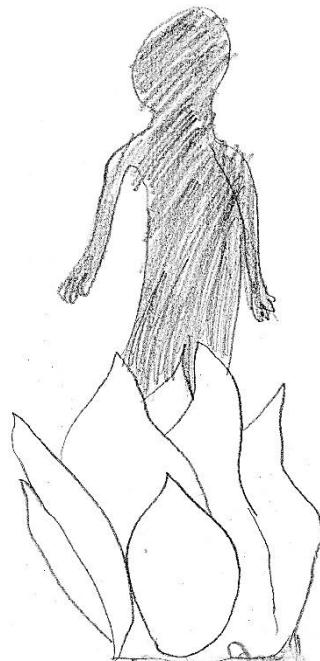


The Warriors of Flame



By Mark Scott

CHOOSE
YOUR OWN
ADVENTURE

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Introduction

It is years after you won the throne and defended your kingdom from the flood. Your reign is peaceful, though not without danger.

One night, a band of marauders infiltrates your kingdom and kidnaps you, intending to hold you for ransom. You, however, have other ideas...

You start your adventure with 20 health and a dagger (two damage) in a battle, on your turn you deal the opponent damage equal to a chosen weapon. Then, the opponent takes their turn by dealing the amount of damage equal to their weapons damage. On their turn, if you have a one-handed weapon, you can defend. Roll a six-sided dice. If your roll a six or a one, you block their blow, so you don't get dealt any damage. The opponent can do this to you as well, but they must roll a five to block your attack. All weapons are classified as one-handed unless the page specifically says that is two-handed. The maximum health is 25. Good luck!

1

You wake up in a small, dimly lit room. You walk over to the door to find that it is locked! You look around the room and see if there is anything useful. There is a closet, and a trapdoor. If you would like to open the closet, turn to 23. If you would like to open the trapdoor, turn to 46.

2

The goblin will take on four of them, whilst you take on five. Each guard has 6 health and a dagger (two damage). After taking three of them, the goblin can return to help you. If you win against the mysterious men wearing only red, turn to 37.

3

Past the door there is a goblin soldier. If you have a goblin horn, turn to 13. If you don't, turn to 20.

4

The rumours immediately stop. One person, even hits you! If you would like to relax about it, turn to 39. If you would rather fight, turn to 10.

5

You bust into the palace. Two guards see you, but you are too fast. You doge past. Now there is a man sitting on your throne! You must fight. Health 18 weapon axe (four damage). If you win, turn to 18.

6

The giant zombie backs away. Although you still have to fight, the giant zombie will only deal 1 damage with his dagger. If you win, turn to 31.

7

The man is here! If he re-formed, them he gained all his health back and gained a dagger. If you took him down to 1-5 life, then he has 1-5 life (depending on how much life you took him down to). In this battle, he will hit first. If you win, turn to 16.

8

You stand no chance. The guards slowly advance on you, and you slowly get staved you death. Your adventure ends here.

9

You return to your throne, and the men in red scatter. One of them says: *watch out, the warriors of flame shall return!* Shortly after the return to the throne, there rumours have spread that the king has returned to the throne! If you would like to stop the rumours, turn to 4. If you would rather relax, turn to 39.

10

Villager: health 4 weapon dagger. If you win, the rumours stop. Turn to 39.

11

You wait, but nothing happens apart from a bat fly over to you. Health 4 weapon fangs. If you win, turn to 19.

12

There is nothing here! Suddenly, you feel a sharp pain in your back. Lose 5 life and turn to 7.

13

The goblin will follow you and obey you throughout the adventure. If you roll a two whilst defending, the goblin will defend you. Happy with your companion, you continue down the path. Turn to 17.

14

After killing the man, multiple guards also wearing red point spears at your head. Do you have a red token? If you do, turn to 25. If you don't, do you have a goblin fighting for you? If you do, turn to 2. If you have none, turn to 8.

15

Down the passageway there is a door to your right. You put your ear up to it and hear a grunt. If you want to open the door, turn to 32. If you would rather continue, turn to 3.

16

You defeat the man. Gain an axe. Suddenly, bars fall all around you. If you still have an unused iron key, you escape, turning to 9. If you don't, turn to 41.

17

The path gets brighter. There is a staircase with a block missing. If you have a stone block, turn to 29. If you don't turn to 49.

18

Suddenly, the man re-forms! He then runs into the palace maze. Turn to 22.

19

After waiting a bit longer, you decide it is best to act. You go to the room which you woke up in. turn to 24.

20

Fight the goblin soldier: health 5 weapon club (two-handed four damage). If you win, turn to 27.

21

Giant zombie: health 10, weapon dagger (two damage) if you win, turn to 31.

22

In the maze, there is a fork! If you would like to turn right, turn to 12. If you want to go left, turn to 7.

23

In the closet there is an iron keys and a spider. Health 3 weapon fangs (one damage), if you win, turn to 45.

24

The key fits! Now there is a fork! If you would like to turn right, turn to 15. If you would rather go left, turn to 44.

25

The guards seem to frown, but shrug. Now you will sneak attack them. You manage to take out six of them the others you will have to fight. There are three of them left, and they each have 6 health and a dagger. If you win, turn to 37 and gain a gold dagger.

26

Around the corner there is a bat: health 4 weapon fangs (one damage). If you win, turn to 34.

27

The goblin drops a goblin club, and a red token. You now follow the path onwards. Turn to 17.

28

The axe smashes the wall, but unfortunately, so does it. You continue to find a key which is labelled room. Then you come to a dead end. If you want to go back to the room where you woke up and try the lock, turn to 24. If you would rather sit and wait, turn to 11.

29

You place the block in its place. Now, will you will climb the stairs. As you get to the top, you are happy to see the crazy yellow sun. Suddenly a man wearing red calls you over. You turn around and he gasps and draws his broadsword. Health 10 weapon broadsword (three damage, double-handed). If you beat the man, turn to

14.

30

There is nothing form stopping the vampire from biting into your neck. You shriek in pain.

Your adventure is over.

31

Behind the giant zombie there is a fork! If you want to turn right, turn to 26. If you want to turn left turn to 42.

32

In the room there is a goblin leader. Health 7 weapon club (two-handed four damage) if you win, turn to 48.

33

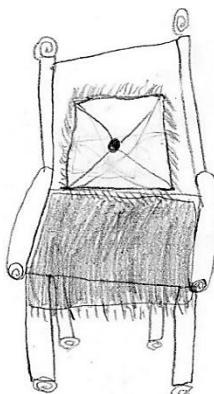
You chuck another weapon at it but you are hopeless. You try to go back but find yourself in the same situation. You slowly starve to death.

34

Behind the bat, there is a locked chest. If you have an iron key, turn to 43. If you do not, turn to 42, turning left at the fork.

35

You walk up to the throne, but somebody is sitting in it! Gain 10 health and fight a man wearing red. Health 15 weapon axe (four damage) when you take him down to 1-5 life, he escapes into the palace maze. Turn to 22.



36

You stab the vampire with your silver dagger. She dissolves into dust, and her spirit flies off in the form of a bat. Behind her there is a small wooden chest and inside there is a block of stone, an iron key and a bronze dagger. You pick up these items and go back and turn right.

Turn to 15.

37

You walk past the corpses to find yourself back at your palace. Do you have a gold dagger, a silver dagger and a bronze dagger? If you do, turn to 47. If you have some, lose 2 health for each one lost, and turn to 5.

38

The key does not fit in the lock. However, you hear something moving underneath the bed... you lean over to find a silver necklace! You now open the trap door and slide down. Turn to 46.

39

You live a relaxing life afterwards. Life seems to always be a treat for kings. The next day, a messenger runs in saying *the king from the south would like to see you!* You stand up and say bring the carriage... turn to 50.

40

The vampire stops for a second, letting you escape. Turn to 15, turning left.

41

You sit, hopelessly in the entrance of the castle. Without a key, you stand no chance of surviving this. Your adventure ends here.

42

There is a cracked wall blocking this passageway. If you have an axe and you want to throw it, turn to 28. If you don't then you can go back and turn right if you haven't already done so, turning to 26, or you decide to hit the cracked wall with another weapon, turning to 33.

43

The chest opens and reveals an axe (four damage) and a silver sword (three damage). After taking the things you want, you turn back, going left. Turn to 42.

44

The path leads to the right slightly, before you turn a sharp corner. A vampire is waiting. If you have a silver weapon, turn to 36. If you are wearing a silver bracelet, turn to 40. If you have neither, turn to 30.

45

If you would like to see if the key fits in the lock, turn to 38. If you would rather climb down the trapdoor, turn to 46.

46

You drop down the trap door to find a giant zombie. If you have a gold bracelet, turn to 6. If you don't you will have to fight. Turn to 21.

47

The door gives way, but some guards wearing red tell you to get out. Fight two palace guards with them both having 5 health and a dagger. If you win, turn to 35.

48

The goblin dropped a club, a goblin horn and a block of stone. You now exit the room, turning to 3, and continuing down the path.

49

You struggle to climb the staircase. Eventually, you decide that it is no use. You have failed your mission.

50

You have completed your mission in this book. But whilst you are on the carriage, something terrible happens...

Read the next book for the continuation!

Have you read the times of darkness or the
wisdom of water?

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