

Deathtrap Dungeon!

Version 0.2

A Parsely Game
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Parsely processor programmed
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OPENING TEXT:

You awaken to the sound of the heavy iron door slamming shut. Your worst fear has been realized: you have been thrown into the **DEATHTRAP DUNGEON!**

(The player starts with a Prisoner's Uniform in their inventory, and nothing else.)

South End of Hallway

(Player starts here)

You are lying in front of a heavy iron door. A hallway extends north.

There is a **brass lantern** here, shedding light.

> EXAMINE LAMP: The lamp is leaking oil from a hinged opening on the side.

> OPEN LAMP: You open the lamp to reveal a jar of oil (Player has to extinguish lamp to get the oil out.)

> OPEN IRON DOOR: The iron door is locked from the other side. They must have thrown you in here as punishment for your various crimes. You'll have to find a different way out.

Tiled Hall

You are in a hallway that extends northward. A pattern of blue and white tiles covers the floor. Doors lead east and west.

> EXAMINE TILES: The tiles form a regular checkerboard pattern, large enough for a person to stand on a single tile.

North End

The hallway dead ends here with a giant carving of a demonic grinning face, whose mouth gapes open onto blackness. An equally hideous gargoyle watches from the east. a rubble strewn archway leads west.

> EXAMINE GARGOYLE: When you look closely at the gargoyle, you unknowingly trigger a pit trap, and fall into it. (The Player is then put in the Oubliette.)

> EXAMINE DEMON: At the back of the demon's mouth, you can just make out a tunnel big enough to crawl through.

Oubliette

You are in the oubliette, a dark dank chamber made for leaving someone and forgetting about them. There is a *dead elf* here, impaled on a series of *horizontal spikes* protruding from the wall.

> CLIMB SPIKES: *(gets back to North end of the hall, as does "Up".)*

> EXAMINE ELF: The elf apparently fell into the pit (much as you did) and then died from a secondary trap. On his body, you find an **iron key** and a **set of matches**.

Antechamber

You appear to be in an antechamber of some sort. A wooden door exits east, and the tiled hall is back to the west. A *frightened gnome* cowers in the corner.

(The door eastward needs to be unlocked with the Iron Key before it will open.)

> EXAMINE GNOME: He looks very worried. He has on a shapeless prisoner's uniform like your own.

(After a moment, read: The gnome looks up at you and says "who are you?" The gnopme is named Zotikos Alatza. The gnome can answer many questions about the area, but is afraid to leave this room without his spellbook. He was an apprentice wizard who pulled a prank on the wrong sorcerer, and was thrown in the dungeon for his trouble. His spellbook was confiscated, but another wizard's would work as well. If asked about the dungeon, he'll say "This whole thing is full of deadly traps. You have to watch out." If asked to follow the player, he'll say "Without my spellbook, I only can cast two spells. I don't know what use I would be.")

The two spells the gnome can cast are **Detect Magic** and **Whitewash**. **Detect Magic** identifies the clay pot and lead heart as highly magical, but nothing from anything else. **Whitewash** can make any item colored white. (If the player asks, Zotikos can teach the spells if he chose "Spellcaster" as an occupation.) If given the spellbook, the gnome will happily follow the player and assist in activated the magic circle in the magic circle room.)

Deathtrap Bottom

You are at the bottom of a large dome. Most of the room is full of a deathtrap of terrifying proportions. Knives and poison spikes stick out everywhere. For some reason the trap sits still instead of being a whirling mass of death. You think that you could pick your way safely past the blades and go up the spiral staircase that circles the dome.

Deathtrap Top

Now that you are at the top of the stairs, you can see what stopped the deathtrap. A *dwarf* died in the trap, and his body sticks precariously between some gears, impeding their movement. An archway leads eastward.

> EXAMINE DWARF: The dwarf clearly died a gruesome, painful death. Now his body is stuck between some gears, halting the trap. You can see a **package of candles** clutched in one hand.

> TAKE CANDLES: You take the candles, but the shift in weight cause the dwarf's body to topple down out of the trap. The deathtrap whirs back to life, with barely enough time for you to pull your fingers back.

(The player can no longer go back down the way they came up. They'll have to teleport out using the spiral sarcophagus.)

Circular Room

This small circular room contains a **clay pot** on a small pedestal and little else. Archways lead west and north.

> EXAMINE POT: The pot is painted in a clockwise spiraling pattern, and has the word "Skelderskew" written on the rim. Inside is some ancient **dried fruit**.

> EXAMINE DRIED FRUIT: It used to be an orange or a peach or mango or something. It's hard to tell now. It might be edible, though you're not willing to risk it.

> EAT FRUIT: You lose your appetite just thinking about doing so.

Sarcophagus Room

Three sarcophagi are arranged around the edges of the room. The western one is smashed beyond repair. The northern one sits with lid slightly open, while the eastern one is shut tight. A poem is engraved on the wall opposite the only doorway.

> READ POEM: It's in an archaic dialect, but it translates more-or-less as "Once the Plague King had a Heart of Gold. / But now he is no longer so merciful, so we cannot enter his afterlife. / We three will stand guard outside his burial place for all eternity."

> EXAMINE BROKEN SARCOPHAGUS: It's smashed, and its occupant with it.

> EXAMINE OPEN SARCOPHAGUS: You're able to wedge your fingers into the crack and pull the sarcophagus open all the way. Inside, you find the mummy missing. A dry wooden stick sits in the dust.

> EXAMINE CLOSED SARCOPHAGUS: The sarcophagus is covered in depictions of rebirth and resurrection in the next life.

> OPEN CLOSED SARCOPHAGUS: You can't wedge your fingers in enough to pry it open.

> OPEN CLOSED SARCOPHAGUS WITH BRANCH: You open the sarcophagus, to reveal an empty sarcophagus painted inside with a counter-clockwise spiral pattern.

(If the player has the clay pot when they open the closed sarcophagus, then they are immediately teleported to the Magic Circle Room. Otherwise, they are teleported there the first time that they interact with the spiral sarcophagus while holding the pot. Whenever they get teleported, read: "A magic voice says "Skelderskew!" and everything disappears in a flash of light. An instant later you find yourself blinking in confusion somewhere else entirely.")

Magic Circle Room

A magic circle covers most of the floor of this room. Doorways lead east, west and a low tunnel leads south.

> EXAMINE MAGIC CIRCLE: The circle is engraved into the floor. Five holes are evenly spaced around the perimeter of the circle. The circle has a counter-clockwise spiral pattern running through it.

(If the candles are set in the circle and the gnome is given the spellbook, then he can activate the magic circle. Thereafter, the clay pot can be activated by reciting "Skelderskew". When the player says this, the pot teleports to the Magic Circle along with anything inside it. A player can use this to get the lead heart past the Magical Macromantic Interferometer chamber.)

Laboratory

This room appears to have been some sort of magical laboratory. Most of the alchemical agents and devices have been looted or destroyed already, but a desk sits in one corner. A **quill pen** sits on the desk, along with a **book on alchemy** and what appears to be a **wizard's spellbook**. A terrible golem made from several skeletons stands near the desk, watching you. The only way out is the way you came in.

(The skeleton golem guards the spellbook, and will prevent the player from taking it. It can only be defeated by throwing or hitting it with the stick from the sarcophagi room and a stone from the rubble room. Once defeated, the player can take the spellbook. The golem does not care at all about the alchemy book or the pen, and won't bar the player from leaving the room.)

> EXAMINE SKELETON GOLEM: It is vaguely humanoid in shape, but formed out of the bones of several different humanoid creatures. Possibly a few non-humanoid creatures, too.

> TALK TO SKELETON: It groans "Your words cannot hurt me, mortal."

> EXAMINE PEN: The quill pen is made from the feather of some exotic bird of some sort. It looks in fine condition, and probably can still write.

> EXAMINE ALCHEMY BOOK: It's entitled *The Chrysopoeia of Khafshifah*. It's old, but in good shape. There's a lot to read here.

> READ ALCHEMY BOOK: It's tough to understand. The most readable passage is "The Great Work is culminated in a triumvirate of tasks: first blacken the base matter and sayeth "Nigredo". Penultimately, the alchemist must whiten the object and recite "Albedo". To complete the transmutation, redden the object and speaketh "Rubedo". Upon this exhortation, the Great Work shall be finished."

> EXAMINE SPELLBOOK: *(If golem is alive)* It's hard to get a good look at it, as the skeleton golem threatens you if you get anywhere near.

(If golem is defeated) The spellbook is titled *The Magickal Working of Themistocles the Three-Eyed, Explorer unto the Depths of the Earth, who has recovered some of the arcane workings of ancient times*. It seems to contain magical formulas and preparations for spells.

> READ SPELLBOOK: *(If the player did not select "Spellcaster" for occupation on the form, or if the player has not filled out the form yet)* It's too technical for you to understand much, but it says that "widdershins" spirals are used to empower teleportation spells, while "deiseal" spirals act to locate the destination of the teleportation spell. Both shapes are apparently needed to activate such a spell. *(If player did select "Spellcaster")* There are a large number of spells here, particularly teleportation spells. The book says that "widdershins" spirals are used to empower teleportation spells, while "deiseal" spirals act to locate the destination of the teleportation spell. Both shapes are apparently needed to activate such a spell. *(Now the player can activate the magic circle without the gnome's assistance, though he needs the gnome for transmuting lead into gold.)*

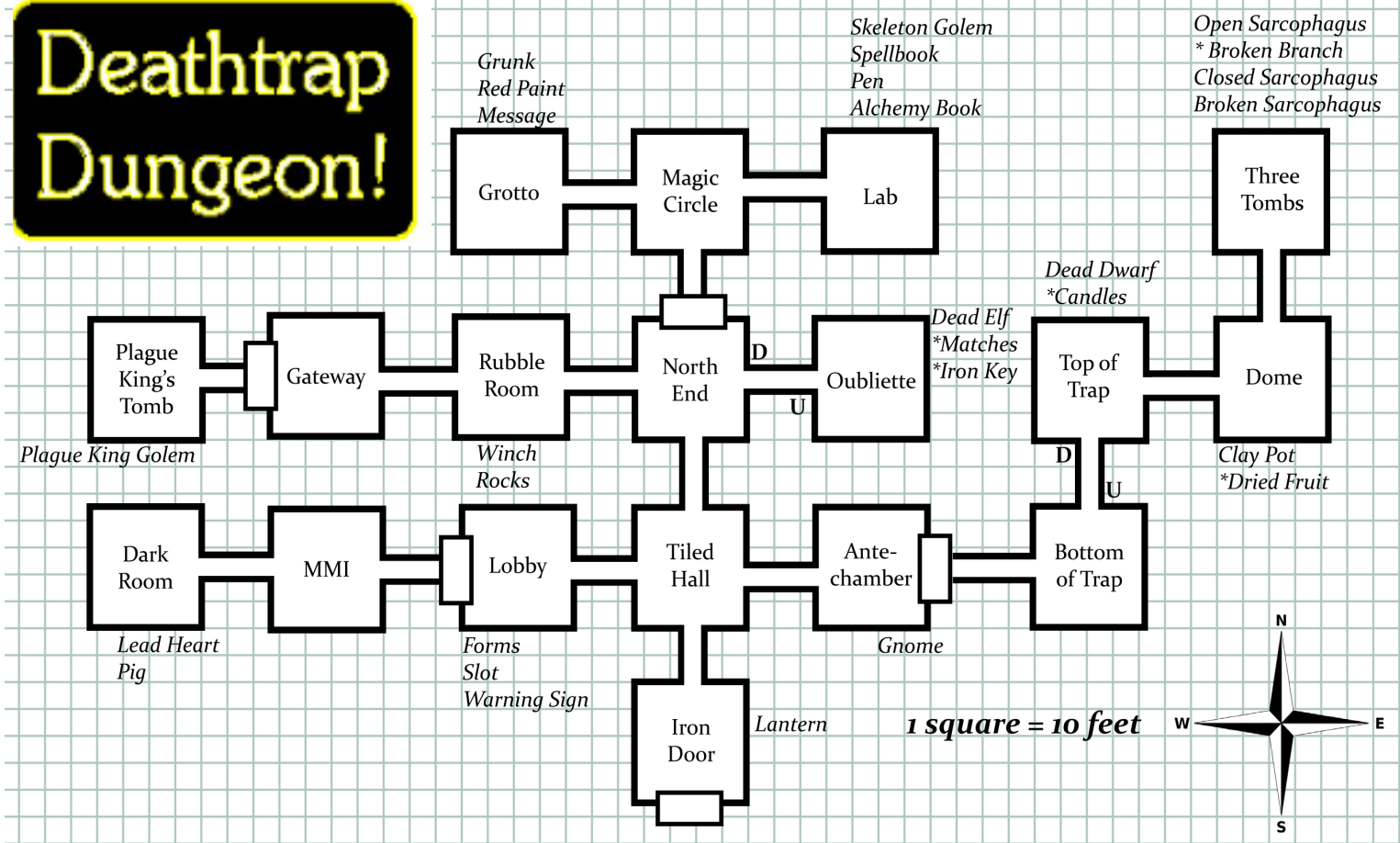
Painted Grotto

This is a small grotto, with no exits beyond the one you came in. Some messages are painted on the wall, and a bucket of red paint sits nearby. A large, fur covered humanoid creature sits in a corner looking sad.

(The creature is Grunk, a quaggoth. Grunk not bright. Grunk not parse verbs. Grunk refer to self in third person. Grunk thrown in dungeon by bad men. Grunk sad, because Grunk lost his pig, Mr. Piggles. Grunk stay in grotto until he get Mr. Piggles back. If player returns Mr. Piggles, then Grunk will love the player forever and ever. Grunk will then follow and help the player.)



Deathtrap Dungeon!



> EXAMINE PAINT: It's a bucket of paint, with a fair amount still in it. Still wet, too.

> EXAMINE GRUNK: He is big and covered in light blue fur. He looks strong, and not too bright. He thankfully is wearing a little loincloth over his nether regions.

> ASK ABOUT GRUNK: "Grunk Quaggoth."

> QUAGGOTH?: "Quaggoths big. Quaggoths strong. Quaggoths live underground."

> READ MESSAGES: The largest says "You're all going to die in here." Just below that, another person wrote "Yeah, well, your words can never hurt me, man."

Rubble Room

This room is covered in debris. **Rocks** are strewn everywhere. Poking from underneath some stones you can see part of a **winch**. The tunnel continues westward.

> EXAMINE / GET WINCH: The winch is attached to the wall and also to a chain that leads to a hole in the wall.

> TURN WINCH: It's rusty, but it still turns. A hideous creaking noise comes from the west. (Turning the winch opens the portcullis in the Gateway room to the west, but the player needs to find a way to keep it open. When the player does anything more, read "When you let go of the winch, it spins back to its original position, and you hear a loud crash from the west.")

(The gnome is too small and weak to hold the portcullis, and is terrified by "A giant undead king monster thing that tried to kill me!" if he is sent beyond the portcullis.) The player needs Grunk to

hold the winch so that he can get past. Grunk will try to follow the player, though, unless told to hold it and stay in place.)

Gateway

The hallway here is blocked by a large, heavy portcullis to the west.

> EXAMINE PORTCULLIS: A heavy chain runs up the edge of the portcullis into a hole in the ceiling.

(The portcullis is controlled by the winch in the previous room. The player needs Grunk's help to keep it open and pass through.)

Lobby

This appears to be a lobby, with a few benches for waiting. A heavy ceramic door with a large warning sign on it leads west. An instructional note is pinned near a wide slot, and a stack of **forms** sits nearby.

(The player cannot continue west until they have put a filled out form into the slot. To do this they need the pen from the Laboratory.)

> EXAMINE FORMS: They ask a lot of standard bureaucratic questions about name, age, occupation and the like.

> READ NOTE: "Please fill out a form before entering the Magical Macromantic Interferometer. **Imperial Decree #69.105** requires that we inform test subjects of the truth spell compelling honesty in filling out the form."

> READ WARNING: "**Warning:** The Magical Macromantic Interferometer utilizes powerful magical auras. Any metallic items inserted into the Interferometer may cause serious harm, personal injury, hallucinations, leprosy, sleeplessness and/or death. No metallic items

allowed beyond this area."

> FILL OUT FORM: (without pen) You have nothing to write with! (with pen) "Name?" "Age?" "Occupation (pick one): Warrior / Rogue / Spellcaster / Priest / Other?" "Have you ever been transmogrified into a frog?" "Newt?" "Goldfish?" "Cursed in other fashion?" "Experienced unexpected magical side effects?" "Are you susceptible to any known any known energy types?" "Gods worshipped? (select as many as appropriate)" "Gods worshipped? (select as many as appropriate)" (Feel free to ask similar pointless bureaucratic questions. Note that the player's answers are true because of the truth spell.)

> INSERT FORM: (If blank) The slot spits the form back out, and a small red light blinks nearby. (If filled out) There is a grinding noise as the ceramic door slides open.

Magical Macromantic Interferometer

This circular tunnel is made entirely of an odd ceramic substance. You have an odd feeling in your gut, but otherwise there is nothing notable in this area. You can hear an oinking noise from the west.

(If the player has anything metallic on them): The [item] begins to shake and jump about oddly. The [item] leaps up out of your control and begins bouncing around the chamber. It strikes you in the head with such force that you are killed instantly.)

Dark Room

(It is very dark in this room. Without the lantern, the player can't see anything. They'll need a candle and matches to see in here, as the brass lantern will kill them in the MMI tunnel.) This room is very dark, but seems to be a forgotten storage area. There is a **heart shaped chunk of metal** sitting on a low shelf. A **small piglet** eyes you warily.

> GET PIGLET: The pig is surprisingly quick, and scurries away from your grasp.

> GIVE FRUIT TO PIGLET: The piglet eagerly eats the dried hunk of food. It oinks at you happily. (Now the pig will follow the player wherever he or she goes.)

> EXAMINE HEART: It appears to be made out of lead.

(Taking the heart into the MMI chamber is very bad for the player, since it is made of metal. They need to put the heart in the clay pot and activate it to get the heart out.)

Tomb of the Plague King

Torches illuminate the front of an ancient tomb. It is covered in statues and bas-reliefs praising the exploits of the Plague King. An impressive stone stairway leads into a deeper level of the dungeon. But blocking the way is a **giant stone golem**, carved to look like the Plague King himself. A winch sits on the wall near the doorway.

(The golem will not allow anyone to pass unless the player first puts the gold heart into the hole in its chest.)

> EXAMINE STATUES / CARVINGS: The carvings depict the various brutal wars, economically debilitating laws and terrible personal habits of the ancient tyrant called the Plague King. I guess he's buried underneath here.

> EXAMINE GOLEM: The golem is carved to look like the Plague King, though it has a large hole in the center of its chest. It doesn't seem to threaten you unless you approach the staircase.

> EXAMINE WINCH: It looks in better shape than the one outside. It looks like it locks in place, unlike the other one.

> LOCK WINCH: You secure it in place. (If the player does this,

then he can come and go freely without Grunk needing to hold the winch.)

> INSERT LEAD HEART INTO GOLEM: The golem mercilessly bats away the base matter.

> INSERT GOLD HEART INTO GOLEM: The golem docilely stands by as you insert the Heart of Gold. The golden heart fits neatly into the golem chest cavity, and begins to glow with magical energy. The golem looks down at you, then steps aside and gestures for you to go down the staircase.

> DOWN: (if the golem has been given the heart of gold) You travel down out of this level of Deathtrap Dungeon. Who knows what greater dangers lurk below? You'll only find out if you play further **Deathtrap Dungeon** adventures. Congratulations! You have won **Deathtrap Dungeon!** Your score is **100** out of a possible **100**, giving you the rank of "Trapmaster"! Thank you for playing!"

Lead into Gold:

To win the game, the player must transmute the lead heart into gold before putting it into the golem's chest cavity. This process is outlined in the alchemy book, but the player has to find and figure out how to perform each stage.

Blacken the lead: Pouring oil onto the heart and then setting it on fire will produce a message "Okay, now the heart is covered in black soot." If the player never examines the lamp, a forgoing Parser might describe it leaking oil, or might let the player find a burned out torch in the Tomb of the Plague King that could be used to blacken the heart. A creative player might stick the heart into the flames of the torches in the tomb. Once the heart is blackened, the player needs to say "Nigredo". When they say this read "A shimmer of magical energy flows across the [whatever]".

Then the heart needs whitened. Zotikos the gnome can cast whitewash to accomplish this, or the player can learn *Whitewash* from Zotikos. Then they need to say "Albedo". Read: "A second, stronger shimmer of glowing magical energy passes across the [item]."

Finally, the player needs to **use the red paint** to paint the white heart. When they say "Rubedo", respond: "The sudden flash of magical light blinds you. When your vision clears, the [item] has been transformed into solid gold!"

The lead heart is most useful for this, but let the player convert anything that you find funny. A tough Parser will let them convert anything, and deal with not having the needed items later. A kinder parser won't let the player convert items that need to not be gold (at the Nigredo stage, simply tell them that "Nothing happens.") Remember that gold is heavy and easily malleable, so gold items might hinder the player in entertaining ways. Reward clever player thinking. Grunk could probably break the portcullis down if it were transmuted into gold, for example.

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