

THE BESTIARY



- IAN LIVINGSTONE'S -

DEATHTRAP

Dungeon



**AGRASH THE
NECROMANTIC
DEMON**



**WARRIOR
PRIESTESS**

CONTENTS

Deathtrap Dungeon - the Beginning	6	Hell-king's Jester	29
Deathtrap Dungeon - the Quest	8		
Red Lotus - The Heroine	10	The Cult of the NecroDemon	30
Chaindog - The Hero	12	Warrior Priestesses	31
The Denizens of Deathtrap Dungeon	14	Warrior Priestesses Knife Throwers	32
		High Priestesses	33
The Bestiary	17	Demonwitch	34
		Agrash the Necromantic Demon	35
The Alchemists of Chaos	18		
		The Dragons	36
The Automata	20	Melkor the Red Dragon	37
Greater Automaton	21	Rend/Rip/Roar the Hydra	39
Minor Automaton	22	Vilefor the Purple Dragon	40
Scorpion Automaton	23		
The 'Knackerer'	24	The Dragon Knights	41
		The Black Dragon Chapter	42
The Bloodbeast	25	The Red Dragon Chapter	43
		The Dragonsbreath Chapter	43
The Circus of the Damned	27		
Hell-Clowns	28	The Gigantic	44
Death-Jugglers	29	Giant Boot	45

Giant Hand	46	Ratman Grenadiers	67
Giant Rat	47	The Rat-Ogre	68
Giant Scorpions and Giant Spiders	48	King Skabulus	69

The Hive	50	The Rock Monsters	70
Insect Warriors	52	The Snake-Girls	72
Flying Insect Warriors	53		
The Insect Queen	54	The Undead	73

		Ghosts	74
Imps	55	Zombies	75
Medusae	56	Skeletons	77
Minotaurs	58		

Credits	79
---------	----

The Orcs	59		
Orc Warriors	60		
Orc Crossbowmen	61		
Orc Sergeant	61		
Ugluk Stormfart, the Orc Shaman	62		

The Pit Fiend	63		
---------------	----	--	--

The Ratmen	65		
Ratman Swordsman	66		
Ratman Musketeers	67		





Deathtrap Dungeon, the Beginning

Fang, the Town of Lost Souls, once known as the Town of Plenty is ruled with an iron fist by the tyrant Baron Sukumvit. Deep in the hillside overlooking Fang, he built a labyrinth of trap-filled passageways and rooms populated by stomach-churning creatures of evil. He named it Deathtrap Dungeon. All those who opposed him were despatched to the dungeon. None came out alive. Yet the Baron was a gambling man at heart and loved notoriety. He let it be known that anybody in the lands beyond Fang would be welcome to enter the dungeon of their own free will. If they killed the supreme beast, Melkor the Red Dragon, and came out alive he would offer a purse of 10,000 gold pieces and the freedom of the town of Fang. The first year, seventeen brave warriors attempted "The Walk", as it later came to be known. Not one reappeared. You have

decided that you will attempt "The Walk", for the reward, or perhaps to free the people of Fang from the evil Dragon, and to avenge those that have suffered under his foul dominion.

For three days you enjoy Fang's greatest hospitality and are treated like a demi-god - you may be the citizen's saviour, and they are grateful. Nevertheless, you cannot help but notice that the celebrations have the air of a wake around them - your wake. Then the day of your trial dawns. A trumpet call awakens you from vivid dreams of flaming pits and giant black spiders. It is time.

Ahead you see the looming hillside and the dark mouth of a tunnel disappearing into its inner depths. As you approach, you notice two great stone pillars on either side of the tunnel entrance. The pillars are covered with ornate carvings: writhing serpents, demons, deities, each seeming to scream a silent warning to those who would pass beyond them.

You see Baron Sukumvit himself standing by the entrance, waiting to wish you well, along with a great throng of townsfolk. You turn to face the silent crowd. To them, you are their last hope. But you can tell from their faces that they do not expect you to succeed. After all, many have tried, and many have died. Even the great

Dragon himself does not seem to mind these attempts to destroy him. It is said he enjoys the 'sport'. Nevertheless, you are sure of your abilities, for you are strong and fast, and undefeated in battle.

You take in a final deep breath of cool fresh air before turning to pass between the stone-pillared gateway into the dragon's corridors of power, to face unknown perils on "The Walk" through the deadly Deathtrap Dungeon.

Deathtrap Dungeon - the Quest

Your quest is to slay Melkor the Red Dragon and get out of the dungeon alive! As you progress deeper into the dungeon, you will need to collect all the weapons and magics you can to aid you. The dragon is a disgustingly powerful enemy, and he has many allies, some of which are almost his equal in power. You begin the game at the start of the first level, the Spire. As you complete each level, you will be given a summary of your performance, and a short 'mission briefing' on what you need to do to finish the next level. Good luck, and may the gods of Fang go with you. You'll need them.



**You Have the Choice
of One of Two Characters
to Help You Complete
Your Quest:**





Red Lotus the Heroine

Red Lotus can't remember where she was born. She was seized by marauding pirates at an early age, and made a slave. Her masters were some of the most despicable scum-bags ever to sail the seas and Red Lotus was 'brought up' in an atmosphere of pain and terror. Plotting and scheming she watched and learnt. Every dirty trick in the book, and every nuance of killing and slaying was all that interested her. She became as skilled in the arts

of war as any warrior. When she grew to womanhood, the pirates took a different kind of interest in her. She had to kill five of them before they would leave her alone. They grew to respect her, or more accurately, fear her. A driving ambition, never to want for anything again, was born out of the rage and hatred that blossomed in her heart. Nor would she give herself to a man, and any that tried to take her died under her flashing blade. No, only one man was worthy of her love - he who could defeat her in battle. None have succeeded, though many have tried. For Red Lotus is as alluring, and as lovely as any painted courtesan of the cities she has so joyfully sacked in the past. She has a terrible beauty, that makes men desire her, and dread her, a heady combination. Like the moth is drawn to the flame, or the male spider is drawn to the female black widow, so are men drawn to Red Lotus. With similar results.

Now Red Lotus has come to Fang in search of wealth and fame. And woe betide anyone or anything that stands in her way.

Chaindog - the Hero



Chaindog. A name won in the savage war pits of the barbarian north. He was brought up to fight tooth and claw in the arena, for the entertainment of decadent nobles, and fat merchants. He was so brutal, so vicious and cunning that the guards had to keep him chained up, like a dog, to be 'unleashed' only when he was required to fight. Hence his name. Chaindog. The only

word he ever responded to, the only word that meant anything to him. In a life of violence and sudden death, he held onto that name, held onto the sense of identity that gave him. The belief that he would not be Chaindog forever, that he would escape and live another life kept him going through the dark, red years. As homicidal as he was mighty, he soon rose to be champion of the War pits.

And then, one day, his jailer made a mistake. Instantly, Chaindog was upon him and, moments later, the jailer lay dead, nearly every bone in his body broken. After hours of frenzied revenge against his captors, he escaped. He began to wander the earth in search of that which he had lost, to behave as a man and not as a psychotic assassin. After some limited success in this area, he realised he knew nothing else but violence. He came at last to Fang, in search of wealth. Here, at least, he would be paid handsomely for his brutal skills. With money, he can retire to a life of ease, and end his troubles. Then, and only then, will he take a new name.



The Denizens of Deathtrap Dungeon

Many evil creatures have flocked to Baron Sukumvit and his ally, Melkor the Dragon, eager to share in the booty and tribute from the town of Fang. A high ranking demonlord from the Palace of Agony in the Pits of Hell has joined with the dragon. He has brought with him troops from the Legion of the Damned. These include an army of the Undead - rotting Zombies, vicious Skeleton Warriors, soul-chilling Ghosts - and Shock troops and Slayers from the Abyss - cackling Imps, ferocious Pit Fiends, black-hearted Warrior Priestesses, four armed Demonesses, and like-minded devils of the dark.

Other creatures of Chaos have also answered Melkor's call to arms. The dreaded Insect Warriors have established a Hive deep in the dungeon where their

winged stingers and chitin-bladed soldiers have carved out a domain all their own.

The Orcs of the Taloned Eye tribe have sent a battalion of savage troopers, led by one of their Shamans, Ugluk Stormfart, and a trio of petrifying Medusae to defend the Dungeon. True to form, they have set up camp in the Sewers. Skabulus, King of the Ratmen has also arrived in force with a full brigade of musketeers and swordsmen, led by his Lieutenants, hideous hybrids of Ogres and Ratmen. They have fortified their area of the dungeon with battlements and pill-boxes, a near-impregnable ring of defences around the Dragon's Lair. Dragon Knights, fallen warriors who have sold their swords to the dragon, have also come to serve, along with the Rock-monsters, brutal beasts of stone, motivated by malice and greed. Chaos Alchemists have come to ply their evil trade, seizing the innocent townsfolk of Fang for their insane experiments, creating rabid minotaurs, and mechanical monstrosities to grind, crush and burn those foolhardy enough to assay the perils of the Dungeon.

These are just some of the dangers you will face on your quest to slay the Dragon. Only the best of heroes can triumph against such odds. Are you the best?



Time To Die!

16



THE BESTIARY

Being a list of the foul beasts and evil creatures of the Deathtrap Dungeon, as an aid to those that attempt the 'Walk'. As compiled by the Sage Trismigistus. Read carefully - it might save your life.



17



The Alchemists of Chaos

The Alchemists were once great and good wise-men, who strove to uncover the secrets of life. What they discovered drove them mad, long ago. Now their warped and twisted minds are filled with the dreams of the insane - world domination, immortality at any cost, experimentation for its own sake, the enslavement of others, the construction of the ultimate machine - you know the story. Three select members of this society of rabid vivisectionists have answered Baron Sukumvit's

call, and 'set up shop' in the Dungeon, with the blessing of the Dragon, Melkor. They have brought with them a menagerie of machines they call the 'Automata' and have created many Minotaurs (see below) to guard them. If you come face to face with these psychopathic nutcases there are a few points you should bear in mind. They carry small bombs which they will hurl in your direction on sight. Then the Alchemist will endeavour to remove various parts of the victims body for experimentation, using a rusty old saw. Naturally, this will prove an unpleasant and ultimately fatal experience. The standard tactic for dealing with these vicious little sods is to obliterate them utterly as quickly as possible, using whatever weapons you can bring to bear. Be warned though, they have a highly developed resistance to all magic, especially to red and blue magic and their artificially augmented life-force enables them to endure surprisingly high levels of punishment.





The Automata

These are the machines created by the insane Alchemists of Chaos.



Greater Automaton

The Alchemists' crowning achievement to date, the Greater Automaton is a massive man-shaped war machine, driven by steam and arcane artifice. One of its mechanical appendages throws out jets of burning flame, the other is tipped with great steel pincers for the piercing and slicing of flesh. It is festooned with

whirling blades and spinning drills, making close combat with this mechanical monstrosity a risky business indeed. Constructed only to destroy the living, it is horribly efficient at its appointed task. Fortunately, it has weaknesses. Fire will do it great harm, and energy-based attacks like the Flamelance, and the Arc of Power will also damage it greatly.

Minor Automaton

This is a prototype version of the Greater Automaton. It looks harmless, almost cute, at first glance. But don't be fooled by its bumbling gait. The Minor Automaton is, in essence, a flamethrower on legs. It'll bathe you in flame as soon as look at you. Fast and nimble, they are difficult to close with, as the continuous out-pouring of flame will scorch and burn you before you can get a hack in. Try and take them from the side, or sneak up from behind. Better still, blow them away from a distance with the 'Infernal Device', or any other Ranged Weapon you can get your hands on.



Scorpion Automaton

Fascinated by the clinical efficiency of the Scorpion, the Alchemists fashioned a machine in the likeness of one of their favourite insectoid killers. This beautifully articulated machine is almost an exact replica of a gigantic scorpion, wrought in iron, and powered by forces known only to the completely insane. The

Scorpion Automaton has the same strengths and weaknesses as the other automata - prone to fire and energy based attacks, but armoured up. Burn and blast if you can - hand to hand with one of these is probably not the best approach.

The 'Knackerer'

A mindless wheeled construct of iron and wood, the Knackerer is a machine energised with the life-force of scores of people. Sacrificed cruelly by the Alchemists of Chaos for their own twisted ends, these innocent victims imbue the Knackerer with untameable power and limitless stamina. Unstoppable, but unseeing, the Knackerer wildly patrols its assigned route like a juggernaut on the road to hell, its taloned wheels rolling implacably onward. Anything that gets in its way is just crushed. Thoroughly. So try not to get in its way.



The Bloodbeast

A creature of primordial horror, spoken of only in legend and myth, the Bloodbeast is said to be the spawn of the Old Ones, those ancient beings who also fathered the race of Dragons. Its massive, wart encrusted body exudes a slimy ichor, in which it wallows like a fat, bloated toad of improbable size. Its long and sinuous tail

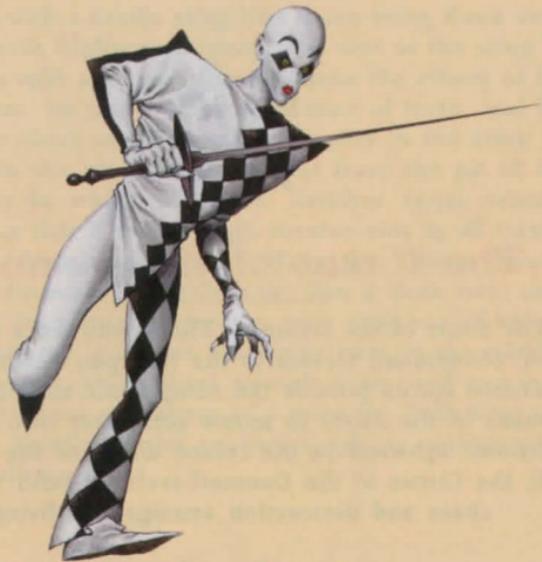
is capped with a deadly sting that it can bring down over its body with frightening speed. The size of the sting is enough to split a man in two, let alone the effects of its fatal venom. Its jaw is lined with rows of teeth, and its pincer-like claws can dismember its prey in the blink of an eye. On the plus side, it cannot leave the pit of its own slime in which it bathes. Another major minus, however, is that it is well nigh invulnerable to all forms of attack, though some sages claim the Venom Sword can burn through its steely hide. But it does have one weakness. Its skin is covered in eyes, only one of which is real. This eye is its one vulnerable spot, in the middle of its forehead. Strike there enough times, and you may slay this hideous nightmare of a monster. (Ha! Who am I kidding. You'll probably get torn to pieces in moments, just like all the rest.)



The Circus of the Damned

The Souls of the Damned. Those who led a life of evil, condemned forever to the Pit upon death. These wretched spirits provide the ectoplasmic matter for the Dukes of the Abyss to mould into their own hellish creations. Spawned in the crazed minds of the lords of hell, the Circus of the Damned are sent forth to wreak chaos and destruction amongst the living.





Hell - Clowns

Hell-clowns like nothing more than slowly reducing their opponents to a bloody mess by sticking them over and over again with their long, rapier like blades, wielded with pin-point accuracy.

Death - Jugglers

Street jugglers out of your worst nightmare, these vicious harlequins will try and batter you senseless with the clubs they hold in both hands, laughing all the while.

Hell - king's Jester

Once they have served their time, or rather survived their time entertaining the Dukes of Hell in their palaces, these devil jesters are released upon the earth, to entertain themselves. This usually involves beating the living to death with their jester wands.





The Cult of the NecroDemon

The members of this cult are demon worshippers, in thrall to their lord and master, Agrash, a demon from the pits of hell. Their souls were sold to the forces of darkness long ago, and now the cultists live only to spread their vile doctrine, and to bring suffering and death to all humanity.



Warrior Priestesses

Savage cultists who have sold their souls to evil, the Warrior Priestesses of the Cult of the NecroDemon wield a sword in each hand with unspeakable skill. They train constantly in double sword techniques and can be formidable opponents. Their vicious 'groin strike' is feared by all. Do not be fooled by their feminine appearance - they are dangerous, thoroughly corrupt and have embraced the worship of Agrash with a vengeance.



Warrior Priestess Knife Throwers

Some of the Cultists prefer to fight with sword and dagger, 'Florentine style'. They are renowned for their accuracy with the throwing knife. Closing in on these mistresses of the thrown blade can be a tricky business. Beware the dagger in the dark - otherwise it might get buried between your shoulder blades!



High Priestesses

The High Priestesses of Agrash are leaders of the Cult. They are the daughters of those cultists who have lain with the demon in satanic ritual orgies. Half-woman, half-demon, these Priestesses wield the sword and Devil-staff. They have great magical powers and are capable of firing spells from their staves. Watch out!



Demonwitch

For a priestess of the cult it is the greatest honour to be transformed into a Demon witch. In an accursed ritual, the priestess offers up her soul to the powers of the pit, and a demon-spirit

possesses the now empty shell of her body. This possession foully mutates the body of the priestess into the form of a demon of the dark. They have four arms, and carry sword and shield in two of them. The other two end in razor-sharp steel claws with which to rend their foes. Large and powerful, Demonwitches can be hard to defeat. They are insensate devil-bitches who do not feel pain - only death will halt their frenzied attacks. And their battle frenzy is dangerous indeed, for they can bring to bear sword, claw and shield in combat.



Agrash the Necromantic Demon

Agrash is a Greater Demon from the Pits of Hell who has entered into an unholy alliance with Sukumvit and Melkor. He looks like a powerful, red devil. Agrash has many troops from the Abyss under his command, including his fanatical worshippers, the Warrior Priestesses.

Agrash himself is a mighty opponent. He has control over the flames of hell, and can launch fireballs from his Magic Trident. He is immune to the effects of fire, and of explosives for these are his elements, and he has power over them. His one weakness is the Red Sword, forged specifically to deal with creatures of fire. It is your one sure hope. He can be slain by other means, but only the most skillful will prevail and those without magic weapons will have the hardest time of all.



The Dragons

Ancient beings of malevolent evil, the dragons have long been the scourge of mankind. Melkor is one of the oldest, and he has brought two of his brothers to Deathtrap Dungeon.



Melkor the Red Dragon

All dragons are large, but Melkor is one of the biggest. Eventually, you will have to face it, and destroy it if you want to get out of the Dungeon alive. Its scaly armored hide is as tough as cold iron, and its vast bulk can absorb astonishing amounts of damage. Non-magical weapons will have little chance of harming it. The Red

Sword is the only weapon known to be truly effective against Melkor. The problem is how to get close enough to use it, without going down in an all-consuming ball of flames when Melkor bathes you in its incandescent, fiery breath, not to mention the devastating power of its claws. Add to that the fact that it flies, and you'll realise the depth of the challenge. As for Ranged Weapons, the Infernal Device and the Flamelance may be efficacious, but you'll need a lot of ammunition. Curiously, the Firespell may also work. As no-one has ever defeated Melkor before, you'll have to work out the best strategy for yourself.



Rend / Rip / Roar the Hydra

This three-headed dragon cannot fly, fortunately. On the other hand, it is so massive that killing it will take all your effort. Each one of its heads, Rend, Rip and Roar, can bite your head clean off. Not only that, Roar, the middle head, can breathe fire all over you as well! Try and stay on the move, dodging and weaving, whilst

getting a strike or a shot in whenever you can, however you can. Whittle the hideous brute down - eventually you will slay it. Theoretically.

Vilefor the Purple Dragon

Vilefor is a fine-looking dragon, graceful and majestic. But don't let that fool you. It's also rotten to the core, and loves nothing more than to fry anyone stupid enough to get in its way. Being much younger than Melkor, its hide is not nearly so tough, and it hasn't built up as many resistances. Having said that, non-magical weapons will be almost useless. His one weakness is thought to be the Black Spirit Sword. But that weapon is a two-edged sword. You'll have to be sure of having plenty of healing in reserve. Vilefor can fly, and breathe fire, so the same problem with Melkor also applies here - how to get close enough to use the Black Spirit Sword, assuming you have one. Ranged Weapons will serve you well, but the conservation of ammo for use in the final battle with Melkor is a factor you will have to balance carefully.



The Dragon Knights

These are an order of Knights who have sworn allegiance to the great Dragon, Melkor. They have served him for many years, and their hearts have been corrupted utterly. There are three Chapters of Knights in the Order:





The Black Dragon Chapter

These Knights are the elite of the Order. They have sold their souls to evil, and can no longer be numbered 'amongst the living.' They have travelled so far down the dark path that they have become incorporeal spectres, undead spirits housed in suits of magical armour. Armed with sword and shield, they are dangerous and

fearless opponents. They have one weakness - their armour. Damage it, and you damage the spirit within. Blunt weapons like the Magic Warhammer are the best for the job.

The Red Dragon Chapter

These are the veteran warriors of the Order, those who have not yet embraced death. They are still mortal humans, though steeped in corruption. They fight with the mace. Fortunately, there is nothing unnatural about them, save for their love of evil, but nevertheless they are still an opponent to be respected.

The Dragonsbreath Chapter

These knights are newly initiated into the order. They are not as skilled as the others, but their weapons make them formidable in combat. Wearing armour of white and black, they carry maces and one-handed crossbows. These crossbows have a high rate of fire, and several of these Dragonsbreath knights gathered together can be a match for the greatest of heroes. Battle them with care.



The Gigantic

There are many denizens of the dungeon who have been mutated and enhanced by evil sorcery to unfeasibly large and dangerous sizes.



Giant Boot

There was once a race of giants who were slain by Melkor in mortal combat. The giants' hands and feet were severed, and taken to the Halls of the Undead, in the Underworld. There, dark necromancers worked their evil magics, and the giants' appendages were re-animated. So it is that large boots, with imps riding them, patrol the tunnels of the Dungeon, looking for things to stomp and kick. Watch out, for one of their favourite tricks is to sneak up behind the unsuspecting, and kick them over the edge of some chasm or bottomless pit.





Giant Hand

The Hands of giants also patrol the corridors of the dark, looking for people to slap around. Fortunately for you, a Hand can be killed. Due to its massive size, blunt and ballistic weapons do not harm it much, but for some arcane reason it is particularly susceptible to poison. A brave adventurer might be able to slice off a finger or two, if you've managed to get hold of a Venom Sword.



Giant Rat

Bred for generations in the stinking warrens of the Ratmen, and subject to the ministrations of Ratmen wizards, these rats are gigantic. I mean really big. To kill one will take a lot of effort - some advise running for your life the instant you spot one. Due to the use of black magic in their creation, Giant Rats are resistant to black-based spells and weapons.



Giant Scorpions and Giant Spiders

The giant insects were bred by the Hive as servants and guards. The Giant Scorpion is a highly dangerous foe indeed. Its sting is bursting with deadly venom, and its claws are as sharp as razors. It's highly resistant to fire and heat, and Red and Black based attacks have minimal effect. Its exoskeleton is armoured like steel, and most weapons may not harm it at all.

Giant Spiders aren't armoured - their soft bodies are prone to blunt weapons, and fire, explosives and Red magic are extremely effective against them. On the other hand, they can spit balls of acidic poison over long distances, making them a fearsome foe. Make sure you're well stocked with Antidote Potions before you think about taking on one of these things. Getting in close can be very dodgy indeed, but that's probably your best strategy, unless you're well armed with ranged weapons, and feel confident about exchanging shots with a huge poison spitting purveyor of doom.





The Hive

This is a colony of large, highly intelligent insectoid beings. No-one knows where they came from, but ancient dwarvish legends tell of areas in their mines where their people were carried away by giant, organised insects thousands of years ago. It seems the Hive has had a colony in the Dungeon for many years, but since the arrival of the Dragon, Melkor, their dominance has been eroded. Now they bow to his superior might. For now - the Hive has always had dreams of a race of super insect soldiers with which to dominate the world. The Hive is a society of social insects with a Queen at the top, and three classes of insects below. They obey without question the dictates of the Queen, and will willingly give their lives in the defence of the colony.

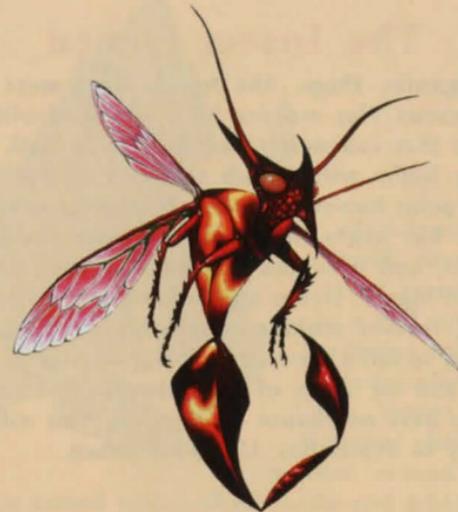
The tunnels and warrens they dig out of the earth are filled with spawning grounds and incubation chambers, where the eggs that the Queen churns out in the hundreds are placed. Their walls are decorated with strange insectoid artistry, using secreted ichor that hardens into the desired shape. They'll eat any living matter they can get hold of, but they are particularly fond of human flesh, seizing the unwary and cocooning them in tough, silken threads for consumption at their leisure. The creatures of the Hive have good armour, but are vulnerable to heavy, blunt weapons, and to fire and explosives in particular. A Firethrower is an essential accoutrement for any hero or heroine who wants to take a stroll through the infested tunnels of the Hive complex.





Insect Warriors

Scuttling soldiers with six limbs, the Insect Warriors implacably attack anyone not authorised to enter their territory. Their two forelimbs end in meat-cleaver shaped blades of razor sharp chitin. These can cut through armour and flesh like butter. Plates of chitin serve as their own armour, and it is even effective against steel. Try not to get mugged by the hordes of these you may have to face.



Flying Insect Warriors

These are dragonfly like insects with a sting in the tail. They will swoop down on you, rear up and try to sting you in the face, injecting a poisonous substance that causes great pain and cellular disruption. You cannot afford to allow too many of these things to come at you at once. Destroy them as fast as you can.

The Insect Queen

She is gigantic. Huge. She towers over mere humans like a colossus. Her massive head is armed with vicious mandibles that can neatly snip a man in half, and she has many limbs with which to hammer her enemies. One plus point however, is that the Queen cannot move. Once she has made her nest, she loses the power of locomotion, and lives and dies in that nest. She grows bigger and bigger, laying eggs all day long, plotting and scheming, forever seeking to expand the Hive. No-one knows how to kill a Hive Queen. Not without large siege weapons and an army of elite troops. A lone human appears to have no chance on his own. You will have to find a way to defeat her. Use your nonce.



Imps

Malicious little devils, these short-arsed assassins can be a real pain in the neck (or foot, to be precise). Dressed in the latest death-designer clothes, they wander around looking for trouble, armed with a sharp knife and a big fork. If they spot you, they'll try and pepper you with throwing knives, and then close in to stab viciously at your feet with their forks, cackling all the time like insane hooded gnomes from hell. They'd like nothing better than to topple you to the ground, then slice you up and eat you alive, if they can. Imps are resistant to magic, but, generally speaking, they're relatively easy to defeat. Just don't let yourself get overwhelmed by numbers.



Medusae

The Medusae are three sisters, half-woman, half-snake, whose age and origin are unknown, but whose evil malice is well known. For a long time now, they have dominated the orcs, some of which even worship the Medusae as demi-godesses. The first and oldest of these sisters has the awesome power to turn the living to

stone with a glance. Her gaze is fatal to all, if she should choose it. Only the Anti-magic Charm can counter this effect (another way to counter it is too hack her head off with the biggest sword you can find!). She carries no weapons, for she has no need of them. Beware this deadly foe, and try not to look into her eyes. Keep your face turned away from her gaze. And destroy her as soon as possible. Her sisters aren't as dangerous, relatively speaking. One wields a sword, the other an axe. Their favourite tactic is to come at you from the rear or the side, whilst you're desperately trying to avoid the gaze of their leader. All three sisters are resistant to non-magical weapons, but not immune. They can be killed with a little luck. Well, a lot of luck really.





Minotaurs

These hideous hybrid's of man and beast are the result of crazed experiments by Chaos Alchemists. The Alchemists have seized many innocent townfolk of Fang and dragged them off into the

depths of the dungeon. There they have subjected them to all manner of evil magics, and mutated them into powerful horned monstrosities, half- man, half-bull. Their minds have been completely erased in the process, and now they live only to destroy. Their augmented size and strength means the Minotaur can take damage as well as give it out. Do not think of them as they once were - if you hesitate, they will destroy you.



The Orcs

The tribe of the Taloned Eye have sent many orcs in answer to the Baron's call to arms. Their battalions consist of Warriors, Crossbowmen, and powerful Sergeants. They are led by a master of the elemental magics, an Orcish Shaman called Ugluk Stormfart.





Orc Warriors

Large, brutish orcs, armed with a scimitar. The common soldiery of the orcish hordes, Orc Warriors shouldn't present too much of a problem for any half-decent hero - just try to avoid getting hit too often by these thuggish savages.

Orc Crossbowmen

Ugly, nasty little villains with attitude, Orcish crossbowmen aren't too much of a threat on their own. When alone, they're prone to run in terror at the drop of a hat. But when a bunch of them get together it's a different story. They take courage in numbers, and many a valiant hero has fallen under a hail of unerring crossbow bolts. Not so good in hand to hand combat, one strategy for dealing with Orcish crossbowmen is to get in close as quickly as possible, and try and get one of them in between you and the rest - Orcs are notoriously unconcerned for the welfare of their companions, and they'll shoot their own troops in the back in the attempt to shoot you.

Orc Sergeant

The Sergeants are the biggest, ugliest and toughest of the Orcs, renowned for their ferocity and love of dismemberment. Huge and hulking, with great yellowed tusks that mark their status, Orc Sergeants are

dangerous opponents. If they get the drop on you, they can hack you up pretty badly before you can get a chance to react. So try and get the drop on them or you'll be eating Orcish steel.

Ugluk Stormfart, the Orc Shaman

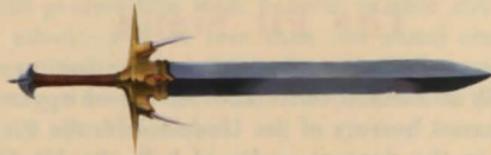
Ugluk is the leader of the Orcs of Deathtrap Dungeon. He rules by the usual Orcish methods - intimidation, bullying, terror tactics and outright violence. Ugluk Stormfart is a very unusual type of Orc - he is intelligent. He has mastered the Elemental Magics of the Storm, and can hurl bolts of lightning from his staff. His spells protect him from baneful magics and missiles - these attacks will do less than the usual amounts of damage to him. His weakness is cold steel - get in there close and gut him If you can, for he also has the power to teleport short distances.



The Pit Fiend

In Taverns and Inns across the world adventurers and heroes talk in hushed tones and fearful whispers of one of the greatest horrors of the Underworld, the Pit Fiend. Spawned in the deepest vaults of hell, the Pit Fiend is a gigantic monstrosity of teeth and muscle that strides through the open spaces of the Dungeon like a colossus. The thundering sound of its mighty legs propelling it through the Underworld at frightening speeds strikes

terror into the hearts of even the most courageous of adventurers. Its teeth can cut a man in two, and its jaws can swallow a woman whole. Only the most powerful and well-armed adventurer can face up to one of these beasts, and even then the outcome will be in doubt. Your best strategy is cunning - find areas of the dungeon the Pit Fiend cannot enter, use tricks and traps to outwit, confuse, avoid, or contain it. Due to their evil natures, the Pit Fiend will take less damage from Black magic sources, such as the Black Spirit Sword.



The Ratmen

Skabulus, King of the Ratmen has proved to be one of Baron Sukumvit's closest and most loyal allies. He has moved into the Dungeon in force, with a veritable army of Ratmen, including Grenadiers, Swordsman, Musketeers and huge Rat Ogres. He and his horrible crew have dug themselves in, fortifying large sections of the Dungeon.





Ratman Swordsman

The mainstay of Skabulus' army, Rat Swordsmen are the least trusted and respected of his troops. Prone to break and run if wounded, most adventurers can cut them down with ease. Unfortunately, their strength lies in numbers.

Ratman Musketeers

Cunning engineers and craftsman that they are, the ratmen have equipped some of their more reliable troops with primitive muskets. These are highly accurate, mostly owing to the spread of shot that can pepper the doughtiest of heroes or heroines with a cloud of musket balls. When faced with several of these dangerous opponents, slaying them as quickly as possible becomes a priority. Stay on the move, and use whatever cover you can find. They are no slouch in hand-to-hand combat either, as they have vicious bayonets fastened onto the ends of their muskets.

Ratman Grenadiers

Some elite Ratmen are entrusted with the 'Grenadiers Companion', a simple, but effective wooden grenade launcher. If you get hit by one of these grenades, you'll certainly know about it. The Grenadiers are pretty indiscriminate in their choice of targets, and will tend to try and overwhelm you with a barrage of grenades. Sometimes you can use this to your advantage - if a Grenadier is firing at you, head for the nearest group of enemies, and let them share some of the heat. Otherwise, kill a Grenadier as soon as you possibly can, using whatever means you have at your disposal.



The Rat - Ogre

The Lieutenants of the Ratman host, the Rat-ogres are club-wielding Ratmen of enormous size. They rarely flee, and will do all in their power to beat you to death with their massive clubs. They can dish out a lot of damage, as well as take it. Try to avoid hand to hand combat where possible, though they can be defeated in close combat if necessary.

King Skabulus

Skabulus is the toughest and most ruthless of the Rat-ogres. His gold crown and bejewelled club betray his status. You will have to defeat him to reach the Dragon. Watch for his elite Rat guards, who are tougher than the average Ratman.





The Rock Monsters

The Rockmother was created by an over-ambitious Mage in bygone times. She stepped forth from a great mountain shattered by the Mage's sorcerous lightning. Imbued with all the power of stone and virtually invulnerable, she drove the Mage away in terror, and set about creating the tribe of Rockmen. Though she is long

gone, her children live on, and worship her as their creator goddess. The Rockmen have inherited her powers - they are invulnerable to all weapons and spells save one, the Magic Warhammer, forged by the Dwarves, mortal enemies of the Rockmen. The Rock King, Carborundum, is a being of golden stone - nothing can harm him, not even the Magic Warhammer. Dealing with the Rockmen is dangerous indeed. They are implacable enemies of the 'pulpies', their name for creatures of flesh and bone. They will try to pulp you into a bloody mush at every opportunity. If you do not have the Magic Warhammer, your only chance is to dodge and evade them - flee if necessary. But if you can get hold of a Magic Warhammer, then they're easy meat. As for Carborundum, there is only one way past him - run for your life.





The Snake - Girls

These hybrid monsters have the torso of a woman and the body of a snake. The Medusae, when the mood takes them, are in the habit of enchanting men or orcs, and laying with them for

their pleasure before slaying them. The Snake-girls are the daughters of these unholy unions. They have not inherited the stony gaze of their mothers, thank the gods, but they do have a low cunning in combat. They wield morning stars with consummate skill, and will sometimes try to wrap their foes in their powerful coils and crush them to death. Fast and difficult to hit, the Snake-women can soak up a lot of damage before going down.



The Undead

The Hosts of the Dead infested the Dungeon long ago, and even more of their numberless legions accompanied Agrash on his journey up from the Pit.





Ghosts

Restless spirits of the dead, these Ghosts cannot abide the thought that others still enjoy the delights they once knew in life (though most people wouldn't consider what a ghost knew as delightful in life as very enjoyable!). So they seek to destroy

the living, and suck out their souls. Hooded and cloaked, Ghosts wield ethereal scythes with which to harvest their victims. They glide across the floor with frightening speed, their spectral eyes glowing like feral flames in the utter blackness of oblivion that is the face of a ghost. Ghosts cannot be harmed by non-magical weapons. Blunt and explosive magic attacks do little damage as well. Black magic is virtually ineffective against them, and Blue magics have no effect at all. Red and Grey magic is good, but the best thing for dealing with Ghosts is White magic, as you'd expect. The Silver Sword is every Ghost-slayers preferred weapon.



Zombies

Known as the Walking Dead, zombies crave the flesh and blood of the living to feed their monstrous appetites. Desiring nothing more than to eat your brains, they will relentlessly pursue you, until either you or they are dead. Except, of course, they're already dead, but you get my drift. There seem to be two types of

Zombie on the loose in the Dungeon - those armed with the sword, who will attempt to close with you, and hack you into conveniently mouth-sized pieces, and those armed with throwing axes who will hang back and try and bury their hatchets in your head from a distance, and then close in to feast upon the resultant spray of brain-matter. Because of their soggy, dead flesh, blunt weapons like the Warhammer are not the best weapon to deploy and non-magical weapons will barely harm these undead shamblers at all. The Silver Sword, though, is especially effective, and nine times out of ten a single blow from this holy weapon will blast the zombie back to hell. In little goey bits.



Skeletons

Raised from the graves of the ancient dead by evil necromancy, the Skeletons represent the rank and file of the forces of darkness. There are three types of Skeleton - sword armed soldiers, archers and Skeleton Champions, those who were mighty warriors in life. Skeleton Archers are dangerous in close combat as well. Their secondary weapon is a sword, which they will

resort to if necessary. All the Skeletons share certain strengths and weaknesses. Blunt weapons are more effective than edged weapons, and fire, explosives and ballistic weapons have reduced effect, due to the nature of the enchantments that bind their bones together. As they are powered by Necromantic sorcery, non-magical attacks have little effect upon them. They are totally immune to Black magics, and Red magic is of limited use. White magic, of course, is their great weakness. The Silver Sword can shatter their bony frames so thoroughly that they will never rise again.



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