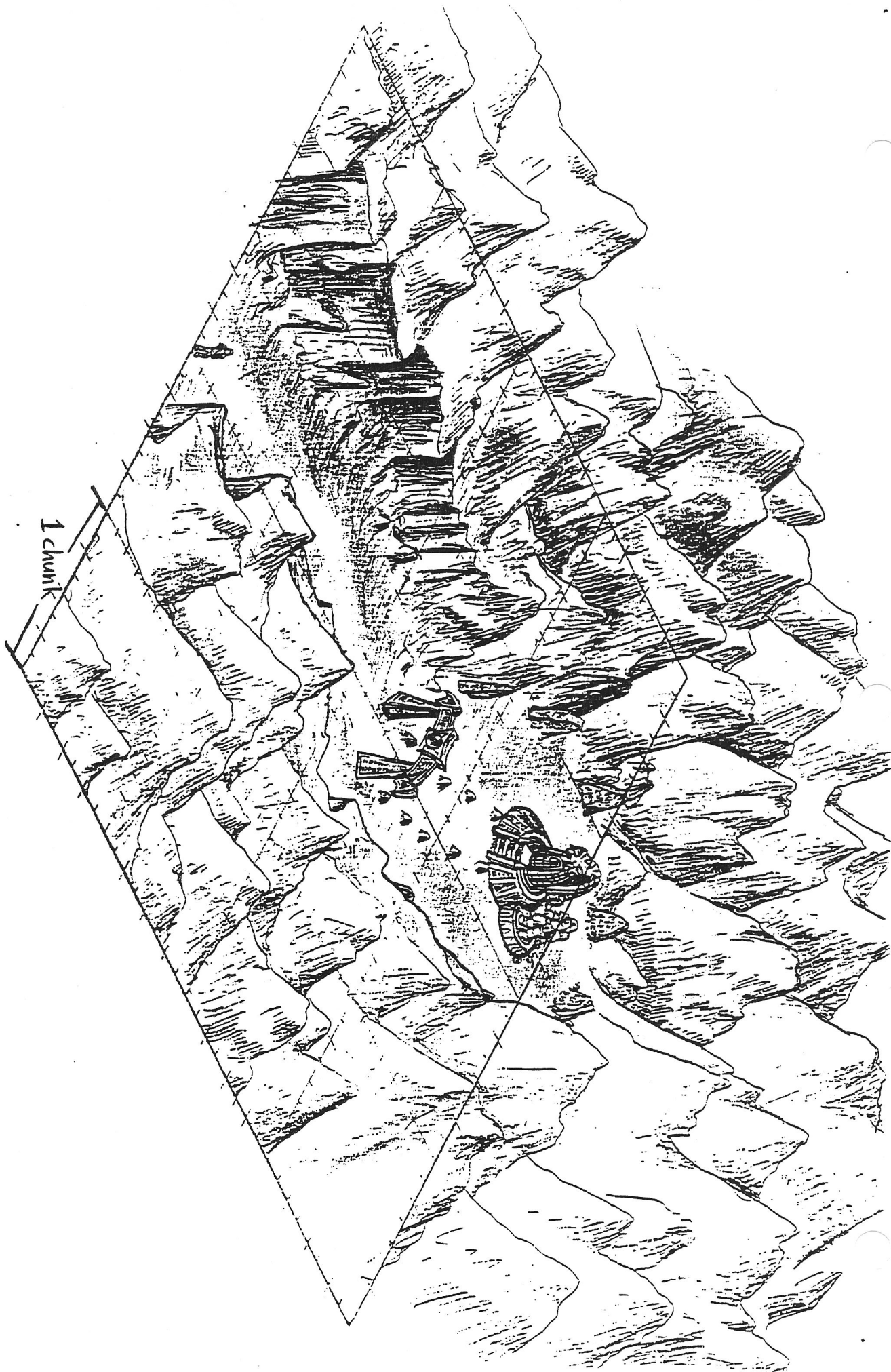


Deceit



Deceit

This dungeon is designed for two purposes. The first is to bind a mage with the spellbook. The spellbook will then allow only the owner mage to be able to read the spells from it. The second reason is to test the worthiness of the mage. Throughout the dungeon there are a series of test to verify the cunning and intelligence of the mage under trial. An underlying theme of Golems runs all through Deceit. In several cases the player will have to activate Golems with a certain spell, that will have the Golem perform a necessary task for the mage to progress farther.

PLOT INSERTION

The Avatar must journey to Moonglow in order to find Mariah to aide with the quest. However, Mariah will tell the Avatar that for him/her to use magic they must first join the circle and be given a spell book. The spellbook must then be bonded with the Avatar and this is done at the bottom of the Gaol of Deceit.

The Avatar journeys into the Talon range with Mariah to the entry of Deceit. The entrance is a well in which the Avatar will be winched, in a basket, to the bottom of the dungeon by an immense golem. Mariah remains outside. Once on the bottom the Avatar performs the binding ritual and then must exit the dungeon.

Exiting is not as easy as it looks. A series of tests will have to be overcome to leave the dungeon. Most centrally a specific idea or test must be finished for the Avatar to gain his Etheric Power here.

DETAILS

Lower Level

1. The entry cavern. The basket will land on a two step dais. The Avatar will perform the ritual of binding, using the altar on the north wall.

Journal note <enterDeceit>: *"The circle of mages has charged me with entry into Deceit. It is the only way I can be bound to my spellbook. Also they have altered the dungeon since my last visit here. It is now a place of testing. They will see if I have the enough skills to travel through and escape their trial."*

2. Inside this room are four specific golems. Before each golem is a blue pedestal. The golems are inactive. The Avatar must use the pedestal. One used the Avatar will drop down as if dead, but will actually be in possession of the body of the golem corresponding to the pedestal he touched. Each golem has a specific task in the next three rooms.

Clue: *"Travel forth in this next cave,
with a view from anothers eyes.
The path is four fold and trecherous,
so let the light be your guide."*

- 3,4,5 **Lightbringer:** This should be the first one used in order to see more of the corridor beyond the barrier, but others could be used, it would just be too dark then. As lightbringer passes any unlit golems body. Clue to start: *"I am but a candle in the darkness.
ignite the fies within and I will reveal the way."*

An ignite spell starts the globe in Lightbringers hand glowing.

Waymaker: This one must be used to span the chasm as a bridge so others can cross it later.

Shapeshifter: After lightbringer starts the unlit version of itself the Avatar/Shapeshifter must ooze through the portcullis to raise it via the winch on the other side.

Hammerhand: The Avatar must take this golem to the large crystal sphere and smash it (as a clue will indicate).

6. Scroll storage: There are several scrolls stored here for use through the dungeon. Only one of each type is available, so careful attention must be paid to the clues. Some of those in here are: change wind, find trap, and sleep.

Owner: B. White

File: \u9\docs\design\maps\deceit.doc

Page: 1

5/1/95

7. At the end of the corridor is a large golem. As the party comes into sight he begins to breathe out puffs of poison gas that move up the corridor. The gas fades out where the corridor turns east. A clue is written at the east juncture stating:

"The very air daunts your quest.

A creatures breath will stop your best.

An elemental change is what you require.

So the breath returns on the winds of desire."

Casting a change wind will back the gas up against the golem and keep it there until the party exits by the door or returns back the way they came.

8. This room is blocked by a door golem that requires an awaken spell to move out of the way.

Clue: *"Awaken a desire in your heart and those that stand in your way will move aside."*

Inside is an unlit lightbringer. An ignite spell will start it. There is a pedestal and possession by the Avatar of the golems body will be required again.

9. The room is crossed by a chasm upon which there is a draw bridge. The draw bridge is up and the retaining rope disappears into a hole on the edge of the chasm. The rope is hidden in such away that it cannot be cut or severed with arrow or sword. The rope is unreachable by party members. The rope is visible however through a hole in the western wall. Before the hole is a large lens. When the Avatar takes the lightbringer golem in here and stands it opposite the hole on the other side of the lens, the lens will concentrate the light, burn the rope and drop the draw bridge.

10 Room of the fire pit. A huge bonfire burns here. A small channel runs over to the room entrance. The channel ends in a stone bowl in which a fire burn. Using greater douse on the bowl of fire will stop the big fire, but a change wind spell will cause the fire to grow burn character for slight damage. The pit is shallow and covered with burned wood. It can be crossed once out.

11. Across the pit of fire the player will see the intrusion of the column on this level. The glyph plate is visible and could be pulled off by the Avatar. The whole column rumbles and hums. Pulling the glyph causes a powerful shock, knocking the avatar back and causing moderate damage.

Journal note <deceitGlyphTaken>: *"I have found another of the columns and it also has a glyph. I removed the glyph and was greeted with the same jolt as I have found previously. I hope all the power in this column has now dispelled."*

Next to the column is a lifter golem. Written on the west wall is the clue.

"A glimmer of truth will provide ascension to escape."

The avatar must cast a glimmer spell while standing on the golem's lifter bed. This is one way, but will place you on the balcony A passage leads back and around to the west then north, eventually up to the middle level.

Middle Level

1. A plethora of traps. A huge grid confronts the Avatar. Several of the sections of the floor will activate a dead fall trap, dropping a boulder on the avatar as he/she cross a bad section. This can be avoided by casting a find traps, which will reveal the correct path through the field.

2. An octagonal room with an exit out each wall. The door to the room from 1 is initially open , but will close and trap once passed. Each door is a door golem, but only one will allow exit. Casting the awaken on any door prior to the path being revealed or any door that is not the exit will cause the golem to strike the Avatar for slight damage (the strike is the trap). There is a pedestal in the center of the room upon which sits a candle sealed in glass (where it's getting the oxygen is unimportant). A douse spell will put

out the candle (A clue at the end of room one will hint this). Once the lights are out an arrow will glow on the floor pointing to the SE door.

3. The room belches forth a strong wind (SFX) and blows out torches and lanterns. Inside is an unlit Lightbringer, activated by an ignite spell. This reveals a small shelf suspended in midair by a string. The shelf must be dropped to get the next clue. This is accomplished by another ignite, aimed at the string.

The clue states:

*"The torrent doth push forth crushing all in its path;
whether brave or fool.
Take care that thee first still the great river.
For all things have their place and need rest."*

4. This room is crossed by a shallow river running extremely swiftly from an opening on the north then out an opening on the south. It is too powerful to cross. A door golem stands on the nearer side of the river. It is awake. The sleep spell will cause it to crawl down into the river and seal the north opening. The river bottom can now be crossed. As soon as the door golem, leading out of the room is awakened, then the river blocking golem, releases the river again.

5. There is an unlit Lightbringer here. Once lit, using ignite spell, the clue is carved on the walls for the next room.

"Silent standing sentinel is but a gate to be unlocked."

6. This is a large room with an even larger chasm bisecting it. The chasm will be flooded with a raging river exiting the south. A large bridge arches over the river supported by two obelisks at either end. A large gate blocks the east most end. A golem stands next to the gate. Casting an unlock magic will cause the golem to open the gate allowing the avatar to cross the bridge.

7. Another lifter golem, activated with glimmer.

Top Level

The pattern of this level revolves mostly around its maze like corridors. There are several rooms that teleport the avatar once he enters the chamber. These are noted by letters. The Avatar teleports to the room with the same letter as the one he just entered. Teleports work in both directions.

1. This chamber has several golems which pose questions to the Avatar. The questions lead the Avatar to make the conclusion that not any one of the virtues is paramount, but that a balance of all of them is best.

2. On the side of the doors facing the corridor is the clue to get past this room (either door). Opening the door reveals a large chamber, very deep. The floor of this chamber is a molten pit of lava (real hot!). No visible means of crossing the chamber is evident. Just two doors suspended on the walls above the fire. To cross a reveal spell must be cast so that the invisible bridge is shown. Otherwise the Avatar can walk it as an exercise of faith, but the bridge is not straight and one misstep ends the Avatar's existence.

3. A golem stands in this room's center and will attack any who try to cross the chamber. However, he is very charm susceptible and will go with the Avatar the rest of the way (to the exit) if so charmed. Otherwise he is very difficult to beat in open combat.

Owner: B. White

File: \u9\docs\design\maps\deceit.doc

Page: 3

5/2/95

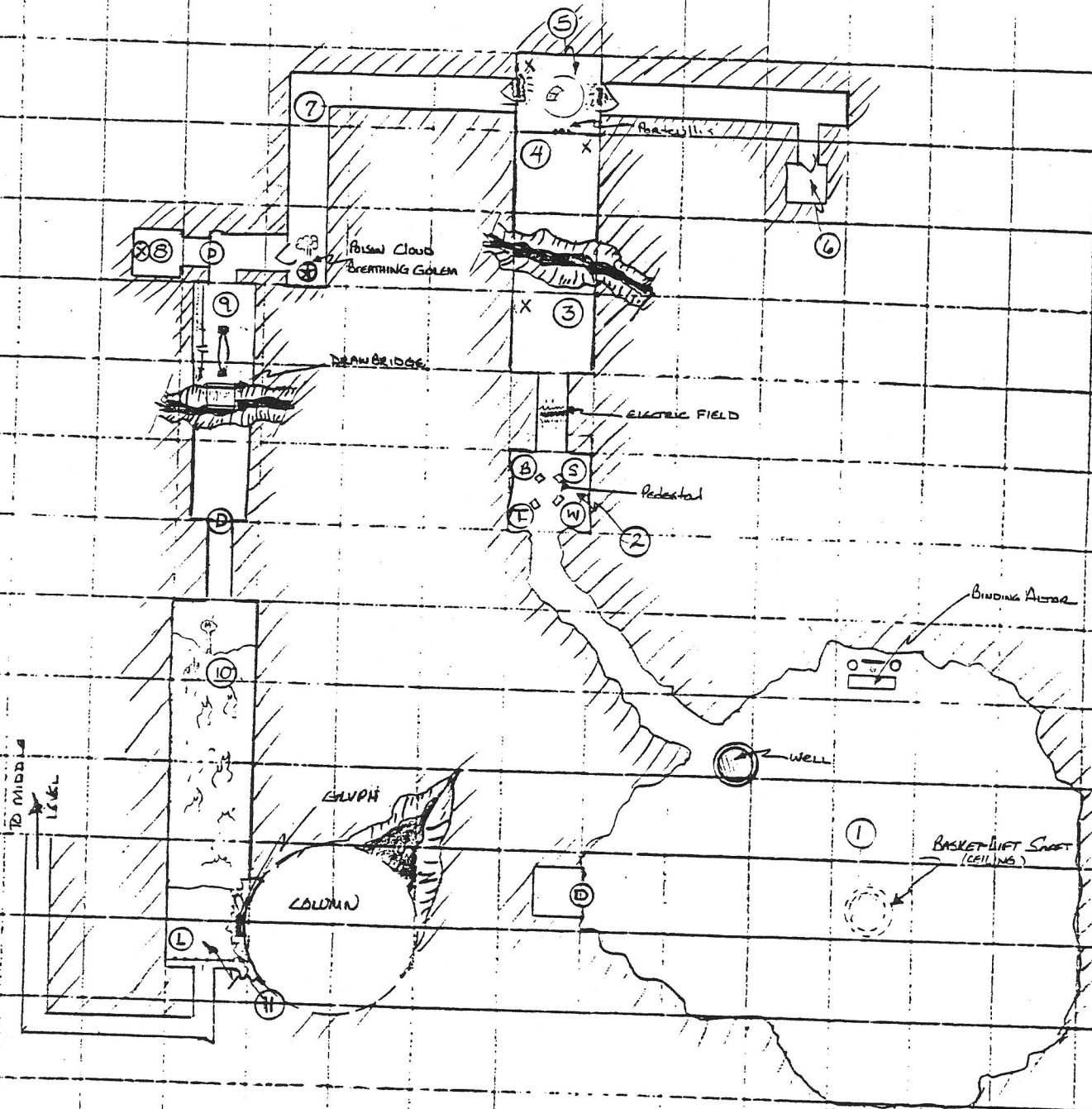
4,5,6,7 Empty

8,9,10, 11 These chambers all house one magic dart. This will relentlessly follow the Avatar all through the dungeon until they are killed. The golem (room 3) cannot be damaged by the darts and will be handy, if with the Avatar, since the darts will zero in on it instead.

12. Exit. There is a spiral stair leading up to a trap door in the ceiling. The door is far too heavy for the Avatar to lift. A bell cord hangs down near the stair. Using the cord causes a golem outside to lift the door and let the Avatar out.

Journal note <exitDeceit> *"I have traveled through the mages test, Deceit, and have prevailed. I am now a member of the circle of mages and my spellbook is bound to my person. No other can now use the book or the spells written there in."*

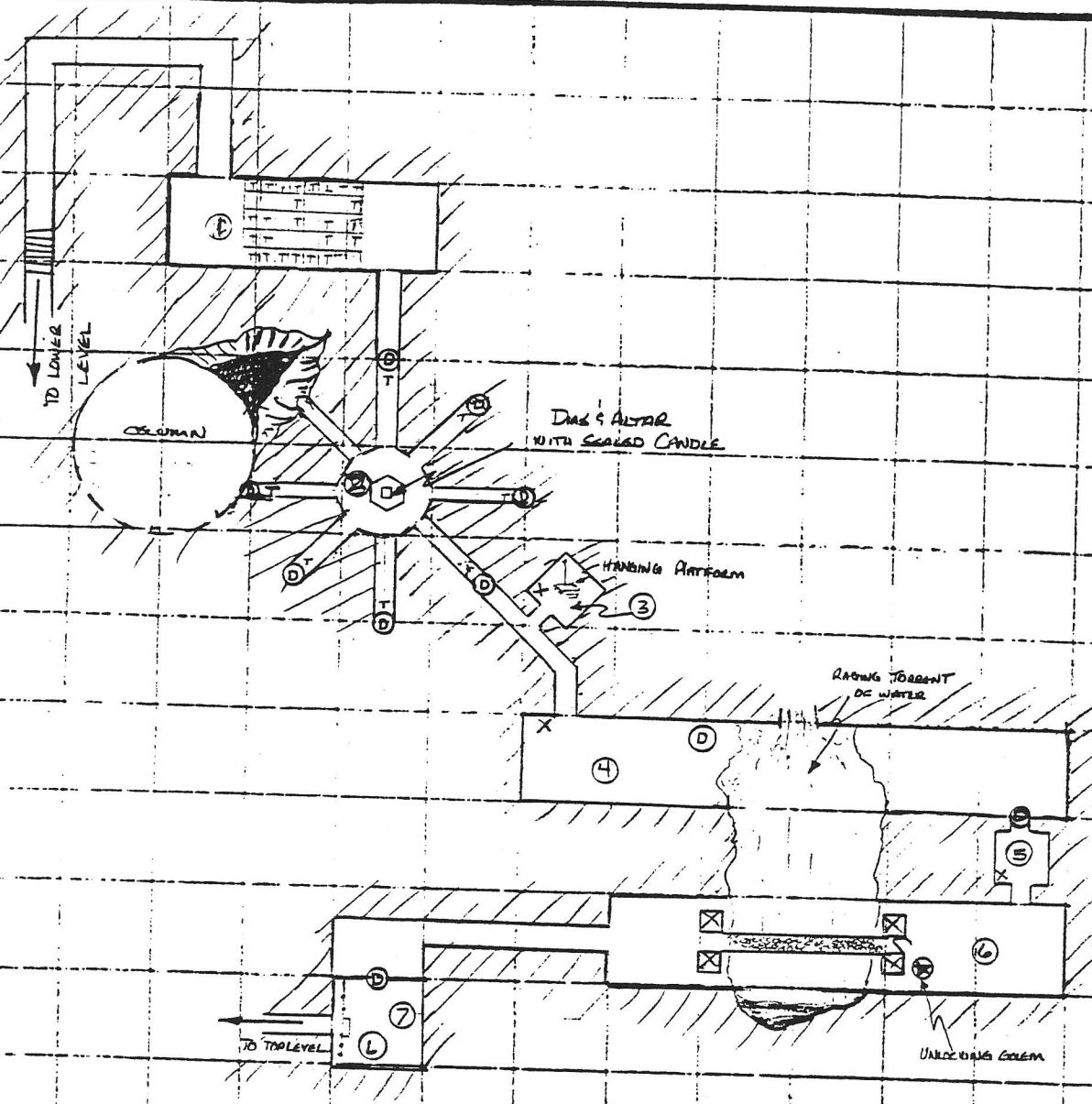
Fine



- (D) POOL GOLEM
- (L) LIFT GOLEM
- (B) LIGHT RINGER
- (T) HAMMER HAND
- (S) SHARP SHIFTER
- (W) WAYMAKER

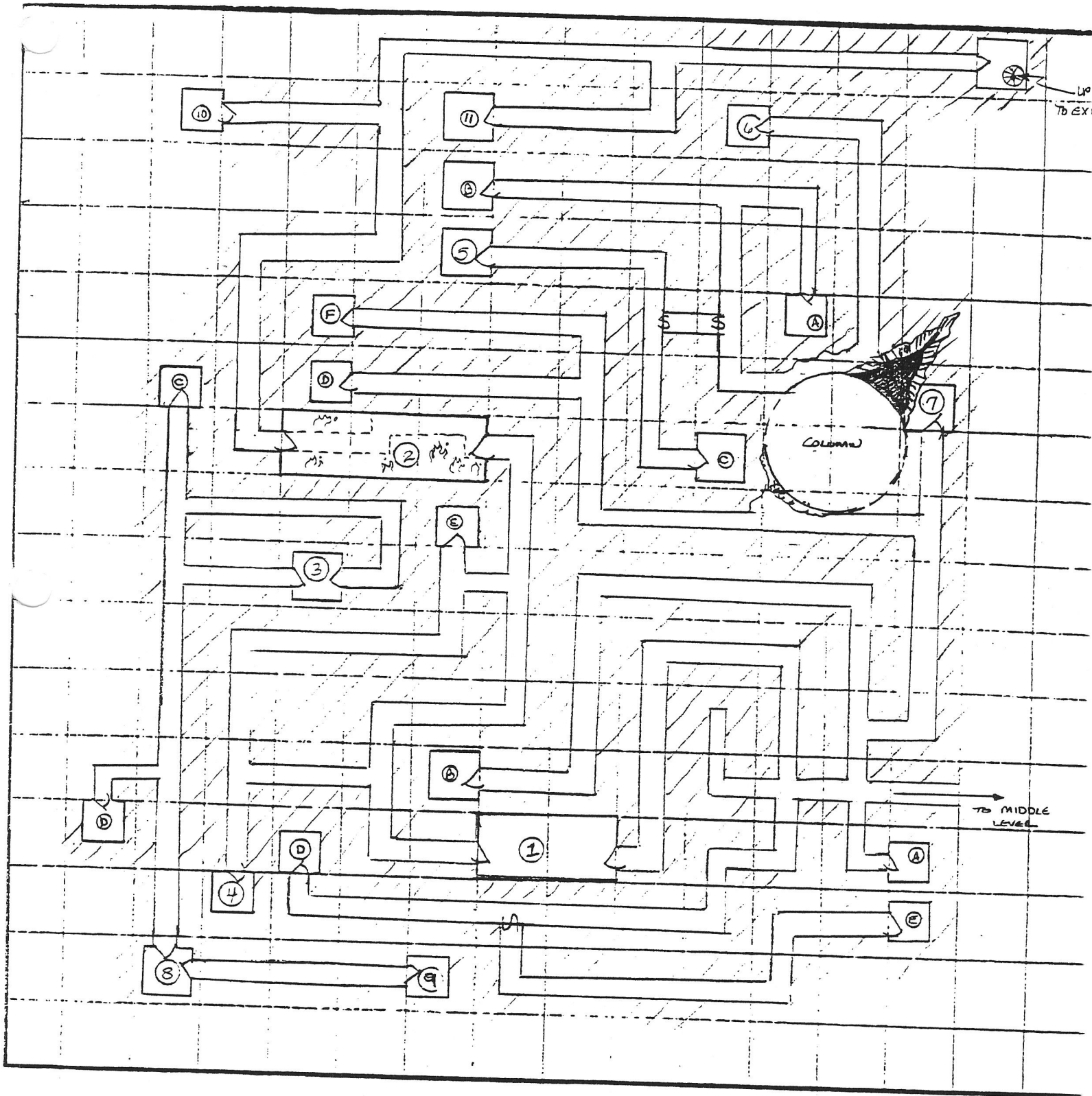
(X) INIT LIGHT RINGER

DECEIT LOWER LEVEL



- (X) UNLIT LIGHTBRINGER
- (D) DARK Golem
- (L) LIGHTER Golem
- T TRAP

Deceit - MIDDLE LEVEL



⊕ - ⊙ TELEPORT BETWEEN LETTERS

DECEIT - TOP LEVEL