

Follow the Leader



A fun roleplaying game about temptations, betrayal and the hardships of a henchman's life

ABOUT THE GAME

FOLLOW THE LEADER is a dungeon exploring game about envy, temptations and horrible acts of desperation. Each scenario is played out as a one-shot session in about 4 hours of play. The players portray troubled and desperate henchmen that accompany their „Heroic Leader“ through a short dungeon. The gamemaster (or GM) tests the henchmen's inabilities and, as their desperation slowly increases, tempts them to follow risky courses of action. Betrayal, thievery and backstabbing ensue and whoever survives the mayhem may win the game. To play **FOLLOW THE LEADER**, all you need are dice (d4, d6, d8, d20), sufficient printouts of the henchman sheets and the scenario's temptation cards.

BASICS OF THE GAME

In the **FOLLOW THE LEADER** roleplaying game, the players portray henchmen, lowly mercenaries with money troubles, burdened by shortcomings and desperate to survive the day. In order to solve their troubles, they have signed a contract with a so-called ‚Heroic Leader‘ (portrayed by the GM), a greedy and powerful adventurer who exploits the henchmen's skills and uses them for the dirty work. Following their Heroic Leader, the henchmen explore the dungeon, evade traps, collect treasures and defeat foes. During the adventure, they will be repeatedly confronted by their inabilities, represented by a d20 roll against an inability score. In order to survive the threats of the dungeon, they will have to overcome their inabilities, rolling the score's value or above. The more deaths the henchmen encounter along the way, the more desperate they will become. When a henchman is overwhelmed by desperation, the GM hands the player a temptation card with a proposed course of action, for example:

„Why not pull the lever behind the demon statue?“,

„Why not keep the emerald for yourself?“, or

„Why not spill some blood on the black altar?“

A temptation card represents the henchman's inner struggle in the face of death and horror. To clear his mind, he has to get rid of the temptation card. Unfortunately, the only way to get rid of a temptation card is by taking the proposed action. Of course, giving in to temptations causes all sorts of problems: Traps may be triggered, allies harmed and intra-party conflicts might escalate. It could even lead to the deaths of henchmen, which will add to the witnesses' desperation and might force the GM to hand out further temptation cards. Since the results of giving in to temptations depends on the players and their playstyle, one and the same **FOLLOW THE LEADER** scenario can result in a wildly different game.

WINNING THE GAME

In contrast to most roleplaying games, players can actually win a scenario of **FOLLOW THE LEADER**. Multiple players can win in the same scenario. To win, a henchman has to survive the dungeon, thus fulfilling his contract with the Heroic Leader and solving his money troubles. Additionally, a henchman may not possess any temptation cards at the end of the scenario. Should a henchman still be in possession of one or more temptation cards the moment he leaves the dungeon, his inner struggles will accompany him into the world beyond. Irrepressible memories of death and horror will grasp at his very soul. Even if his money troubles are solved, his sanity will be lost for good.

HENCHMAN CREATION

Follow these six steps to create your henchman:

1. Determine inability scores
2. Roll for hit points
3. Choose an advantage
4. Choose a possession
4. Determine your background trouble
6. Pick a name and sign the contract

1. Determine inability scores

A henchman's six inabilities are: Weakness, Clumsiness, Confusion, Stupidity, Cowardice and Desperation. To determine your inability scores, roll 2d6+4 six times and apply the scores in the order you rolled them. Remember that these are inabilities, so you'll want to roll as low as possible.

2. Roll for hit points

Every henchman starts the game with 1d6 hit points. Roll a die and write down that number on the henchman sheet. You'll want to take care of these - at 0 hit points, your henchman is dead!

3. Choose an advantage

Advantages are special skills and abilities. Each advantage is available only once per scenario and it's first come, first served. Once you've chosen an advantage, tell your group which one, so no one picks the same.

BODYGUARD: If a nearby ally was just hit by an attack, but before damage is rolled, you can make a check to overcome your clumsiness to throw yourself in the blade (or claw, arrow, axe...). If the check is successful, you're hit for full damage, but your ally is unharmed.

FLEET-FOOTED: You always win Initiative.

STRONG BACK: You can carry six treasure loads, twice as many as other henchmen.

MAP MAKER: You have a fine quill and parchment with you and know how to make fancy dungeon maps. When you map the explored rooms of the dungeon, the GM will either draw a correctly scaled map for you or help you create a detailed map.

MEATSHIELD: You start the game with an additional 1d6 hit points.

BACKSTABBER: If you win Initiative (by successfully overcoming confusion at the beginning of combat), you can backstab a foe in the first combat round. Your attack is easy (+4 to roll) and if you hit, you automatically inflict a critical hit: Roll the damage die twice and add the results together.

STRONG WILLED: Checks to overcome your Desperation are easy for you (+4 to the roll).

TORCH BEARER: You start the scenario with three torches instead of one. Additionally, lighting a torch is an action for you, whereas it would take others a minute.

TRAP TRIGGER: You nimble footing makes you an excellent choice for triggering traps. Any checks you make to overcome your clumsiness after falling victim to a trap are considered easy (+4 to roll).

VETERAN: When henchmen encounter a type of foe for the first time, they have to overcome their cowardice if they want to attack. As a battle-hardened veteran, you don't have to do make these checks.

4. Choose a possession

Every henchman starts the game with a backpack, a torch, and a dagger (1d4 damage). In addition, the Heroic Leader generously gives each henchman access to one of the following possessions: Bow, chain mail, crossbow, greatsword, healing potion, helmet, rope, shield, sword, ten foot pole, plate mail. As with advantages, its first come, first served. Choose one possession and tell the rest of the group about your choice. If no item is left when you get to choose, you get none.

Bow: You have a bow (1d6 damage) and 10 arrows. When an arrow is shot, it splinters and becomes useless.

Chain Mail: When you're hit, deduct 1 point from the damage you take.

Crossbow: You have a crossbow (1d6 damage) and 10 bolts. When a bolt is shot, it splinters and becomes useless.

Greatsword: You start with a greatsword (1d8 damage). Using it slows you down, so you always lose Initiative.

Healing Potion: Taking a sip from the potion replenishes 1 hit point. There are a total of six sips in the bottle.

Helmet: When you're hit by an attack that would kill you, roll a d6. On a 6, the helmet is destroyed, but you are unharmed from the attack.

Rope: A sturdy 30' rope.

Shield: When you're hit by an attack that would kill you, roll a d6. On 5-6, the shield is destroyed, but you are unharmed from the attack.

Sword: You start with a sword (1d6 damage).

Ten Foot Pole: A useful all-round tool.

Plate Mail: When you're hit, deduct 3 points from the damage you take.

Because the armor hinders your movement, you're easy to hit (foes get +4 to hit you) and any checks you make to overcome your clumsiness are hard (-4 to roll).

5. Roll for background troubles

The background trouble is your henchman's need and the main motivation for going on the adventure. First roll on the following table to determine what kind of trouble it is. If you don't have a d30, roll a d6, then a d10. With a result of 1-2 on the d6, add nothing to the result of the d20, with 3-4 add 10, and with 5-6 add 20.

Then determine how much gold you need to undo your trouble by rolling a d6 and multiplying the result by 10. The result is also the exact amount of gold pieces that you've arranged with the Heroic Leader as your payment. Write it down in the contract section of the henchman sheet.

BACKGROUND TROUBLES

1	Triplets on the way
2	Indebted to criminals
3	Tax repayments
4	Demanding fiancée
5	Compulsive gambler
6	Son's costly education
7	Brother's physician's bill
8	Cheated out of pre-spent heritage
9	Loan sharks
10	Dental prostheses

11	Child abduction blackmail
12	Drug addiction
13	Bad realty investment
14	Failed artist
15	Struck by poverty
16	In need of a clean slate
17	Hush-money for sleazy affair
18	Pyramid scheme
19	Expensive ascension to nobility
20	Ruined fortune
21	Family struck by sickness
22	Costly lover
23	Robbed in the woods
24	Debts in every city
25	Grandpa's sickness
26	Relentless competitor
27	Speeding fines
28	Deserter on the run
29	Mother's exquisite taste
30	Powerful enemies

6. Pick a name and sign the contract

Finally, pick any name that sounds right and sign the henchman contract at the bottom of the henchman sheet with it. Your henchman is ready for play!

RULES OF THE GAME

INABILITIES

During the dungeon delve, henchmen will occasionally have to overcome one of their inabilities to succeed at a task. This could be a check to overcome cowardice when a henchman wants to touch a grisly demon statue, a clumsiness check to evade a falling block trap or a stupidity check to solve a sphynx's riddle. It is the GM's role to call for checks and determine which inability will be used. The six inabilities are:

Weakness: Overcome to make melee attack rolls, or perform deeds of strength like breaking down doors or climbing a wall.

Clumsiness: Overcome to make ranged attack rolls, perform feats of agility like balancing a rope or evading a trap.

Confusion: Overcome to perceive fine details in the surroundings, win initiative.

Stupidity: Overcome to gain intellectual insights into the surroundings, solve riddles, take actions that need concentration and thought.

Cowardice: Overcome to show bravery in the face of an unknown foe or when confronted with terrifying things.

Desperation: Overcome to resist temptations that would lead to risky courses of action.

OVERCOMING INABILITIES

To overcome an inability, the player rolls a d20. If the result is equal to the henchman's inability score or higher, the inability is overcome and the intended task is successful. A roll of a 20 is always a success and a roll of a 1 is always a failure.

Sometimes the GM may rule that a task is especially easy or hard. An easy check is made with +4 to the d20 roll and a hard check is made with -4 to the roll. No further modifiers are ever applied - if the GM believes a task should be even easier than easy or harder than hard, no dice are to be rolled - the check is either an automatic failure or an automatic success. If multiple factors would make a check easy or hard, apply the following guidelines:

- One 'easy' and one 'hard' cancel each other out
- Two 'easys' make a task so easy that the henchman automatically succeeds.
- Two 'hards' make a task impossible

CARRYING LOOT

Each henchman can carry three loads of treasure in his backpack. Some big items take up more than one load, as detailed in the scenario. The number written in parenthesis behind an item indicates how many loads it takes up.

Example: „In the room, there is a copper chandelier (2), a silver drinking cup (1) and a massive gold idol depicting a goat demon (3).“

TORCHES

Every henchman starts the game with one torch. A henchman needs a full minute of work to light a torch. One torch burns long enough to explore 3 dungeon rooms. A player may check off the boxes behind the torch entry on the henchman sheet to keep track.

COMBAT

In FOLLOW THE LEADER, combat is quick and deadly. Henchmen start with 1d6 hit points, and common weapons like swords do just as much damage.

When a henchman drops to 0 hit points or below, he is irrevocably dead, but see the Gamemastering section for rules about replacing dead henchmen.

When combat erupts, all henchmen roll for initiative. After having determined who acts when, combat is fought in rounds, each of which represents roughly five seconds of time. Every participant of a combat acts once in a round.

INITIATIVE

As soon as henchmen encounter a foe that intends to fight, the GM calls for Initiative. Each player rolls to overcome confusion. If successful, the henchman wins Initiative and can act before the enemy. If multiple henchmen are faster than the enemy, the players decide in which order they want to act. When all of them have taken their actions, it's the enemy's turn. All enemies take their action in whichever order the GM decides. After the enemies have taken their actions, it's the players' turn again: ALL henchmen take their actions now, in any order that the players wish. When they are done, it's the enemies' turn again, then all the player's turn, and so on. The combat continues to go back and forth until resolved.

MOVEMENT AND ACTIONS

Each combat round a henchman can move 30' and take one action. The movement happens before or after the action and can not be split up. Anything a henchman might achieve besides moving is considered an action - attacking, standing up from prone, opening a door, drawing a sword, retrieving an object from a backpack... The only thing not considered an action is speaking a sentence or two. Instead of taking an action, the henchman may run and move a further 30'.

FEAR OF BATTLE

Most henchmen are far from battle-hardened. In fact, when events turn hazardous, most are utter cowards. Whenever a henchman wishes to attack a foe of a kind that he hasn't encountered yet during the dungeon delve, he has to overcome cowardice. If the check fails, the henchman doesn't have the guts to attack the enemy in this combat round. Since overcoming cowardice is no action, the henchman can take any other action this round, but his fear forbids him to attack the foe. Should the henchman wish to attack the foe in one of the next rounds, he can retry to overcome cowardice at any time, but only once per combat round. Once he has succeeded, he is considered brave enough to confront this type of enemy and won't ever have to make any further checks for this enemy or similar foes.

COMBAT ACTIONS

ATTACK: To successfully hit a foe, a henchman needs to overcome weakness in melee or clumsiness in ranged battle. These checks are called 'attack rolls'. Some enemies are hard or easy to hit (-4 or +4 to roll), as the GM will know from the monster's stat block. Furthermore, the GM should feel free to modify the henchman's chances by making attack rolls easy or hard. There is no fixed list of combat modifiers, so that the GM can make the final call, but the following recommendations could be considered:

Easy attack rolls: Attacking from higher ground; attacking a foe who is entangled in a spider web; attacking a foe in plate mail; attacking a prone foe in melee

Hard attack rolls: Attacking in the dark; in tight spaces; when lying on the ground; from long range with a ranged weapon, when entangled in a spider web, attacking a foe who is behind cover or a foe who's lying on the ground with a ranged weapon

If the attack roll hits, the henchman rolls the weapon's damage die. This is how much damage the hit inflicts on the enemy. The GM deducts the damage from the enemy's hit points. Just like henchmen, enemy's die at 0 hit points. If a 20 is rolled with the attack roll, it's a critical hit - the player rolls the damage die twice and adds the results together. If the player rolls a 1 with an attack roll, it's a fumble. When a fumble occurs, the player can choose one of the following results:

- The henchman hurts himself for 1d4 damage
- The henchman hurts an ally within sight for 1d4 damage
- The henchman's weapon breaks.

EVADE: If a henchman takes the evade action, he is hard to hit during this round (foes take -4 on their attack rolls against him).

STAND UP: A henchman that's lying on the ground can stand up as an action.

AIM RANGED WEAPON: A henchman can use an action to aim a ranged weapon at an enemy. If the henchman attacks this enemy in the following round, the attack roll is easy (+4 to roll).

SHOOTING INTO MELEE: Shooting a ranged weapon into a melee is hard (-4 to roll). If the attack fails, but the result would be sufficient to hit the ally engaged with the foe (a regular check), this ally is hit instead.

DESPERATION

The desperation mechanic is at the core of **FOLLOW THE LEADER**. During the delve, tension will rise and occasionally, when something truly horrible is encountered, the GM will instruct the players to roll to overcome desperation. The following situations provoke a desperation check:

- When a henchman dies.
- When something of unimaginable horror is encountered.

The scenario will give special note to such things.

All henchmen who witness one of these things have to make a desperation check. Blindfolding oneself is a viable tactic against desperation, but difficult to follow through with. Any henchmen that fail to overcome their desperation increase their desperation score by 1. Additionally, among those that failed the check, the GM hands out a temptation card to the henchman with the highest desperation score. Should that henchman already possess a temptation card, the GM gives it to the henchman with the next lower desperation score, and so on. If all henchmen that failed the check already possess a temptation card, the henchman with the highest desperation score gets a second one.

TEMPTATIONS

In **FOLLOW THE LEADER**, temptation cards represent the henchmen's inner struggle in the face of dread. As they encounter horrible deaths and horrors in the dungeon, slowly the realization creeps into their minds that they will have to do something - anything! - to get out alive. Temptation cards are specific to each scenario.

When a henchman acquires a temptation card, the proposed course of action goes through his mind in that desperate moment. Considering the harsh circumstances, the action will seem like an easy way out. In truth, the henchman's desperation brings the worst of the him to the top - greed, hunger for power and the willingness to randomly experiment with dangerous objects.

Getting rid of all temptation cards is one of the winning conditions of the game. The only way to do get rid of a temptation card is to give in to the temptation and do what the card encourages to. Some temptations will provoke more severe consequences than others, but that is in the spirit of the game. Temptations may lead to betrayal, thievery, human sacrifice, backstabbing and other horrible random acts. It lies in the creativity of the player to find a way to give in to a temptation, yet still be able to continue to play the henchman afterwards.

Players are free to wait with giving in to their temptation since a card doesn't force to take the action. However, if a player is still in possession of one or more temptation cards as the group leaves the dungeon, the player loses the game.

Sometimes a player's temptation card proposes an action that is soon after taken by a different henchman. Just as desperate henchman, curious players sometimes like to experiment. In this case, the player with the temptation card is lucky and can immediately discard the temptation card.

FALLING VICTIM TO INSANITY

Should a henchman's desperation score ever reach 20, he suddenly and permanently goes insane. The henchman immediately turns into a foe and attacks his allies.

REPLACING DEAD HENCHMEN

When a henchman dies, the player can rejoin the game with a new one. This new henchman was part of a former exploration, following a Heroic Leader who found his demise in these halls. Now the henchman is a captive of

the dungeon's residents.

The player creates a new henchman by following the normal steps for henchman creation, except signing the contract. Once the player is finished, it's the GM's obligation to let this player rejoin the game as quickly as possible - at the very next as of yet unseen spot of the dungeon, this new henchman will be chained to the wall, with a key to the shackles nearby. The GM is advised not to get creative with placing this new henchman in a fit area, but to have him chained exactly at the next space that no one had seen before, be it directly around the next corner, behind an unopened door, or even in the shadows of the room the group is currently in.

When the Heroic Leader takes note of the new henchman, he will propose a deal: The henchman will be freed if he signs a contract. Otherwise, he shall be left here to rot.

THE HEROIC LEADER

The adventurer who hires the henchmen is called the Heroic Leader. Heroic Leaders generally deem themselves as merciful and fair heroes, but in truth they're the opposite: They tend to be greedy, self-absorbed and couldn't care less for the poor henchmen's troubles. All they really want is to collect all treasures the dungeon has to offer and get away without too much fuss. They will however pay the agreed payment at the end of the scenario to henchmen who have fulfilled their contract. During the exploration of the dungeon, the Heroic Leader will act as follows:

- He will stay at the entrance of each room while the henchmen are exploring it. He won't pass through a room until the henchmen are finished exploring and have collected all treasures.
- If possible, the Heroic Leader won't touch any objects. He will however encourage the henchmen to interact with things, search for treasures and traps.
- The Heroic Leader will rarely give orders to the henchmen. If he gives any orders, they should be abstract: „explore“, „fight“ or „collect everything you see“. While the henchmen should regard him as a nasty and mean superior, his presence shouldn't constantly get on the player's nerves with too harsh orders and overly strict behavior.
- When combat erupts, the Heroic Leader will stay out of melee and attack at range. Unless threatened directly, the Heroic Leaders will use his most basic ranged attacks.
- The Heroic Leader will punish inappropriate behavior and a breaking of contract. A hit with a sword hilt (for 1 damage) should usually suffice.
- The GM should feel free to occasionally spice things up with other random behavior patterns. For example, the Heroic Leader could order a backpack inspection, call for a rest (every henchman heals 1d4 hit points), or suddenly break down in tears of self-doubt (provokes a desperation check).

KILLING THE HEROIC LEADER

One possible conclusion to the scenario is that the henchman band together and kill their Heroic Leader. If this happens, the game continues. Remember that the winning conditions for a scenario are:

- That the henchmen return from the dungeon with enough money
- That they're free of any temptation cards as they leave.

However, the death of their leader is a shocking experience and provokes a hard desperation check (-4 to the roll).

EXAMPLES FOR HEROIC LEADERS

Arrogant Paladin: Melee Attack 5+ (1d6, sword) or Ranged Attack 8+ (1d6, crossbow). Hit Points: 30.

Healing Hands: May heal 1d4 hit points per dungeon room.

Plate Mail: -3 damage from hits, easy to hit.

Brutal Barbarian: Melee Attack 6+ (1d8, greatsword) or Ranged Attack 8+ (1d4, sling). Hit Points: 37.

Agile: Hard to hit.

Hard blows: Foes hit by greatsword must overcome weakness or fall prone.

Evil Witch: Melee Attack 12+ (1d4, curved dagger) or Ranged Attack 9+ (1d6, bow). Hit Points: 26.

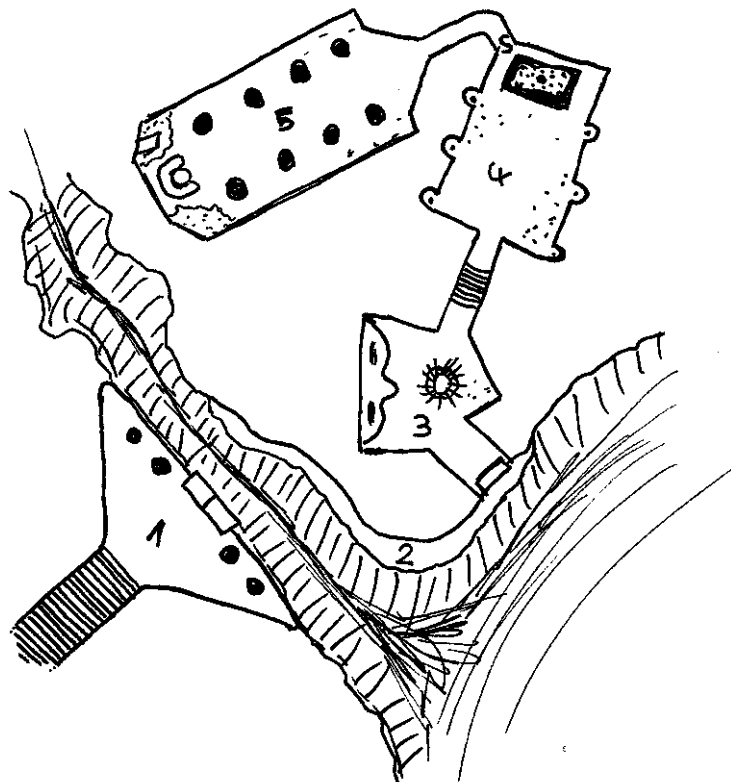
Sleep Spell: Can be cast once per dungeon room. Foe must overcome confusion or fall asleep 1d4 hours.

Fear Spell: Can be cast once per dungeon room. Foe must overcome cowardice or cower in fear for 1d8 rounds.

Fireball Spell: Can be cast once per dungeon. Up to four foes must overcome clumsiness or take 1d6 fire damage.

SCENARIO: THE FORLORN HALLS OF GRMK

Some fifty years ago, these underground halls were the refuge of a cult of insane necromancers. Although the necromancers have long left, their magic traps remain. Choose one of the three Heroic Leaders for this scenario.



ROOM 1 - FIVE IRON MAIDENS

Stairs lead down a hundred feet into the ground. The walls of the ancient chamber below are of black stone. Faded murals once adorned the walls. A massive wooden portal stands on the other side of the room and there are four iron maidens, two to the left and two to the right of the portal. Three of the iron maidens are open, and sharp needles protrude. The fourth is closed.

Portal: The portal is heavy and needs a hard check to overcome weakness to be opened. If three henchmen attempt to open it, they manage without a check. The moment that the portal opens, all henchmen that pushed it have to overcome clumsiness or drop into the bottomless chasm behind the portal (see room 2).

Iron maiden trap: If a henchman steps into an open iron maiden, he activates a pressure plate. Unless he overcomes clumsiness, the iron maiden closes and impales the victim (1d4 damage).

Closed iron maiden: This iron maiden has no spikes inside. If it is opened, the sleeping medusa inside is awakened and attacks immediately.

Treasure: The medusa uses a peculiar curved ceremonial dagger (1). Five of the snake's on her head wear a gold rings (1).

Medusa: Melee Attack 12+ (1d4, curved dagger) or Ranged Attack 8+ (1d4, Snake Hair Spit). Hit Points: 12.

Turn to stone: Anyone who attacks the medusa meets her gaze and must overcome confusion. If failed, the character turns to stone halfway for 1d4 hours. In this state, any checks that require movement are hard. If the same henchman attacks the medusa again, he must overcome confusion again or turn to stone permanently.

Room 1 Temptations:

„Why not open the closed iron maiden and see what's inside?“

„Why not push one of your allies into an open iron maiden and see what happens?“

ROOM 2 - BOTTOMLESS CHASM

A black bottomless chasm lies behind the portal. Ten feet behind the portal there is a narrow pathway leading around the natural rock wall. To plunge the gap, henchmen have to overcome their weakness, which is easy (+4 to roll). The pathway curves around the rock wall and ends at an aged wooden door. About halfway around the curve there is a hole in the wall, just wide and long enough to fit an arm inside. Finger bones scatter the inside of the hole. At the far end of the hole, there is a stone lever.

Into the chasm: A henchman who falls into the chasm is teleported into one of the open iron maidens in room 1. The henchman has a moment's notice before the pressure plate activates and the iron maiden closes (see iron maiden trap). The teleporting effect was once a initiation ritual for acolytes of the necromancer cult.

Lever: If a character puts his arm in the hole and pulls the lever, a sharp blade thrusts at the arm. The henchman must overcome clumsiness (a hard check) or lose the arm and take 1d6 damage. The lever activates the demon carving in room 3.

Room 2 Temptations:

„Why not push an ally into the chasm and see what happens?“

„Why not pull the lever in the hole?“

ROOM 3 - DEMON CARVING

Four goblins sit around a campfire in this room, just below a giant stone carving depicting a goat demon's head. As soon as the door opens, the goblins attack. The carving is so big that it fills the entire left wall of the room and it protrudes 5 feet out of the wall. The mouth of the goat demon head is half opened and wide enough to fit a single body inside. Ancient murals on the other walls show men in black robes placing corpses in the demon's mouth.

Goat Demon Carving: If the lever in room 2 has been pulled, the goat's necromantic magic is active and the goat's eyes sparkle with dark red light. If a corpse is put inside the activated goat demon's mouth, the mouth crushes the corpse and chews on it for a full minute. When the mouth finally opens again, the corpse emerges in its new form - that of a Smashed Zombie.

Treasure: The goblin's leader wears a silver circlet (1) and another goblin has a small emeralds hidden in its boot (1).

Goblin (4): Melee Attack 14+ (1d4, dagger) or Ranged Attack 13+ (1d4, sling).
Hit Points: 4.

Clumsy: Goblins are easy to hit (+4 to attack roll).

Smashed Zombie: Melee Attack 8+ (1d6, claw). Hit Points: 15.

Slow: Against a Smashed Zombie, everyone wins Initiative.

Clumsy: Smashed Goblins are easy to hit (+4 to attack roll)

Room 3 Temptations:

„Why not put a corpse in the carving's mouth?“

„Why not talk the Heroic Leader into escaping this place?“

ROOM 4 - BLACK ALTAR

There are six alcoves in this room, in each alcove stands a brazier. The moment a henchman comes down the stairs and enters the room, all braziers ignite. On the other side of the room there is a massive black altar. On the altar stands a 20 foot high pile of skulls. The top skull of the pile is pitch black with worrisome pointed teeth.

Altar: The skull pile on the altar is in a constant state of fragile balance. If any of the skulls is touched, the whole pile falls down on whoever stands in front of the altar. Henchmen have to overcome clumsiness or take 1d4 damage.

Black Skull: The black skull is a horrible sight. Anyone wanting to touch it must overcome cowardice first. The moment the skull is touched, it emits a high pitched-shriek. Roll for desperation (see desperation rules). After a few seconds, the shriek suddenly ceases.

Treasure: Inside the black skull is a large emerald (1).

Secret door: There is a secret door hidden in the back left corner of the room. In order to find it a henchman must overcome stupidity.

Room 4 Temptations:

„Why not touch the skull pile?“

„Why not closely inspect the black skull?“

„Why not grab the emerald and run?“

ROOM 5 - LONG HALL

This long hall was once the throne room of the necromancer's high priest. Eight crumbling columns hold the ceiling at bay. Dim sun light falls through small cracks in the ceiling. In the back of the room stands a plain marble throne. Treasures lie to the right and left of the throne. In the left pile, there is a gleaming greatsword. In the right pile, there is a beautifully framed mirror. The room is a fearsome chimera's nest. As soon as a henchman has entered, it swoops into the air from behind the throne and attacks.

Gleaming sword: This powerful magic blade does 2d8 damage and beheads the foe on a critical hit.

Cursed magic mirror: A henchman that looks into the mirror sees a stronger, better equipped, more handsome version of himself. As the henchman admires the image, a whispering female voice can be heard: „Come...“. If a henchman touches the mirror, he experiences that his hand can touch through the surface. Entering the mirror is a bad idea though. Anyone who steps inside is trapped forever, together with those who have been trapped before. Prisoners of the mirror are unable to die as long as the mirror exists. The only way to free their souls is to smash the mirror, which will instantly kill all prisoners.

Treasure: There are treasures galore in this room. All in all there are 15 loads of treasure.

Chimera: Melee Attack 12+ (1d6, lion's bite) and 14+ (1d4, goat's horns) and 9+ (1d3, snake's bite). Hit Points 22.

Lion: If the lion's bite kills a character, the victim's body is ripped apart in such a brutal way that the check to overcome desperation is hard.

Goat: If the goat's horns hit a henchman, he is knocked prone.

Snake: If the snake kills a character, the body is instantly consumed, including any items the henchman is carrying.

Room 5 Temptations:

„Why not kill the Heroic Leader with the glowing sword?“

„Why not push someone into the mirror?“