

# The Wisdom of Water



By Mark Scott

CHOOSE  
YOUR OWN  
ADVENTURE

Illustrations by  
Amy Scott

# Introduction

After receiving the throne from the old king in reward for killing the wizard of darkness, you settle into your new life as king and rule peacefully for a few years. Then after a raging storm one night, a tsunami hits that devastates your kingdom.

Though many have died, you hear reports of survivors in the village, although luckily everyone inside the palace seems safe and the doors held... that time. You decide to round up the survivors and bring them into the palace, but you don't have much time – another wave may be on its way...

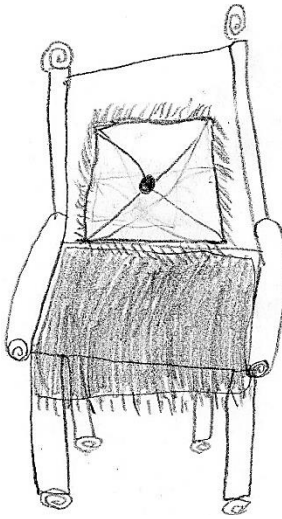
You start off with 5 experience and 10 health. When fighting, each round you deal damage equal to your experience. The opponent deals damage equal to the difference of your experience and theirs. Their experience and health will be shown on the page when you fight.

Before you get to the end of your adventure, you will be asked if you have freed the three survivors. Make sure you find them, or you will fail your mission.

NOW YOU CAN START...

# 1

You sit on your throne feeling uncomfortable, thinking of your next target. If you want to try to find something useful on the palace, turn to 23. Otherwise you climb the three flights of stairs to the top of the palace. Turn to 36.



# 2

In the room there is a skeleton! Health 5 experience 4. If you beat it, turn to 12.

### 3

A secret door opens. Inside a black creature is bobbing around. When it sees you, it dashes towards you. It is a curse! Lose 1 experience and gain a curse. You continue down the path, turning to 34.

### 4

As the man tries to open the safe, you hear a Ghost! The old man stands no chance against him, so you must fight. Temporally lose 2 experience because you must fight though the bars. The ghost has health 7 and experience 4. If you win, turn to 11.

### 5

There is a goblin! Health 6 and experience 6. If you win, turn to 8.

### 6

The palace doors burst open and water floods into the room. You get carried away... turn to 17.

## **7**

Do you have a curse? If you do, lose 2 health. If you don't, a hatch opens revealing 10 gold. Either way, you go back and open the left door. Turn to 5.

## **8**

There is nothing in the room apart from a corridor leading to the palace. You also loot the goblin. Turn to 21.

## **9**

Fight a zombie with health 5 and experience 1. If you win, the zombie was carrying a gold key which you collect. If you would like to fight the Orc, turn to 26. If you want to continue, you step over the dead zombie body and turn to 24.

## **10**

You have failed in your mission to rescue the survivors. You live a life of depression henceforth.

## **11**

The ghost dropped a cellar key! You tell the man to try the other key. You are soon out of the cellar. Before you leave, the man tosses you 10 gold. He also says:

Check second, not first, otherwise, you will be cursed.

Taking his advice, you follow the is a path ahead of you which is leading to the palace. Now you continue forwards. Turn to 13.

## **12**

There is a chest at the back of the room. You open it to find 10 gold and a golden key. You put them in your backpack and turn to 27.

## **13**

The path leads on. If you would like to check for secret passages, turn to 3. If you would rather continue, turn to 35.

## **14**

Continuing, the path widens. Two, ugly fingers come into view. A hairy, two-headed Orc, and a amorphous zombie. If you would like to fight the Orc, turn to 26. If you would like to fight the Zombie, turn to 9.

## 15

Infront of you is a door with a skull shape on it. If you would like to enter the room, turn to 2. If you would rather continue down the corridor, turn to 27.

## 16

You approach the palace! Your kingdom seems to be dry now. You meet the last survivor banging on the palace doors. Add one survivor point. If you now have 3 survivor points turn to 28. If not turn to 10.

## 17

You wake up in a cellar. There is a man who says that he can help you and he knows where the key is but the safe that is locked is locked. If you have a safe key, turn to 33. If you have an unused guards key, turn to 4. If you have neither, turn to 37.

## 18

Behind the dog's corpse there is a man chained to the wall. If you want to free them, turn to 38. If you want to leave the room without going near him.

You walk into the light; turn to 16.



## 19

There seems to be nothing in this room. If you want to check for secret passages, turn to 7. If you would rather go open the left door, turn to 5.

## 20

Suddenly the doors burst open and water floods in. The window smashes and you get carried out... turn to 17.

## 21

The goblin has 10 gold in a pouch. If you haven't already done so, open the right door, turn to 19. If you would like to continue down this passageway, turn to 15.

## 22

Do you have a guard's key? If so, turn to 32. Otherwise you try in vain to open the chest; turn to 20.

## 23

You find a guard's key, and 10 gold in the treasury.  
If you would like to spend more time gathering  
men, turn to 6. If you would rather continue  
searching, turn to 36.



## 24

For 15 gold, you can buy a Bronze key from a  
passing trader. Down the corridor there is a door to  
your right. You put your ears to it and hear a growl.  
If you want to enter the room, turn to 30. If you  
would rather walk towards the light coming from  
the end of the corridor, turn to 16.

## 25

You look over to see a small hill which has not been  
flooded. Another huge wave knocks you off the  
palace wall. After an exhausting effort, you manage  
to swim over to the hill and stand up. There are  
some steps leading downwards into the ground.  
You decide its best to go down. Turn to 13.

## 26

The Orc has health 8 and experience 5. If you win, gain a silver key and 10 gold. Now turn to 24, continuing onwards.

## 27

Passing by is a trader. Her trades are 35 gold for a silver key, and 5 gold for 2 health. You may only make each deal once maximum. You realize that she is a survivor from your kingdom, gain 1 survivor point. Once you have finished, you keep following the corridor. To your left, there is a door marked Bronze. You put your ear up to it and you hear a nobody. If you would like to enter, turn to 39. If you would rather keep moving, turn to 14.

## 28

You open the palace doors and everyone congratulates you as you lead the survivors into the palace. Turn to 40.

## 29

In the room there is an open closet with has lots of shirts and smart ties. There is also a locked chest at the back of the room. If you want to examine the chest, turn to 22. If you want to try some clothes on, turn to 35.

## 30

In the room there is a wild dog. Health 4  
experience 2. If you win, you notice there is  
somebody cowering behind the dog. Turn to 18.



## 31

A hatch opens! There is a chest that says bronze.  
You open it to find a bronze key! Now turn to 14.

## 32

The chest opens to reveal 30 gold and a safe key!  
You pick these up and turn to 20.



## **33**

You escape the cellar. You thank the man, and he also gives you 10 gold pieces. There is a path going to the palace. Suddenly the man mutters:

Check second, not first, otherwise, you will be cursed.

You take his advice and continue your adventure by following the path, turning to 13.

## **34**

There is a door on your right and a door to your left. If you would like to open the right door, turn to 19. If you want to open the left door, turn to 5.

## **35**

You try some on, but none of them seem to fit. Turn to 20.

## **36**

You find a small room with you have never come across in the palace. If you would like to investigate, turn to 29. If you would rather get to the top, turn to 25.

## **37**

You painfully sit, slowly starving to death in the cellar. Your adventure is over.

## **38**

The man's chains are locked with three padlocks, one gold, one silver and one bronze. Do you have a golden key, a silver key and a bronze key? If so, you free the man successfully; gain a survivor point. If not, try as you might you cannot undo his chains and you decide to leave. Turn to 16.

## **39**

The room is empty! If you would like to check for secret passages, turn to 31. If you would rather continue, turn to 14.

# 40

CONGRATULATIONS!

YOU HAVE SUCCESSFULLY RETURNED ALL OF THE  
SURVIVORS TO THE PALACE AND KILLED THE  
MONSTERS WHICH WERE KEEPING THEM  
PRISONER!

YOUR REIGN CONTINUES PEACEFULLY FOR MANY  
YEARS... UNTIL ONE DAY...

THE NEXT BOOK IN THIS  
SERIES WILL BE CALLED “THE  
WARRIORS OF FLAME”

Visit:

*[oatcakeclub.wordpress.com](http://oatcakeclub.wordpress.com)*

For more books and  
poems

By Mark Scott

Illustrations by Amy Scott

Planning by Lexie