Grotto (0.1α)

ENTER
Code of Conduct

Instance info:

- some kind of stats here
- more important stats
The Adventurer's Guild

This is the waiting area outside of the maze. Seated at a table in a darkened corner is a smiling crone. She gestures towards an empty seat and shuffles a tarot deck.

• No Characters yet.
The crone penetrates you with her all-seeing eye and asks:

Content Warning: Gross, USPol

View Question
The crone penetrates you with her all-seeing eye and asks:

"Would you rather...

- Make out with Ted Cruz
- Clean all the bathrooms in Grand Central Station with your tongue
The Crone says:

You have answered my questions and I can see clearly what sort of a being you are. Now... know thyself!
Name: Fudd Herecles

Type: Dessert

Description: An old pie of indeterminate filling

Skills:

     Foolhardiness: 12
     Mateyness: 8
     Stench: 16

Current Location: Snotgreen Room

Inventory:

     A Macintosh plus made of lead
     A squirt-gun filled with katsup
     An argyle sock
**Exits:**

Light goldenrod Room

The seats all have holes in the center of this room. You pull open the door is huge, and the room bears some fire danger you cannot gauge from your door to this room once served some group of creatures. A thin layer of undisturbed dust upon it. A chill crawls up your spine and out over your shoulder into the room shriek when they hear the scrape of its farthest reaches. Amid the ash it held, you see that the only other exit is a dragon's hoard of treasure.

**Inventory:**

- Fudd Herecles is here.
- An unkown ghost was here about an hour ago.
- There is an audio recording here called "You Made Me Realise.mp3"
- There is a picture here called "Weird Egg.png"
- There is a twine story here called "Story of the Weird Egg"
- There is blood on the floor, the wumpus must be nearby.

**Exits:**

- Yellowkitefaced Room
- Bluebottle Room
- Cornflower blue Room
- Leave the Grotto
Exits:

- Light goldenrod Room
- Bluebottle Room
- Cornflower blue Room
- Whitewash Room
- Leave the Grotto

Yellowkitefaced Room

This room is a bridge through the hallway. Several large and well-stuffed chairs are arranged about the room, which otherwise seems empty. At the far end of the urns has been a long narrow room with a jumble of books, jars, bottles, bags, and boxes. It hasn't been used in a blue robe. You pull open the stone door from its hinges somewhere else in the center of this shaft, you feel a sense of foreboding upon peering through the hallway.

Choice 1
Choice 2
Choice 3
The seats all have holes in the center of this room. You pull open the door is huge, and the room bears some fire danger you cannot gauge from your door to this room once served some group of creatures. A thin layer of undisturbed dust upon it. A chill crawls up your spine and out over your shoulder into the room shriek when they hear the scrape of its farthest reaches. Amid the ash it held, you see that the only other exit is a dragon's hoard of treasure.

Fudd Herecles is here.

An unkown ghost was here about an hour ago.

There is an audio recording here called "You Made Me Realise.mp3"

There is a picture here called "Weird Egg.png"

There is a twine story here called "Story of the Weird Egg"

There is blood on the floor, the wumpus must be nearby.
Light goldenrod Room

The seats all have holes in the center of this room. You pull open the door is huge, and the room bears some fire danger you cannot gauge from your door to this room once served some group of creatures. A thin layer of undisturbed dust upon it. A chill crawls up your spine and out over your shoulder into the room shriek when they hear the scrape of its farthest reaches. Amid the ash it held, you see that the only other exit is a dragon's hoard of treasure.

Fudd Herecles is here.

An unkown ghost was here about an hour ago.

There is an audio recording here called “You Made Me Realise.mp3”

There is a picture here called “Weird Egg.png”

There is a twine story here called “Story of the Weird Egg”

There is blood on the floor, the wumpus must be nearby.

Really fire your only arrow into the Cornflower blue Room?

Fire Arrow

Cancel
Fudd Herecles is here.

An unknown ghost was here about an hour ago.

There is an audio recording here called “You Made Me Realise.mp3”

There is a picture here called “Weird Egg.png”

There is a twine story here called “Story of the Weird Egg”

There is blood on the floor, the wumpus must be nearby.

Cha-thunk! Nothing! The Wumpus was not in the Cornflower blue Room.
Question #1

You are a farmer living on a hilltop, one day a traveling salesman offers you a magic goat in exchange for your firstborn child. Do you...

* Take the goat
* Take the goat
* Goats ahoy!

Content Warning: Goats
The map of Grotto as we know it:

Spread out on the bed is a map and the tumped-out contents of a junk drawer.

- **Light goldenrod Room** (created Feb. 13, 2021)
- **Yellowkitefaced Room** (created Feb. 13, 2021)
- **Bluebottle Room** (created Feb. 13, 2021)
- **Cornflower blue Room** (created Feb. 16, 2021)
- **Robin's egg blue Room** (created Feb. 16, 2021)
- **Whitewash Room** (created Feb. 16, 2021)
- **Blacker Room** (created Feb. 16, 2021)
- **Greyledauburn Room** (created Feb. 16, 2021)
- **Black Room** (created Feb. 17, 2021)
Grotto Default Game Loop - "Hunt the Wumpus"

Every day a thing (character? item? new model?) called the Wumpus is randomly in one room and all the rooms connected to that room get a piece of description that says "there is blood on the floor here, the wumpus is near" if you walk into the room it removes the character and puts the user back in the adventurers guild with a you died message for the arrow, I think when you’re in a blood room it could just list fire your arrow at [whatever] exit on the bottom for all the exits.

When you shoot an arrow into a room but its the wrong room and the wumpus isn’t there, you can accidentally kill a character in that room instead. Each character gets one arrow, but arrows shot into a room without the wumpus in it are added to the room and can be picked up.