

The Times of Darkness



By Mark Scott

CHOOSE
YOUR OWN
ADVENTURE

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Introduction

The King of your kingdom decides to give his role to you, the best knight in the kingdom. Before he can, a mysterious mage traps him in “the maze of darkness”. Pick your spells, defeat monsters, heal yourself, and the throne shall be yours!

Please decide your damage spell:

Spell	Fire ball	Freeze	Blade	Mass
Action	3 damage and you lose 1 health	1 damage and you gain 1 health	1 damage	2 damage and you lose 1 health
Uses per battle	1	1	3	2

Please choose one heal spell:

Spell	Heal	Revive
Action	Gain 2 health	Gain 3 health
Uses per battle	3	1

You have 10 health to start off with, but no gold. Maximum or full health is 15. All enemies will have a sword damage, meaning how much damage they deal on their turn, and a return damage, meaning how much damage they deal you if you run out of spell uses. If you do, take the return damage and reset the spell uses to the normal which is shown above. When you take the return damage, act as if they used up their turn dealing you the damage. In a battle, you can pick if you would like to hit first, or second. If you hit second, you can heal yourself once after the battle if you still have a use. Keep battling until one person dies. Now you are ready, turn to 1 to begin...

1

You enter the labyrinth and follow the twisting path round many bends. Finally, you find a fork in the path! You peer down each path but cannot see beyond the first bend. Which way will you turn?

Right – go to 6. Left – go to 12.

2

The door is locked! If you have a key of water, turn to 21. If you don't, you walk to the fort. Turn to 18.

3

Do you have a dagger? If you do, you slice the king's chains open. Turn to 26. If not, the wizard of darkness re-forms. Gain 10 health. Turn to 8.

4

Your legs are tired as you come to a dead end. lose 2 health. You turn back and go down the small passageway. Turn to 19.

5

Gain 20 gold. If you want to go to the second floor, turn to 22. If you want to leave, turn to 36.

6

You turn a corner and approach a fountain. Do you have a coin and if so, do you want to throw it in? If so, turn to 20. If you want to continue past, turn to 15.



7

Inside her little purse, you find ten light shards. Now turn to 13.

8

The wizard of darkness is ready to fight. Enemy stats: 7 health, sword damage 2 and return damage 3. If you win, gain a dagger and turn to 3.

9

If you would like to check the treasury, turn to 2. If you would like to go to the fort, turn to 18.

10

The doors yawn open. Standing in front of you in the wizard of darkness. Status: 7 health, sword damage 2, return damage 3. If you win gain a dagger and turn to 3.

11

Darkness pours out of the chest. You slowly get drowned in the dark. Your adventure ends here.

12

You find a little gold coin! Will you go back and go right (turn to 6), or do you want to continue (turn to 28)?

13

The path leads you to the back of the castle of darkness, home to the wizard of darkness. You see a pane of glass is missing. If you have a pane of glass, turn to 10. If not, turn to 16.

14

Trader stats: 5 health, 1 sword damage, 3 return damage. If you win, you keep following the path.
Turn to 7.

15

The path leads straight until you notice a small passageway. If you want to keep following the path, turn to 19. If you want to walk down the small path, turn to 4.

16

It seems you have failed your mission. You decide to barge the door down. Lose 2 health and fight the wizard of darkness: 5 health 2 sword damage and 4 return damage. If you win, turn to 3.

17

The guard examines your pass before letting you in to a massive fort. Turn to 18.

18

The fort is quite quiet. If you would like to enter the fort, turn to 27. If not, you walk past. Turn to 36.

19

The passageway is quite long and tiring. You stop to lean against the wall when you hear a click. A hatch opens and two chests appear. A sign in front of you reads that you should only open one chest. If you would like to open the fountain chest, turn to 37. If you would like to open the earth chest, turn to 25.

20

A key of water emerges from the top of the fountain.
You climb to retrieve it and put it in your backpack.
You continue onwards, turn to 15.

21

The door opens and reveals 90 small shards of light.
You try to fit them together. If you have some sticky
material, turn to 38. Otherwise you can't fit the
shards together. Turn to 18, towards the fort.

22

On the second floor there is a man selling health and
shards of light. 10 shards of light costs 20 gold. Full
health costs 30. You can buy both, if you have the
money. In the end, you leave the fort. Turn to 36.

23

You open the gates. Turn to 3.

24

The path is very long. Turn to 29 and lose 1 health.

25

You find a fort pass! If you would like to open the other chest, turn to 11. If you would rather continue, turn to 34.

26

The king gets up and thanks you. He also asks you the way out! Turn to 40.

27

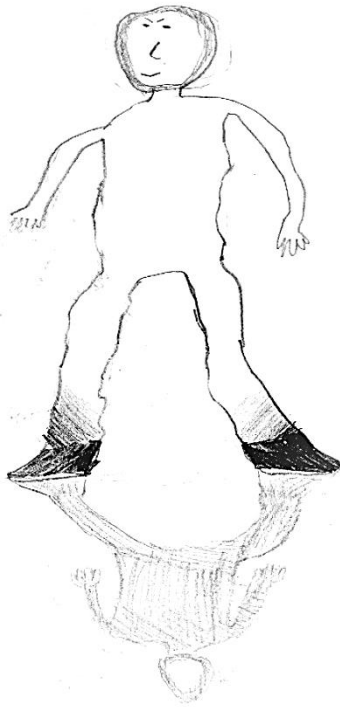
You notice 20 gold lying on the floor. If you would like to pick it up, turn to 5. If you would like to go up the second floor, turn to 22. If you would rather leave the fort, turn to 36.

28

You continue forwards and stop to find a small passageway leading right. Will you continue on the main path turning to 4, or will you go down the passageway turning to 19?

29

The path twists and turns, until you see sixteen heavily armed guards. They have not seen you. If you would like to charge, turn to 33. If you would rather go back and turn right turn to 32.



30

Battle the fort guard with health 5, sword damage 1, and return damage 4. If you win turn to 9.

31

There is a trader walking to the fort. She says that she left 20 gold pieces in the fort. If you picked them up, turn to 14. If you didn't, you continue down the path. Turn to 13.

32

The path is clear. Turn to 13.

33

Do you have one whole pane of light glass? If you do, the enemies dissolve into the air. Turn to 23. If you don't the monsters circle around you, 16 swords are drawn, and 16 damage is dealt. You die!

34

Past the secret chests there is a door to your left labelled treasury. Suddenly a guard calls you over. Do you have a fort pass? If you do, you show him it (turn to 17), if you don't, he draws his sword (turn to 30).

35

A second room opens. Inside there is a big chest in front of you. You open the chest and find 30 gold. Next to you there is a door leading to the fort. You open it and step out. If you would like to explore the fort, turn to 27. If you would rather leave, turn to 36.

36

There is a fork in the path. If you would like to right, turn to 31. If you would like to go left, turn to 24.

37

Inside the fountain chest you find a key of water and some sort of sticky thing you haven't seen before. If you would like to open the other chest, turn to 11. If you would rather continue, turn to 34.

38

The pieces stick together but you find out that the pane of light glass is not complete, it still needs 10 more shards. Turn to 39.

39

There is another door ahead of you. You can't use the same key twice. If you still have a key of water, turn to 35. If not, turn to 18, walking out to the fort with the incomplete pane of light glass.

40

CONGRATULATIONS!

YOU HAVE SUCCSESFULLY SLAIN THE WIZARD OF
DARKNESS, FREED THE KING AND RIGHTLY
DESERVED THE THRONE!

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YOU are the adventurer. Make decisions, battle
enemies, and the prize awaits...

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