



The Caverns of Kalte

Joe Dever, Gary Chalk (Illustrator)

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You are Lone Wolf - last of the Kai Lords.

Shocking news has just reached your homeland that Vonotar the Traitor still lives and now rules over the Ice Barbarians of Kalte. The King has vowed to your people that Vonotar will be brought to justice for his crimes.

But it is a promise that only you can fulfil. In THE CAVERNS OF KALTE, you must brave the terrible dangers of the ice kingdom in your quest to capture your most hated foe. But be warned! It is a challenge that will test your skill and endurance to the very limit.

The LONE WOLF adventures are a unique interactive fantasy series - each episode can be played separately or you can combine them all to create a fantastic role-playing epic.

The Caverns of Kalte Details

Date : Published July 1st 1985 by Pacer Books (first published September 24th 1984)

ISBN : 9780425093573

Author : Joe Dever , Gary Chalk (Illustrator)

Format : Paperback 353 pages

Genre : Fantasy, Games, Gamebooks, Role Playing Games, Fiction

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Tonari says

I had some difficulties with the Kalkoths (died a couple of times), the polar setting did not appeal me very much, but it was quite funny. Anyway why on earth does Lone Wold need to go to the north pole just before winter? Can't he wait till spring at least?

Mathew Walls says

This is the book sort of sets a trend for the later ones that I'm not a huge fan of, which is breaking the story up into two distinct sections - in this case the journey to Ikaya and then Ikaya itself. The first part feels a bit too much like an extended prologue, and it leaves too little time for what I would call the main attraction. It is better than book two though, because there're plenty of branching paths and very little unavoidable bullshit. Still a couple of dead man walking scenarios though, which is not great. But it's a solid entry in the series. You really see how ludicrously overpowered the Sommerswerd is though. The only fights that are at all challenging are the venomous creatures that can kill you in one hit, and that's kind of cheating in my view.

Susen liest says

Wieder ein spannendes Abenteuer aus der Feder von Joe Dever. Mein Charakter durfte sich durch das Eis kämpfen und es erinnerte mich sehr an die Lektüre von "Terror" oder "Der Berg". Wettertechnisch also das perfekte Spielbuch für die kalte Jahreszeit. Kann es kaum erwarten, meinen Charakter in den nächsten band zu führen. Das Abenteuer kann weiter gehen!

Michael Kelly says

The Lone Wolf series is growing on me as it progresses. Book 2 was MUCH better than book 1, but still had a couple of really annoying features. This third book is a little better again. I did discover one maddening circumstance, but I'll let it go.

There was a much better sense of the passage of time in this book, as the expedition proceeds across the icy wastes towards the fortress where the traitor wizard Vonotar is holed up. There's a great sense of place too, really conveying the sense of arctic conditions.

The caverns themselves contain glimpses of the past of this fantasy world, starting to fill in the wider details. I guess this is one benefit of a continuing story like this series: each book expands and deepens the lore. Maybe that explains why I'm finding them less lightweight as they go on.

There was surprisingly little combat in this volume. The encounters themselves were interesting, especially the climactic one. But I only had five actual fights, and thanks to the overpowered Sommerswerd all but the

very last one resulted in instant kills, wiping out my enemies in a single combat round (the last creature took two rounds, but I still didn't receive a single scratch in combat throughout this book).

I did enjoy this one, though, and now have optimism for book four.

Gianfranco Mancini says

Una passeggiata in confronto al secondo libro, tuttavia vi conviene ricominciarlo se non trovate l'Elmo D'Argento: uno dei migliori Oggetti Speciali di tutta la saga.

Consiglio: mai liberare stranieri incappucciati prigionieri dentro una stella magica a cinque punte....

Michael says

After all the difficulties getting through the first two books, this one seemed easy. All books in the series free and online in a game-book player here: <http://www.projectaon.org/staff/eric/>.

Death Count:

Book 1: 10 attempts

Book 2: 12 attempts

Book 3: 2 attempts

David says

This is kind of like a sidequest or intermission in the Lone Wolf series. The writing and story is good and there are surprising plot twists. There are several different paths that lead to the end. Overall, the pace of this one feels less urgent than the earlier two.

Thomas says

Beautiful landscapes, mysteries of ancients species of great powers, and labyrinthic castles. This is what seem to remain the most after the end. This is a good thing. Whereas in the first two books there were enough quirks that gave a bitter-sweet aftertaste, this one feels good from start to finish.

Overall, the book series depict a pretty standard heroic fantasy universe, but the frozen land-of-the-north twist in this one brings a certain enthusiasm to the reading.

From a gaming standpoint, the number of choices seem larger, with more consequences and diverging paths. With the weapon Sommerswerd at your side, though, the combats are way too easy, and if you add the Healing ability on top of that the book is a piece of cake but for the few choices that lead to instant death.

However, once more, the writing feel week on the time ellipsis. Even if Lone Wolf's hike is supposed to take around 20 to 30 days, it feels like only 3 to 5 days pass during the full length of the story.

Good reading, but probably not something someone would keep memories for decades, but still enjoyable enough for the time (if you are following the full series).

Wayne Mulley says

Redonkulous!

Eric says

After the defeat of the Darklords, Vonotar escaped to the frozen wastes of Kalte. He made his way to the ice fortress of Ikaya where, through deception, he tricked the cruel Brumalmarc into adopting him as his magician.

In *The Caverns of Kalte*, you must brave the terrible dangers of the ice kingdom in your quest to capture your most hated foe!

Rule #1 of Lone Wolf: If you ever begin your mission with a team of people, or aid of any kind, don't get attached.

I learned this lesson years ago after making my way through the first five or six books of the series, having watched dogs, pack animals, guides, and supporting characters die in all manners of dark, twisted, and horrific ways. It still makes me chuckle when I read how the King goes out of his way to outfit me for the hardships ahead, as if any of will make it past the first ten sections of the story.

Taking place one year after the event of the previous book, this entry sees the reader attempting to locate and arrest Vonotar the traitor in the vast frozen wastes of the north.

This is where Dever sheds his Tolkien influence and begins to adopt a more Lovecraftian one, most obviously *The Mountains of Madness*. There is great deal of combat in this book, particularly against poisonous creatures that kill you instantly if they deal any damage (this led to all three of my deaths, which all occurred in the same battle), making avoidance of combat often a necessity. With the Sommerswerd in hand from the previous book the battles were often decided before they begin, especially against undead foes. The exploration of the caverns was very enjoyable and I appreciated the attention to detail regarding finding and using items throughout. Better than the previous book as it felt tighter and more complete; a good addition to the series.

The new that Vonotar still lives spreads like wildfire through Sommerland. Thousands of Sommlending surround the capital and demand that Vonotar be made to pay for his treachery.

Statistics: 3 Deaths (all in same battle, all to poison)

2Karl Tessier-Ashpool says

Didn't feel as long as the previous book, but still great. Felt a little overpowered with the Sommerswerd, but hey, I earned my gear!

Tyler says

thriller

Taddow says

This was a better adventure than the previous one. The northern wastes, the ice barbarians and the ancient Caverns of Kalte were a great and unique backdrop and the author did a great job of describing the harsh and deadly atmosphere of not just the natives, but of the elements as well.

While I enjoyed the adventure, I found it a little too easy (though having the Sommerswerd provided a significant benefit and I'm interested in seeing how the rest of the adventures in the series goes with the magical sword because in my first attempts at them decades ago I did not have the sword and thought they were a challenge indeed). The tromp through the ice fortress itself didn't seem too demanding and I was hoping for a little more for the final battle.

Hayden Lane says

This one was (and upon reread still is) my least favorite of the original Kai series. I still liked it, especially the departure from the Tolkien-style idyllic-always-nice Summerlund setting to the frozen Arctic wasteland of Kalte, bringing with it environmental hazards like blizzards and snow blindness and avalanches and freezing to death. It really felt like the surface was a dangerous wilderness out to kill you at every turn (as it should feel). And the caverns felt like a labyrinthine ice castle where a lot of cool treasures (that I probably missed most of) were hidden. However, it felt like the underground lead up to the caverns themselves was too dependent on randomness (or happening to find the right item in the right order) rather than skill and smarter playing. So it's my fault I didn't fall into the crevasse early enough to find the Blue Stone Triangle so I could open the door before the monster that kills you automatically if you take any damage at all in the fight gets to you? Got it. Die. Then make less smart survival choices on the surface on the next playthrough (though I actually did survive that encounter damageless one time.)

Zaratoth says

Just finished the third part. Generic fantasy of the '80s, sure, but at least well written and presented. The

second book, though it had it's moments seemed weaker to me than the first, so I had my doubts about the quality of the third. Even though I gave both the second and this one four-stars, it should be more like 3-and-a-half for the second and 4-and-a-half for this one. A frozen landscape full of mysteries and a ruined castle with ancient secrets waiting for you to explore. I couldn't ask for more.

About the deaths, I don't like to start again, even from the same book (not to talk about the whole series), because I would like to experience the epic as a whole, but to keep fair, I keep statistics of how many time I should be dead in each book. Up until now, I died once in each book, mainly from wrong choices than from battle. At least I keep the death rating as low as possible.
