



This is what the main screen looks like!
The adventurer's current stats are displayed at the top: HP, Strength, Intelligence, Charisma, Luck, and Gold, in that order.

The Start Game button will only appear if there is no game currently in progress. If you see it, press it whenever you're ready to begin!

This is the chat bar! Talk with your friends and other players here to decide what to do next in the game. Or, just say hi!

Current Event

The High Priestess

The adventurer emerges in a room with a fountain that spouts water onto the floor, and an altar next to it. Surrounding the statue is a pool containing some fish. What should he do?



Immediately upon entering this room, the adventurer is struck with the sight of a beautiful stone statue of a weeping angel as well as the soothing sound of rushing water. The entire floor is wet as the angel cries pure tears onto the marble floor, and the ripples it causes feel good against the adventurer's feet. The water gleams onto the similarly pearl-colored walls thanks to an unknown light source. The deeper pool of water surrounding the statue is home to a group of calm fish. The only interruption to the flow of water on the ground is by a small altar made of the same material as the fountain, facing it. It's surprising that such a heavenly space could possibly exist such a demonic place, making it seem almost unsettling. However the soothing nature of the aura in the room expels that thought from the adventurer's mind and leaves him in a place of zen.

Both the events and choices have short and long versions that can be displayed or hidden. The short versions are meant to help players get to the point so that they can make a decision quickly, while the longer versions are for those with extra time that would like more detail!

Vote Choice

Time: 3

Fish

Sword

Investigate

Wand

Pray

Cup

Wish

Coin

Vote: _

Weight: 1

Sword: (Fish) *Who knows when we'll be able to eat in here, and it's eat or be eaten - time to go fishing!*

Wand: (Investigate) *Where did all of this water coming from? There might be something here causing it that could help in the future.*

Cup: (Pray) *There is still a long and difficult journey ahead, a moment of silence and prayer at the altar is warranted.*

Coin: (Wish) *Toss a coin in the fountain. Might turn out to be lucky!*

Game Log

The adventure so far...

Three of Coins - Chat
You're the only player

Clicking on one of the arrows will expand the details for that section.

Type here...

Game Log

The adventure so far...

The adventurer wastes no time and darts for the rock wall. He grabs hold of whatever crevices he can as he scales the surface. The pursuing battalion doesn't reach the wall until he's already halfway to the top, beyond the range that they can fling their spears. The knights grumble and leave in defeat as the adventurer raises himself over the ledge. He sprawls out of the ground and catches his breath for only a moment, and then walks out into the light.

Strength: +1

Luck: +1

You finally escape and leave this place for good.

The adventurer emerges in a room with a fountain that spouts water onto the floor, and an altar next to it. Surrounding the statue is a pool containing some fish. What should he do?

Fate has decided the adventurer will use his: Wand

There is a crystal on the statue. Should the adventurer take it?

Fate has decided the adventurer will use his: Wand

The adventurer leaves the crystal in its rightful place. Better not to disturb the natural flow of the room.

Intelligence: +2

The adventurer emerges in a room with a fountain that spouts water onto the floor, and an altar next to it. Surrounding the statue is a pool containing some fish. What should he do?

Fate has decided the adventurer will use his: Coin

The coin makes a splash. Nothing happens.

Luck: -1

Gold: -1

The adventurer emerges in a room with a fountain that spouts water onto the floor, and an altar next to it. Surrounding the statue is a pool containing some fish. What should he do?

Fate has decided the adventurer will use his: Sword

The fish proves to be too slippery. The adventurer wasn't that hungry anyways.

The adventurer emerges in a room with a fountain that spouts water onto the floor, and an altar next to it. Surrounding the statue is a pool containing some fish. What should he do?

Fate has decided the adventurer will use his: Cup

Nothing happens, but if nothing else the adventurer feels slightly better. The water rushes a little harder on the ground and also seems to be pleased.

Health: +5

The adventurer comes across an abandoned and run-down cult gathering lead by a corrupt religious head. What should he do?

Fate has decided the adventurer will use his: Coin

The adventurer decides to discover the secrets of the shadows and finds

Fate has decided the adventurer will use his: Wand

As the adventurer begins to walk away holding onto his gold, the nails upset anyone.

The adventurer comes across an abandoned and run-down cult gathering lead

Fate has decided the adventurer will use his: Cup

The adventurer decides to talk to the priest. Should he try to save him

Fate has decided the adventurer will use his: Cup

The adventurer brings his hands together and begins to pray in hopes of powerful blow to his chest and knocking him over. His head comes crashing down and the adventurer barely rolls away. He notices a slight wobble as he stands a in a way reminiscent of a spider, prepares for another strike.

Charisma: -1

Health: -10

The priest unceremoniously crumples to the ground, but quickly disappears as if he were made of smoke. The only indication that there was ever a person there are the clerical garments he left behind. They're conveniently adventurer sized.

Luck: +1

The adventurer comes across an abandoned and run-down cult gathering lead by a corrupt religious head. What should he do?

Fate has decided the adventurer will use his: Wand

The adventurer decides to play the organ. What kind of music should he play?

The Game Log keeps track of what has happened so far in the story. It's especially useful if you've joined the game late and need to catch up on what happened before you arrived. It also keeps track of how the adventurer's stats increase and decrease over the course of the game.

Three of Coins - Chat

You're the only player

Type here...