate you and go back to their duty. Turn to 100.

## 45

The dwarf drops a small key that is labeled “secret key”, and a torch. Now, you continue down the path to find a door to your right, and a skeleton to your left. If you would like to fight the skeleton, turn to 28. If you would rather open the door, turn to 11.



## 46

Gain one guard point. If you have at least ten guard points, turn to 36. If you don't turn to 63.

## 47

Have you got a complete palace key? If you do, turn to 14. If you don't, turn to 9.

## **48**

You loot the elemental to find a ruby! Now you can go to a place that you haven't already been to: the caves? Turn to 25. The village? Turn to 91. If you think you know the word to say, turn to 95. If you have been everywhere but don't know the activation word, turn to 85.

## **49**

That isn't the correct activation word. Turn to 79.

## 50

As you are chatting, you notice a note on his robe. You decipher this: when you get all the letters, put them in alphabetical order, and swap the last two letters. You also see a big U on his napkin. Taking in the knowledge, you leave the palace and head back. Suddenly, you feel a sharp pain in your throat! You have been poisoned! You will have to use your antidote, but you don't know how to activate it. Now, you can try to find clues to the activation word. If you would like to look in a nearby cave, turn to 25. If you would rather search the peat bog, turn to 75. If you would like to walk to the village, turn to 91.

## 51

That isn't the correct activation word. Turn to 79.

## 52

After a few seconds which you spend looking at the interesting house structures, a trader walks past you. He is willing to trade a ruby for a diamond. If you make the trade and wish to visit the shop again, go to 65. Otherwise, you keep following the path. Turn to 69.

## 53

The guards are trying to get in. if you would like to wait, ready to fight, turn to 37. If you would rather sit on the throne, turn to 44.

## 54

There is a room with a chest! Before you can open it, an elf flies on to you! Health 6 skill 4. If you win, turn to 60.

## 55

Skeleton stats: health 4 skill 5. If you win, turn to 78, continuing down the path.

## 56

Lose 1 hit chance. Now, you can either get up and fight, turn to 82, or you can try to escape without alerting the dogs, turn to 4.

## 57

Inside the backpack there is a palace key. Turn to 30.

## 58

That isn't the correct activation word. Turn to 79.

## 59

You have to fight the lizards. Health 9 skill 2. If you win, turn to 94.

## 60

In the chest you find nothing. You look closer to see a letter that reads:

**MEET AT THE HUT ON THE MOUNTAINS  
FOR THE MEETING**

You are a bit unsure about who it is for, but you head off, going right, turning to 88.

## **61**

You manage to hook the rope into the ring and climb out of the pit before the lizards get to you.

Gain 2 skill. Turn to 35.

## **62**

Gain 1 skill and lose 1 health. Now, you run on top of the king. Turn to 5.

## **63**

Another guard attacks: health 2 skill 6. If you win, gain a guard point and turn to 83.

## **64**

The hounds know your pretending tactics. They close in for the kill... your adventure ends here.

## **65**

You trade the diamond for the royal sword and continue down the path. Turn to 69.

## **66**

That isn't the correct activation word. Turn to [79.](#)

## **67**

You descend the steep steps and meet a fork! If you would like to go left, turn to 54. If you would like to go right, turn to 88.

## **68**

That isn't the correct activation word. Turn to [79.](#)

## **69**

Now, you see an abandoned house. You enter it to find a small trapdoor and a backpack. If you would like to peek inside the backpack, turn to 57. If you would rather open the trapdoor, turn to 73. If you want to leave this creepy place, turn to 70.

## 70

Continuing down the path there is an old, tattered letter on the floor. Every letter from it is faded apart from the letter **O**. Now, there is a slope as the road curves upwards. You finally get to one of the higher parts of the village. If you would like to enter one of the houses, turn to 86. If you would rather continue, turn to 8.

## 71

That isn't the correct activation word. Turn to 79.

## 72

Gain 5 health. The hut opens and you see many people gathered around a table! They are all wearing the same uniform, the travelers of ice!



You remember reading about them. They are a group of healers who travel everywhere, and they can heal any poison. When they see you,

they all sit up, out of their chairs. You explain that you are looking to see the king and you are actually the king of the western kingdom. They don't seem to buy it, but they decide to help you out. They hand you bottle with a piece of paper attached that says: antidote-the travelers of ice. One potion to cure any poison. You thank them and head off to the palace. Before you go, one of the travelers of ice says that to activate the antidote, you have find out and use the activation word. When you get to the palace, the guards immediately let you in. The king is at the table and smiles as you enter the room. Drink! He says. You don't want to be rude, so you have a glass. If you would like to leave the palace now, turn to 40. If you would like to chat with the other king, turn to 50.

## 73

There is a hungry dog! You shriek as it pounces on your face. Lose 1 skill and 2 health. After you manage to kill the dog, you look inside the trapdoor again. Searching around, you see a part of a palace key, but you still need to find the other part of it. Turn to 30.

## 74

Behind the troll, there is a diamond with a note stuck on to it, and a rope. You take the note off and read it aloud: T. you pick up the diamond and continue through the cave. You can also take the rope if you want. Finally, the cave ends. Now, you can visit a place that you haven't already been to: the bogs? Turn to 75. Or the village?

Turn to 91. If you would rather guess the activation word for the antidote, turn to 95.

Otherwise turn to 85.

## 75

In the bog, you think you see a random chest, but as you run over, you fall into a deep pit! You fall hard and hit the ground. Roll a six-sided dice. If it is a one, turn to 19. If it is any other roll, take that much damage and turn to 38.

## 76

You soon defeat the other elemental. In return for helping him defeat the other elemental, the elemental gives you the loot which he found in the bog! Gain a ruby. Now, you can go to a place which you haven't already been: the caves? Turn to 25. The village? Turn to 91. If you think you know the word to say, turn to 95.

## 77

There is a young, energetic lady inside the building. She will trade a diamond for the royal sword, and she will give you a sapphire if you give her a silver coin and she will buy a ruby from you in exchange for a silver coin. You can trade, sell, and buy in whatever order you want. You can only make a deal once if you have the items. Once you have finished, you continue along the path. Turn to 52.

## 78

The path gradually steers upwards, and you step out on to the southern unknown kingdom... in the kingdom, there are three places which you can go to, the forests, the mountains, the palace. You decide not to visit the palace right away, because you don't think you are ready to see the other king yet. If you have some information on where to go, you would want to go there. If you want to go to the forests, turn to 98. If you would like to go to the mountains, turn to 33.

## **79**

Suddenly, the pain in your back gets worse. It spreads all around your body. You try to breathe, but your throat is closing. You soon die painfully.

Your adventure is over.

## **80**

The guards come, surround, and kill you. Your adventure ends in the unknown palace.

## **81**

That isn't the correct activation word. Turn to 79.

## **82**

You are outnumbered 1000 to 1. The hounds slowly rip you apart. You cry out for help, but it only attracts more hounds. Your adventure ends here.

## **83**

Another guard attacks: health 1 skill 5. If you win, turn to 46.

## **84**

As you deliver the killing blow, the elemental you helped doesn't seem grateful. Instead it now turns on you! Health 7 skill 1. If you win, turn to 48.

## **85**

You now have nowhere left to look for clues. In despair, you sit down and you start to feel faint from poison. The pain in your back becomes excruciating and your throat closes up. Your adventure ends here.

## **86**

Inside the house, you search and find a piece of a palace key! If you have already got a complete palace key or not even a piece of a palace key, you can't pick this up. If you have a piece of a palace key, you manage to fit them together.

Gain a complete palace key. Now turn to 8, following the road onwards.

## **87**

That isn't the correct activation word. Turn to 79.

## **88**

In this room there is a dwarf who attacks you!  
Health 7 skill 2. If you win, turn to 45.

## **89**

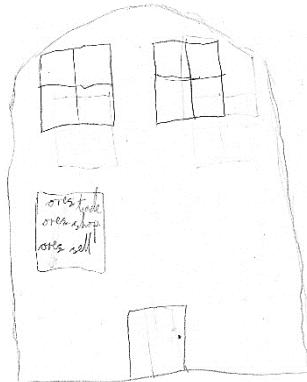
Before the guards can come, you hoist yourself up to the second floor using your rope. You smash one of the windows (take 5 damage) and escape to the roof without anyone seeing you. Gain 1 hit chance and 1 skill. Now, if you would like you to run above the throne room, turn to 62. If you would rather smash a chandelier to kill some guards, turn to 6.

## **90**

You climb the mountain successfully! Turn to 15.

## 91

On the main street of the village is an ores shop!  
A poster advertises it saying  
ores trade ores shop ores sell



if you would like to enter, turn to 77. If you would rather continue, turn to 52.

## 92

You eat some rations and gain 10 health, but the poison is still inside you. You have to go to somewhere you haven't been to find more clues. To go to the bog, turn to 75, or the cave, turn to 25. If you want to try guessing the word, turn to 95. Otherwise turn to 85.

## **93**

The wind starts to pick up. You look down at your fingers to find that you have got frostbite!  
You slowly die of cold.

## **94**

Stepping over the dead lizards, you clamber out of the pit and return to the bog. Turn to 35.

## **95**

You are ready to guess the activation word. To guess, you must rearrange the letters you have found into the word as previously instructed.

Take the first, second and fifth letter of that word and add their values as follows: a=1 b=2 c=3 d=4 e=5 f=6 g=7 h=8 i=9 j=10 k=11 l=12 m=13 n=14 o=15 p=16 q=17 r=18 s=19 t=20 u=21 v=22 w=23 x=24 y=25 z=26. The paragraph number is the one which you worked out. If you get the wrong answer, turn to 79.

## **96**

If the roll was 11 or 12, turn to 17. Otherwise turn to 32.

## **97**

That isn't the correct activation word. Turn to [79.](#)

## **98**

You quickly get lost in the forests. You hear a snarl and a hound pounces on you...

You wake up. You are in a basement with lots of hounds! Will you try to take them on, (turn to 82) or will you pretend that you haven't woken up (turn to 56)?

## **99**

Gain 2 hit chances and lose 1 health. Now you climb the steep mountain. Turn to 33.

**100**

CONGRATULATIONS! YOU HAVE KILLED THE  
OTHER KING AND MADE PEACE WITH THE  
SOUTHERN UNKNOWN KINGDOM AT THE SAME  
TIME!



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three books?

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