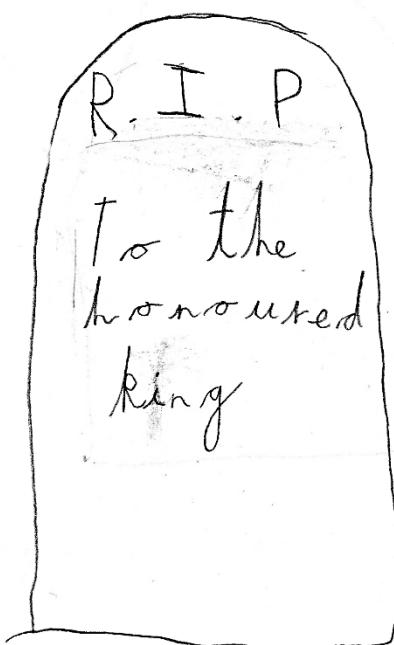


The Grave of the Crown



By Mark Scott

CHOOSE
YOUR OWN
ADVENTURE

Illustrations by
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Introduction

You are happy that you have managed to make peace with the southern unknown kingdom, and you know that there is no one left in the dark north kingdom. You have spent the last month trying to get the distant eastern kingdom to sign a peace treaty, but so far, the letters haven't had any response.

Once you have read how to fight, you can then find out what to do...

When you engage in combat, you roll a six-sided die. Subtract that number from your current power score and deal the monster that much damage (or 0 if the die is equal or greater than your power).

Once you have finished, if this monster is still alive, then roll a six-sided die for the monster. Subtract it from their power and lose that much health (or 0 if the die is equal or greater than their power).

If the monster runs out of health before you, then have won the battle; turn to the paragraph specified. You will always hit first in battles, and the monsters power and health will always be marked on the page.

Good luck!

1

Roar! A colossal dragon has broken into your palace! You call the guards, but despite slashing with their swords, they aren't able to wound the dragon. You call for backup, but none comes, the dragon flicks his tail and blows you off your feet. You try to get up, but you fall back to the floor. You are suddenly very tired, and you feel your eyes close...

You wake up to find dirt in your eyes. You try to sit up, but you can't. You open your eyes and see nothing but dirt in your way. You hear your priest reading the last rites and realize that you are attending your own funeral and your subjects think you are dead.

You wriggle and squirm, and suddenly you're free of the dirt and land hard on your back. Set your health to 23. Maximum health is 25. You look up to where you have fallen from and realise that you had been buried alive.

You look around the cave that you have fallen into, and see a man who you walk up to. He explains that he set you free, and that his name is Frin. You ask where you are and he responds that you are in a cave under the dark graveyard, where the souls of the great now live. You ask if he can come with you but when he tries to speak, a pit opens beneath his feet and he cries out for help as he falls in. You set out to look for him. You look at where the man was standing and see a sword! Set your power to 6. Now, you can either walk towards the light, turn to 34, or towards the dark, turn to

26.

2

You step up the stairs and get to a path. Turn to 8.

3

There are various traders on the side of the rode. One says weapons deal: an axe for a gold coin. Another says, “iron coin = red coin”. If you would like to make any of the deals, then make sure you have the items and do so. Once you are finished, turn to 25.

4

The guard accepts your offer. Gain 5 health.

Now, you enter the vast, powerful castle.

Passing many strong and rich people, you soon find yourself kneeling before the king. The king asks you what you are hear for, and you say that you are looking for your friend. The king says that he has fallen into a trap which only the Warriors of Flame use. You will have to return to fight the Warriors of Flame again. Thanking the king you head off to the western kingdom. After a long day of travel, you make it

to Destined village, the largest but least populated village. You take a look at the royal map of the kingdoms. Turn to 46.

5

The rats seem to disappear, you have fallen behind them. With a shriek, a skeleton jumps out at you. Health 4 power 7. If you win, gain 1 power and turn to 44.

6

Do you have a dark shield? If you so, turn to 18. If you don't, turn to 27.

7

The shop is carefully arranged, and you are greeted by a young man as you come in. The man asks you what you want. On offer, there is a red coin, a gold coin, a black leather jacket and a red uniform. They all cost a silver coin. If you have a silver coin, of course you may buy one of these items. If you don't have a silver coin, then you can't buy these items. Once you are finished, turn to 42.

8

The path swerves to the right and the left before you come to a small house. The walls are covered with ivy and through the window you see young lady trimming her hair. If you would like to investigate the countryside house, turn to 24. If you would rather ignore the odd-looking house, turn to 40.

9

After you slay the lion, you discover a dark shield on the ground nearby. Gain a dark shield and 1 power. You leave through the door and find yourself in the same passage as before. You can turn back up the passage (turn to 34) or continue down it (turn to 5).

10

The beggar looks up to you and smiles. He stands up and says, “go to that the shop and buy red and at the same time buy clothes” taking his advice, you enter the shop. The shop keeper asks you what you want. On offer, there is a red coin, a gold coin, a black leather jacket

and a red uniform. They all cost a silver coin. If you have a silver coin, of course you may buy one of these items. If you don't have a silver coin, then you can't buy these items. Once you are finished, turn to 42.

11

You enter a room with a wild boar sitting down on the damp floor. It sees you and gets up and it looks hungry and wants to feast on your flesh. Health 7 power 4. If you win, turn to 33.

12

The guard opens the door and gestures you in. once you are through, he slams the door shut. The room seems to be a meeting point. Looking on your map, you identify it as the meeting point of flames, where the warriors of flame assemble to discuss plans. There is no one here, so you wait by the door, ready to fight. Soon enough, someone arrives – it's a warrior of flame. You catch him by surprise and he doesn't have time to draw his sword and you strike him down and hide the body. However, you now hear multiple people outside the

doors arriving at once, and the same tactic won't work. If you have some red uniform, turn to 19. If you don't, turn to 23.

13

The man turns around and asks you what you want. If you want to say that you are the king of the western kingdom and the guard should let you through, turn to 43. If you would rather try to persuade the guard to let you through by giving him a ring with a diamond on it, and you have one, turn to 37.

14

The Warriors of Flame notice you and realize you are not one of them. They tie you up next to your friend. The next day, you and your friend are flayed. Your adventure ends here.

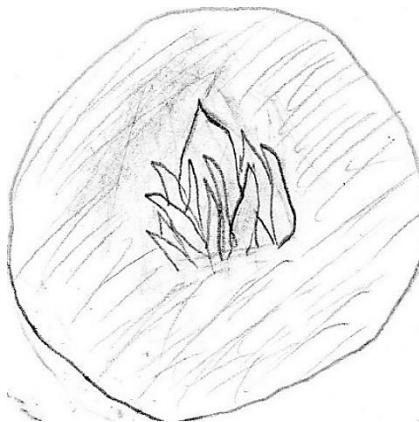
15

The sleeping creature is stirring, and you don't have time to run away. It is a lion. You manage to strike it before it wakes up fully (roll a 6-sided dice to determine how much health

remains for the beast) , but you still have to fight it. Its power is 5. If you win, turn to 9.

16

“Red coin, to enter the meeting. Gold coin, beggar; and beggar to first, silver coin,” the man suddenly stops talking. “Buy.” You do not completely understand what he is saying, but you nod and head off. Turn to 25.



17

Amazingly, the sleeping creature does not wake up. Finding the door you entered stuck, you tiptoe to the opposite door. As you do, you notice something on the ground, and pick it up – it is a dark shield. Gain a dark shield and 1 power. You leave through the door and find yourself in the same passage as before. You can turn back up the passage (turn to 34), or continue down it (turn to 5).

18

When you pick up the light shield, it shatters. Looking back into your backpack, you see that your dark shield has also shattered. Lose 1 power. You continue along the light path – turn to 45.

19

The Warriors of Flame sit down, and as you are disguised as a warrior in red, they gesture you to sit down as well. When the meeting starts the man at the head of the table, who looks like he is the head of the warriors of flame,

stands up and says “as everyone knows, we are at war with the travellers of ice. We will send in most of our army to fight, whilst we keep on making plans with our allied kingdom, the eastern kingdom.” The guard outside suddenly screams. The head looks up and shouts, “call the army in now.”

In the corner of the room, you notice a man tied up! He looks like the person you have been looking for. You sneak over to him and whisper that you are a friend. “If that is true, say my name.” he mumbles. His name should add up to a certain paragraph by using this code a=1 b=2 c=3 d=4 e=5 f=6...z=26. If you get it wrong, turn to 14.

20

You leave the chamber, feeling weak from your fight with the rats. Now, you go to the stairs.

Turn to 2.

21

You open up the trap door using a ring embedded in its surface. You enter a dimly lit

underground chamber. There are two doors, one of which is locked and the other is not. If you want to climb out of the chamber and continue along the path turn to 8. If you would rather go through the unlocked door, turn to 11.

22

Fight the guard: health 5 power 6. If you win, turn to 36.

23

You get slain the moment that the other Warriors of Flame enter the meeting point.
Your adventure ends here.

24

“Why are you coming in here” she demands. You explain that you are the king and that you have been trying to find someone who saved you from death. She doesn’t seem to buy that you are the king, so she says, “if you ‘re the king, then you must be very rich. Let’s see if

you have a ring! If you have any type of ring, turn to 48. If you don't, turn to 38.

25

You find yourself outside a fortune teller's hut. If you haven't already been in and want to go in, turn to 16. Otherwise, there is a beggar to your right, and a small, neatly arranged shop to your left. If you would like to enter the shop, turn to 7. If you would like to drop a coin for the beggar, turn to 10.

26

You make your way through the cave. You can feel rats running past your legs and you speed up in fear. There is a door on your right. Putting your ear to it, you can hear a low rumbling noise every so often. If you want to enter, turn to 32. If you want to stick with the rat-filled passage, turn to 5.

27

You pick up the light shield and you feel strength surging through you. Restore full

health (25). If you haven't already been down the dark path, you may go down it (turn to 26). If you would rather continue going down the light path turn to 45.

28

You open the door. Turn to 11.

29

You come to palace village. Lose 1 power and 1 health over the long journey. You realise that you need to go to central village first, before you can go to the meeting point of flames. You head south, down to the most populated village in your kingdom, central village. On the path you see an iron coin, which you take with you. After a few more uneventful hours of walking, you see the gates to central village. Turn to 3.

30

The man turns around and asks you what you want. If you want to say that you are the king of the western kingdom and the guard should

let you through, turn to 43. If you would rather try to persuade the guard to let you through by giving him a ring with a diamond on it, and you have one, turn to 4.

31

You walk over to central village, which takes around 2 hours. Gain 3 health and 1 power. You also notice three coins on the ground, one which is gold, one which is copper and one which is painted red. You may pick up some all, or none of these items. Turn to 3.

32

You open the door and in candlelight you see a creature on the ground asleep. The door swings shut and creaks loudly as it does so. Roll a 6-sided dice. If you roll a 1, turn to 41. If you roll 2-5, turn to 15. If you roll 6, turn to 17.

33

The boar had a small iron ring embedded in its fur. Now, you see a door in front of you. If you would like to go through to the next room, turn

to 49. If you would rather go back up the staircase, turn to 2.

34

You see a glowing shield on the floor. Looking closer, it is marked with the word “dare”. If you would like to pick it up, turn to 6. If you would rather continue, turn to 45.

35

You walk over to the southern kingdom and quickly get lost. Days later your body is found and is returned to the place it was once in, the graveyard of darkness. Your adventure ends here.

36

Now you are past the guards, you enter the vast, powerful castle. Passing many strong and rich people, you soon find yourself kneeling before the king. The king asks you what you are hear for, and you say that you are looking for your friend. The king says that he has fallen into a trap which only the Warriors of Flame

use. You will have to return to fight the Warriors of Flame again. Thanking the king you head off to the western kingdom. After a long day's travel, you make it to Destined village, the largest but least populated village. You take a look at the royal map of the kingdoms. Turn to 46.

37

The guard does not accept the ring. Turn to 22.

38

The lady starts turning red in the face. She suddenly shouts LIAR! And boots you out the house. Lose one power and 2 health. If you are still alive, you continue down the path. Turn to 40.

39

"Thank you for coming for me, your highness! I am a powerful sorcerer. Your quest is not over. You must understand that I am the only person on this island who wants peace. Go to each of the palaces, collecting a token from each, and

then, the four kingdoms will unite." You suddenly feel sleepy, and lose consciousness. In the morning, you wake up in your bed in your palace. Your subjects are amazed when they find out you are alive after all, and the celebrations last for weeks. Turn to 50.

40

You see the distant eastern kingdoms palace! You run up to the guards and say that you need to find your friend. They ignore you! If you would like to tap the right one on the shoulder, turn to 13. If you wold rather tap the left on the shoulder, turn to 30.

41

The sleeping lion wakes. It is annoyed at being woken and hungry. You don't stand a chance and are ripped to shreds by its claws. Your adventure ends here.

42

Central village ends here. As you keep on walking west, a big structure comes into view.

Standing in front of two double doors is a guard. Do you have a red coin? If you do, turn to 12. If you don't the guard refuses to let you in. You have failed your mission.

43

The guard does not seem believe your story. He draws his sword and faces you in combat.

Turn to 22.

44

The skeleton was holding a small ring with a diamond. Add this to your adventure sheet.

Now, there is a staircase leading up, and a small, unlocked door. There seems to be nothing in behind the door. If you would like to open the door, turn to 28. If you would rather climb the steep stairs, turn to 2.

45

You walk down the light path passing fields on either side. Soon, you notice a trap door in the ground. If you want to open it, turn to 21.

Otherwise turn to 8.

46

You are at Destined village and you want to get to the Warriors of Flame. Which way do you choose? You start facing west. (USE THE MAP).

Do you want to go right (turn to 29), go left (turn to 35) or go forward through the nearest village (turn to 31).

THE ROYAL MAP OF THE KINGDOMS



47

You jump off the cliff and end your life with an almighty crack. Your adventure ends here.

48

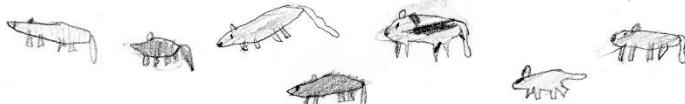
You show her the ring and she looks impressed.

She is willing to help you! “Bad is the right, good is the left. If bargain you will, go to the left.” She says. You sort of understand her, but you don’t know where to use this knowledge.

You set off, turn to 40.

49

The room is filled with rats! There are 8 of them. Roll a six -sided die and subtract it from your power – you kill that many rats. The remaining rats now deal you 1 damage each. Repeat this process until either you die, or all of the rats die. If you win, turn to 20.



50

CONGRATULATIONS!

YOU FOUND YOUR FRIEND FROM THE WARRIORS OF FLAME AND YOU NOW KNOW HOW TO BRING PEACE TO THE FOUR KINGDOMS OF THE ISLAND OF LIGHT! YOU RESOLVE TO CONSULT WITH YOUR ALLIES, THE TRAVELERS OF ICE, TO CONTINUE YOUR MISSION...

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