

# Twisted Minions

Rules to Spice up Your Encounters with Minions  
in *Four Against Darkness*



Written by Andrea Sfligoi

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Rules to Spice up Your Encounters with  
Minions in Four Against Darkness



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# Twisted Minions

## Introduction

*Twisted Minions* is designed to spice up your minion encounters in standard games of *Four Against Darkness*. Minions are the most common class of enemies encountered. This book lets you tweak them to avoid meeting the same group of boring goblins for the umpteenth time. As with all additional materials, the use of this book is entirely optional. Try it, use what adds to your enjoyment of the game and discard the rest.

It is up to you to decide how many times to use the Twists table. You could use it every other encounter, or only in an encounter out of three, or in all encounters with minions. The table is a mixture of advantageous and disadvantageous situations, and most results have some sort of internal balance. **Roll for the Twist BEFORE rolling for the minions' Reactions**, if you choose to do that.

If you roll twice the same result during the same adventure, you may re-roll to get a different result. **The table has 106 entries because some entries add a bonus to your next roll. The highest result you can roll is 106.**

## Embellishments and Story Elements

In some cases, you will have to add story elements to the encounter. For example, you may be asked to come up with a reason why two factions hate each other, or why some minions are chasing one of your heroes, or which deity the minions worship. In most cases, these choices are only embellishments and do not alter play much, but they add to your enjoyment of the game. Remember that in *Four Against Darkness* you are not only a player, you are a “play master” and can alter the narrative with your choices and add your ideas into the story to “fill in the blanks”.



To use the Minion Twist table, you need a d100 roll. You need two ten-sided dice of different colors. Roll them at once and count one as the tens and one as the units, thus generating a number from 01 to 100. A result of 00 is read as 100.

If you do not have ten-sided dice, use a deck of standard cards (just draw a card for the tens and one for the units, counting a 10 as a zero).

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### Leveling Encounters

The level of some monsters in this supplement is not absolute but relative to the highest character level (HCL) in the group.

For example, against a party encompassing characters of level 7, 3 and 1, a boss with HCL+2 level is a 9 (7+2). This allows the encounter to remain challenging for parties of all levels.

However, the greater the discrepancy between the characters' levels in the party, the harder the lower-level characters will find overcoming challenges. Give the lowest level characters priority on XP rolls to help them with being more effective.

In narrative terms, this means that as your adventurers go deeper in the dungeons, they encounter more powerful versions of the basic monsters: demonic skeletons instead of human ones, fungus infested mummies, mutated ghouls, elder vampires...

Adjust monster levels only the first time you meet them. This means a given monster's level doesn't rise or lower as members of the party come and go. If you move out of a room and

then re-enter it after the loss of a character, the level of its occupants will not change.

For parties whose highest character level is 5 or lower, the monsters' maximum level is 9 with the exception of vermin, which will be level 4. Likewise, the maximum level for save rolls at this level (except persuasion saves) is 6.



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### Minion Twist Table (d100)

01	The minions have DOUBLE the normal treasure for their type. If they have no treasure, one of them will have (choose): 1) a piece of parchment with some valuable local, short term information (a Clue that you can use ONLY in the current adventure, i.e. you may not save this Clue for later); 2) a key (automatically open the next locked door or locked chest you find; this does NOT protect you from any trap found on that door or chest); or 3) a small leather pouch containing one pearl or gem worth 20 gp OR coins for a total of d6xd6 gp (your choice of either gem or coins). Add +3 to your next roll on this table.
02	The minions are automatically the maximum number possible. For example, if the description says that d6+3 minions are encountered, you automatically meet 9.
03	The minions are easy to defeat. Reduce their level by 1 to a minimum of 1. Do NOT count this encounter for XP roll purposes. Add +6 to your next roll on this table.
04	One of the minions has an infected or venomous attack. The first character hit in this combat engagement must Save vs. HCL+2 poison (halflings add +L, barbarians add +1) or lose an additional Life point. If the minions already have poisonous or infected attacks in their description, increase the Level of the first minion's poison by 1.
05	The minions fight in an unpredictable way. Choose one of the following options, based on what you think is more appropriate for the creature type: 1) Increase the minions' level by 2; or 2) When a character rolls a 1 on an attack roll, the blow hits a random party member (include animal companions, hirelings and prisoners in the roll), automatically inflicting 1 damage.
06	This encounter is more difficult than you thought. Increase the minions' Level by 1 and the number of minions encountered by 2. This encounter counts as TWO minion encounters for XP purposes.
07	The minions are carrying or guarding food. In addition to any treasure they may have, you gain 1d6 rations if you defeat them. Add +5 to the next roll on this table.

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08	These minions know something. You may gain 1 Clue at the end of the encounter if you take at least one of them alive. To catch a minion alive, you must use a non-lethal attack like a Sleep spell or defeat it with an attack roll at -1 (using the flat of the blade or striking non-vital parts of their bodies). If the minions are undead or animals, re-roll this result.
09	Due to these minions' tactics, you may use two-handed melee weapons against them but they count as hand weapons (i.e., you do not get the +1 modifier).
10	The minions fight to the death. If you roll this result for creatures that always fight to the death, increase their Level by 1 or their number by 2 (your choice) instead.
11	You encounter the MINIMUM number of minions possible for this encounter. For example, if the encounter is with d6+2 minions, you will meet 3 minions. However, their Level increases by 1 and they get a +1 to their Morale rolls (if they make Morale rolls).
12	The minions challenge the character with the lowest current number of Life points. If that character defeats the minions singlehandedly (you must fight with that character only against ALL minions, and without any support from the party, so no potions, healing, spells, etc.), you gain 1 XP roll. You may refuse the challenge.
13	One of your characters recognize these minions as part of some group that wronged him in the past. For example, they could belong to a tribe that killed the character's family or to a group of thieves that stole the character's possessions. Come up with a cool background story for this! During this encounter, that character may use the rage ability once, as if he were a barbarian. If the character is a barbarian, he gets to use the rage ability for free on all turns during this encounter, but he loses 1 Life if he rages more than 4 times.
14	If you defeat these minions, roll on the Unusual Treasure table in this book, even if the minions are a creature type that normally has no treasure or were met as wandering monsters. Add +2 to your next roll on the Minion twist table.
15	Due to the creatures' unusual tactics, no ranged weapon attacks may be performed against them in this encounter. Spells may be cast as normal.



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16	The minions have some magic protection. Spells are cast at -1 (there is a -1 penalty on spellcasting rolls) against them.
17	Any character who can cast spells fights at +1 in melee or with ranged weapons against these minions.
18	These minions are distracted. Any rogue or assassin may perform sneak attacks against them, adding +L to his Attack rolls. In situations where you can perform a Stealth save to avoid this encounter, you may do so automatically.
19	If you defeat these minions, you will find an alchemical ingredient of your choice among their treasure. This is in addition to any other treasure the minions may have. For a full list of alchemical components, see <i>The Courtship of the Flower Demons</i> . If you don't have that book, you just find a rare ingredient that you may resell for 5d6 gp.
20	These minions are unusually slow. Each of your characters may perform TWO attacks on your first turn against them, unless the minions took you by surprise. If the minions have treasure, roll treasure at an additional -1. Ignore this encounter for XP purposes.
21	In addition to their treasure, if any, these minions carry a lantern, d6 ropes, d6 light weapons and d6 food rations.
22	At the end of this encounter, any character who lost 1 or more life must roll d6. If the number rolled is lower than the total number of wounds the character has, the character loses an additional Life point due to infection. If the character uses 1 bandage or receives any sort of magical healing BEFORE rolling the die, you automatically prevent this infection.
23	Due to the tactics employed by these creatures, the characters in the front rank (positions 1 and 2 of the marching order) defend at -1 on the opponents' first turn. If the minions are met as wandering monsters or otherwise attack the rear of the party, or if their descriptions says they always attack random targets, ignore this effect.
24	These minions are poor combatants. All characters defend at +1 against them. Any character rolling a 6 when defending with a shield automatically knocks out a minion. Ignore this encounter for purposes of XP rolls.
	Due to the weakness of these minions, characters using a shield have an additional +1 to their Defense rolls in this encounter. Increase the number of minions by 1.

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25	These minions are cursed by the gods. Clerics of all deities and paladins have +1 on their Defense rolls against them.
26	A wounded minion asks you to spare his life in exchange for information. If you do so, you must let the minion run away, but gain 1 Clue. Ignore this result with minions that never test morale, undead or artificial, nonliving beings like automata, golems, clockwork creatures and elementals.
27	One of the minions is cursed and is an arrow magnet. If your party attacks with ranged weapons, you must direct all ranged attacks against that single minion. Once the minion has been killed, if the encounter allows you to perform additional ranged attacks, you may direct them at the other available targets. Add +3 to your next roll on this table.
28	Increase the level of minions by 2, and encounter the maximum number of minions possible as per their description. Roll twice for their treasure, if any, and choose the best roll. If the minions have no treasure or are met as wandering monster, you will find d6xd6 gp or you may roll on the Unusual Treasure table (your choice) in the next room/hex/location you visit.
29	Double the number of minions encountered, and their treasure, if any, and add a roll on the Unusual Treasure table. This encounter counts as two minion encounters for purposes of XP rolls.
30	These minions are equipped with good quality weapons. The first character rolling a 1 on any Defense roll must choose one of the following: 1) his shield is destroyed, or 2) the character takes 1 additional wound. The minions' weapons can be sold for their full gp value. Add +6 to your next roll on this table.
31	Unless you manage to defeat all minions on the first turn, they will call for reinforcements. At the end of their second turn, another group of the same minion type will arrive on the scene and attack you. Roll for their number randomly as per their profile. Roll for treasure separately for the two groups. If you feel lucky, you may roll on this table again for the second group. This encounter counts as two minion encounters for purposes of XP rolls. Add +1d6 to your next roll on this table.

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The minions are armored. Any hit on them has a 2 in 6 chance to be deflected and ignored. At the end of the combat, the party has a 3 in 6 chance of gaining one suit of heavy armor for every minion killed (excluding minions who ran away due to a failed Morale roll). These suits may not be worn by characters but may be sold for 90% of their full value. If the die roll is 4 to 6, however, the suit has been damaged beyond repair and must be discarded. The suits of armor are in addition to any other treasure the minions may carry. These suits are heavy. Any character carrying one must add the equivalent of 100 gp to its carried weight.

33

Due to the minions' heightened defensive abilities, your Attack rolls may not explode during this encounter.

34

Regardless of any other special rules applying to this encounter or written on the minions' profile, these minions will strike first in this combat, after your ranged attacks, if any.

35

These minions do not have a willingness to fight. If you want, you may re-roll their reactions, applying any non-combat result of your choice from their reaction table if you roll any result other than Fight to the death. You may choose to roll even if you already rolled for reactions and you got a violent result with your first roll. Minions that always Fight or Fight to the Death ignore this twist. Add +1d3 to your next roll on this table.

36

These minions have a -1 to their Morale rolls (if they roll Morale at all) as long as you kill at least one of them with your first attack. If no minion is killed during your first turn, the Morale modifier will not apply. Minions that never roll Morale are unaffected by this twist.

37

One of these minions will perform an additional attack every turn. Both attacks must be directed against the same character. Once this special combatant is defeated, this rule is ignored.

38

All minions are equipped with light ranged weapons and will perform a ranged attack at -1 before the melee. If the minions already have a ranged attack in their description, they will use that attack if better than this. These minions roll on the Unusual Treasure table in addition to any treasure on their profile.

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39	The minions have a single minor magic treasure INSTEAD of any treasure they would normally have. Choose either a potion or scroll and roll on any appropriate table from any <i>Four Against Darkness</i> book appropriate to your level.
40	One of the minions has +1 to its Level and carries a flag, cape, trophy or other insignia. Until this minion is killed, the minions automatically pass all Morale rolls. The insignia can be sold for d6 gp or used as a bribe with the next group of minions of exactly the same type encountered. If used as a bribe, it counts as the equivalent of 100 gp for those creatures only.
41	The minions' monetary treasure, if any, is in small, old coinage in silver or copper. The coins weigh five times their value in gp: for example, a treasure of 20 gp counts as 100 gp for purposes of weight carried. Ignore this result if the minions have no treasure. Magic treasure or other items remain unchanged.
42	The minions have half a map in their possessions. If you defeat another minion group of the same type, during the current adventure or at any other point in the campaign, you may spend 1 Clue to find the other half of the map in any room. Once you have the complete map, you may find a treasure chest containing d6 x 100 gp in the next empty room or location. There's a 3 in 6 chance that the chest will be protected by an HCL +2 trap inflicting d3 damage on anyone opening the chest and failing a save versus its Level. The trap may be disarmed by a rogue.
43	One of the minions will use a minor fireball amulet on their first turn. If the minions are a non-intelligent creature type, a wizard enchanted them in a way that the spell would be triggered upon entering combat. All characters must save versus level 2 fire magic (wizards roll at +L) or lose d2 Life points. If all the minions are killed before the amulet is used, you may take it. The amulet may be sold for 20 gp. If used by a character, it works as a single use Level 1 fireball. The amulet loses its powers after one use.
44	The minions try to take the characters alive. They fight at -1 to their Level, with a minimum of Level 2. Any characters "killed" by the minions are knocked out instead, and will come to, recovering half the Life points they lost to their captors, at the end of the combat. For more about this, see the Prisoners scenario on p.31. If the minions take more than 50% losses, they will change their tactics and revert to normal combat (they will try to kill the PCs).

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The minions have two scrolls that they cannot use. This is INSTEAD of any treasure they would normally have. Roll on any appropriate spell table from any *Four Against Darkness* book you own to determine what spells are on the scrolls. If you prefer, you may decide that the two scrolls holds some secret information, and gain 1 Clue instead.

46

One of the minions counts as a Boss monster. Its abilities are the same as the other creatures, but increase its Level by 2. Its Life points are equal to your HCL, with a minimum of 4 Life points. Defeating this Boss grants 1 XP roll as normal. This may NOT be the Final Boss but it increases the roll for Final Boss as usual.

47

The minions (or someone on their side) have set an HCL trap in the room (re-roll this result if the minions are encountered as wandering monsters). Choose one of the two characters leading the marching order. That character will have to save vs. this trap (rogues add +L, swashbucklers, halflings and elves add +1/2 L) or lose 2 Life and his first attack turn. If the trap's level is 7 or more, lose 3 Life instead. If you have a rogue in the party, even if the rogue is not leading the marching order, the rogue gets to roll against the trap BEFORE it is triggered, and may alert the others (if his save is successful, no one will have to save to avoid the trap).

48

The minions have set a large ballista (a weapon similar to a giant, tripod-mounted crossbow) in the room (re-roll this result if the minions are encountered as wandering monsters). As soon as the party steps in the room, the ballista will fire a single shot, attacking a random target in the front space of the marching order. The character must pass a defense roll (treat the ballista as a level 6 attacker) or lose d3 Life. If the character is not hit, the bolt will continue its flight and a random character from the rear of the marching order will have to pass a Defense roll. The ballista attack will take place after the party's ranged weapon attacks, if any. The minions will not be able to reload the ballista during the ensuing combat and the ballista will automatically be destroyed if a fireball spell is cast in the room. If the party flees from this combat engagement and then steps into this room again, the minions will have reloaded the ballista and the weapon will fire again. The ballista is too heavy for the party to pick it up.

Add +1d6 to your next roll on this table.

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The minions know the location of the lair of the Final Boss. If you take at least one of them alive, either using a Sleep spell or subduing him with an attack roll at -1, you may add +2 to your next roll to determine if a room is the lair. If you have the *Warlike Woes* supplement, you may roll on the Boss Lair Feature table BEFORE entering into the lair, and plan accordingly. If the minions are of a type that you couldn't possibly interrogate, like zombies, skeletons or animals, you will find the information on a piece of paper or scribbled on a wall.

50

The minions know the location of a hidden treasure that is NOT located in this dungeon or area. If you take at least one of them alive, either using a Sleep spell or subduing him with an attack roll at -1, you will learn the location of a hidden treasure. If the minions are of a type that you couldn't possibly interrogate, like zombies, skeletons or animals, you will simply find the information on a piece of paper or scribbled on a wall at the end of the combat. You may find this treasure only in a future dungeon adventure, and after having visited at least 6 rooms. If you Bribe these minions, you may likewise buy this information for an additional Bribe. You will need to pay a Bribe for the treasure's location as if you were bribing an additional minion; for example, if there are 5 minions and each costs 20 gp to bribe, your total bribe cost, including the location of the treasure, will be 120 gp. The treasure will automatically contain at least one random magic item from any table in any book you own, as long as the book is appropriate to your party's level, and has a 2 in 6 chance of being protected by an HCL trap that inflicts 2 Life points of damage upon a failed save (halflings and elves roll at +1, rogues add +L).

51

The minions belong to a group (guild, gang, tribe, clan, army, political faction - you decide, based on the creature type; come up with an interesting background for them). If you deal peacefully with them (for example with any reaction roll that does not involve combat) or if you kill ALL of them, nothing will happen. However, if at least one of them escapes, for example due to a failed Morale roll, the next minions of the same type your party will meet will belong to the same group; their level will be at +1 when fighting your party and no peaceful reaction will be possible. If you have *Warlike Woes*, you can roll on the random minion faction minitable (*Warlike Woes*, p.7) instead.



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There is a strong rivalry between these minions and another minion group. To determine who the rivals are, roll on the minions table appropriate to the book you are using; for example, if you are playing an adventure using the *Caverns of Chaos* supplement, roll on the Cavern of Chaos minions table. If you are playing an adventure that has no minions table, the rivals are the next minions you encounter. If you kill the current minions, you may use their heads as bribes, counting each head as the equivalent of 10 gp, when you meet any minion group from the rival faction; and you may alter by up to 2 points any Reaction roll that you perform for the rival group or get a Peaceful reaction from a creature type that normally only has the Fights or Fights to the death reactions. Make sure you embellish the story behind the two groups' rivalry with elements that make sense with the current situation and the creature types. For example, if you determine that a rivalry exists between a group of goblins and a group of skeletons, it may be because a necromancer residing in the dungeon is tired of the goblins' continuous raids and has set up a small force of skeletons to contain them. Presenting the skeletons with the goblins head will make the undead think that the party is friendly to the necromancer: the skeletons will let the characters pass.

53

Select a random character from your party (not a hireling). The minions will hate that character and, in a combat situation, they will direct as many attacks as possible against him/her. Try to come up with a reason for this! What did the character do? Maybe the minions were sent in the dungeon by an old enemy, or maybe there is a case of mistaken identity and they are confusing the character with someone else. In any case, other minions of the same type encountered during this adventure have a 2 in 6 chance of hating the character in the same way.

If the character is carrying any visible, permanent magic item (not a one-time item like a potion or a scroll or a hardly noticeable item like a ring or a talisman), you may decide that the minions want that item (maybe they were sent after the character to recover a stolen item?), and you may immediately stop the combat by surrendering the item. Once the party surrenders the item, the minions will move out of the room (carrying their own treasure and belongings, if any, with them). Any other minions of the same type encountered later in the adventure will not hate the character.

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The minions are afraid of the characters. Come up with a story reason for that! Maybe the party's renown as monster slayers precedes them, or a god is protecting the party by sending dark omens into their opponents' dreams. As soon as the party kills the first minion, the minions must make a Morale roll. Repeat the Morale roll at the end of each turn in which the party has killed one or more minions. This result also applies to minions who do not make morale rolls under normal circumstances. Come up with a reason for this: meddling gods and magic may strike fear into the hearts of the most bloodthirsty foes. This encounter will not count for XP purposes.

55

The minions will automatically pass any morale roll during this encounter (including morale rolls caused by spells, magic items and special abilities). If you roll this result for minions that already do not make morale rolls, increase their level by 1 or their number by 3 (your choice).

56

The minions can call a "helper" if things go badly for them. Unless you kill all minions in this encounter within your second turn, a random weird monster (rolled on any table appropriate to the adventure you are playing) will arrive and join the fight. The weird monster will have no treasure. Defeating the weird monster will be worth its normal XP value. In addition, if one of the next 3 new rooms that you visit is empty, you have found the weird monster's lair. The lair contains the monster's treasure (as per its description), unguarded and ready for you to collect. Try to come up with a reason why the weird monster is helping the minions. Maybe they both serve the same master, or the minions regularly feed and take care of the beast or keep it as a watchdog.

57

The minions have eaten or otherwise have come into contact with some substance (fungus, potion, ooze, etc.) that immunizes them to the effects of the Sleep spell. If you roll this result with a creature type that is already immune to Sleep, increase its level by one or the number of encountered minions by 3 (your choice). At the end of the encounter, you may collect 1d6 "doses" of this substance. An alchemist may use it as an uncommon material component, with a resale value of 10 gp per dose.

Add +1d6 to your next roll on this table.

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The minions are carrying or guarding some alchemical materials. You automatically encounter the maximum number of minions. The alchemical ingredients are found as part of their treasure, even if the creatures normally have no treasure or are wandering monsters. Select a single alchemical item or ingredients of any rarity with a total cost of up to 150 gp from *The Courtship of the Flower Demons* if you have this supplement; if you don't have it, you find materials you can resell for 150 gp once you go to town. If during the current adventure you meet a wandering alchemist after killing these minions and taking their ingredients, you may NOT use his services nor sell the ingredients to him.

59

In addition to their treasure, if any, these minions have d6 ropes that have just been treated with the Lotion of Aglet (see the Apothecary List in *The Courtship of the Flower Demons*, p.79). These ropes are indestructible until the end of the adventure or for a full day.

60

These minions are actually undead. They are immune to Sleep, poison and disease and hate clerics. In addition to this, they will have normal statistics, abilities and equipment for their type. If you roll this result for creatures that are already undead, increase their level by 1 and roll again on this table, applying the new result. Roll more times if you get results that do not apply to Undead.

Roll the normal number as per the creatures' profile, but you encounter a minimum of THREE minions. Two of them are carrying a large item and they will not fight on their first turn. They will drop the item and fight normally starting on their second turn. Choose one item from the following list:

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- A totem/idol. It weighs 200 gp and can be sold for 40 gp. If they carry an idol, the creature's Morale (or their Level, if they never make Morale rolls) is increased by 1.
- A chest containing 120 gp. Opening the chest requires a Save vs. an HCL+3 lock (rogues add +L, other characters may not try). There is a 1 in 6 chance of wandering monsters appearing for every failed lockpicking attempt. Alternatively, you may smash the lock but it will automatically attract wandering monsters.
- A runestone. Its inscriptions may be copied by a druid and turned into a scroll with a druid spell of your choice (see *Wayfarers and Adventurers*) OR into 1 Clue if you prefer. This takes 10 minutes. The stone may not be sold.

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The minions are tattooed/marked in a significant way, wear distinctive clothing with strange symbols, wield weapons with unusual glyphs etched onto their blades, and so on. At the end of the battle, a wizard may perform an HCL+3 intelligence save (wizards add +L to the roll). On a success, the wizard gains 1 Clue. On a failure, nothing happens. The wizard may try again to analyze the symbols, but every attempt beyond the first will cost the party one roll for wandering monsters. Other character types that save as a wizard may roll, but add only half their level to the roll.

The minions carry or guard a lantern and book as part of their treasure. It will take one hour and two wandering monsters rolls to read the book. Barbarians, ogres and trolls may not try. At the end of the reading, the character gains one of the following:

A +1 to the character's next XP roll to learn an advanced skill;

1 Clue;

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3 Clues and 1 Madness;

A +3 to all attacks (including spellcasting, ranged attacks and melee) against a single, randomly-determined type of weird monster. Once this monster has been encountered and slain, the bonus disappears.

Invent a title for the book. The book will have no effect for any other character and at the end of the adventure it may be sold for 45 gp. The lantern is a normal lantern and may be kept or sold.

64

The minions are expert at fighting on extremely slippery ground – like the floor of this room. All party members who roll a 1 on any Attack or Defense rolls fall to the ground and must skip their next attack to stand up. The minions are immune to this effect.

Re-roll this result if the minions are met as wandering monsters, unless you have already determined that the floor of the room where the encounter takes place is slippery.

Add +1d6 to your next roll on this table.

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The dungeon is being invaded by minions of the same type you are encountering now. Every time you encounter minions again during this adventure there is a 3 in 6 chance that the minions will be the same. Every time you meet the same type of minions, their number will increase by 1, even if this means that you encounter more than shown on their profile. For example, let's say you meet goblins when you roll this result on the Twists table. Any other time you meet minions, you must roll a 3 in 6 chance that those minions are goblins, too. If they are goblins, increase their number by 1.

66

The minions have a 1 in 6 chance of surprising you, thus gaining the initiative and acting before your party. If this happens, make a reaction roll for them to determine their course of action. If the creature encountered already has a chance of surprising your party expressed as a X in 6 chance, increase X by 1. For example, if you roll this result for goblins that have a 2 in 6 chance of surprising the party, the goblins will have a 3 in 6 chance of surprising the party. In any case, increase the creatures' treasure by adding 1d6 gp times the number of minions, unless these minions have no treasure at all.

67

As the encounter begins, an unnatural fog fills the room/area. All ranged attacks performed in this encounter are at -1. Add +1d6 to your next roll on this table.

68

The minions serve a small dragon and they proudly show their allegiance to the beast. The final boss of this dungeon will automatically be a dragon, of a type appropriate to the book you are using to stock the rooms. If more than one dragon is present on the random tables for bosses and weird monsters in the book you are using, roll randomly or choose the dragon that seems more dangerous – your call! – for your party. If there are no dragons in the book you are using, use the small dragon profile from the core *Four Against Darkness* book. If the dragon has a breath attack, one of the minions will have it too and use it on the minions' first turn (use the minion's Level, not the dragon's, to determine the level of the save to avoid the breath attack, but the effects will be the same described in the dragon's profile). The minions will have double the treasure for their type. If they are a creature type that has no treasure, the party will find a bag or chest containing d6 x d6 gp and a random magic item in the room.

# Twisted Minions



## Twisted Minions

69

Write down what these minions are. Every time you meet the same type of minions again during this adventure, increase the number encountered by 2, even if this means encountering more than the maximum number shown on their profile. If at any point you encounter double the maximum number or more, that encounter will count as TWO minion encounters for purposes of XP rolls, and the minion's treasure, if any, will be doubled.

70

The minions are unusually peaceful. You may roll two dice for their reactions and choose the result you prefer. If you attack without rolling for reactions, the minions will fight as usual.

71

One of the minions carries a letter from its master. If you defeat the minions, you may read the letter and either gain 1 Clue or get a +1 to the next roll to determine if an encountered monster is the Final Boss. If the minions are mindless undead (zombie, skeletons) or animals, you find a piece of parchment gnawed by rats. Choose one of the following: 1) It's a scroll containing any single random spell from a table of your choice. Because the scroll has been partially eaten, the spell has a 1 in 6 chance of malfunctioning when cast. When you read the scroll, roll a d6, and on a 1 the spell has no effect; the scroll is destroyed and you have wasted your action); 2) The parchment contains some limited information (roll a 3 in 6 chance of gaining 1 Clue).

72

The minions have an unusual psychology or have received conflicting orders. The minions will NOT use the standard Reaction table for their type, but a Reaction table from another, randomly-determined minion type (if you roll exactly the same minion type, roll again until you get a different result). You MUST roll for the minions' reaction, but if they fight, you get the initiative and may attack first.

73

Roll twice on this table and combine two results. Use your common sense or re-roll the second result if you get contradictory results.

74

Roll TWO minion types. The encounter will be a mixture of the two (split the number encountered as evenly as possible; for example, if you roll 6 goblins and 4 skeletons, you will meet 5 goblins and 5 skeletons). Use the best treasure of the two, the best Morale modifier if any, and the Reaction table of your choice. Treat as two encounters that take place at the same time.



## Twisted Minions

75

These minions have chanced upon a treasure belonging to other monsters. Treat as a normal encounter with minions of this type, but (even if they are met as wandering monsters) give them the treasure roll of another minion type of your choice. The treasure roll must be appropriate to the book you are using: for example, you cannot use a treasure roll from *Caverns of Chaos* if you are using creatures from *Crucible of Classic Critters*.

76

The minions worship the same god worshiped by a cleric in your party. You may roll two dice for their Reactions and choose the best. Re-roll this result if the minions are a non-intelligent type (zombies, skeletons, animals) or if you have no cleric in your party.

77

The minions are greedy. You can bribe them on a reaction roll of 1 or 2 (alter their Reaction table before rolling for Reactions). If they do not have a bribe price listed on their reaction table, assume they can be bribed with 10 gp each, or 20 gp each if they are level 6 or higher. If they already have a chance of being bribed and a bribe price listed on their Reactions table, their price remains the same and the chance is increased by 2. For example, a creature that has a Reaction of Bribe on a 1 or 2 would accept a Bribe on a result of 1 to 4. Animals can be bribed with 1 food ration each. Re-roll this result if you cannot imagine a way a creature could be bribed.

78

You may not opt to run away or withdraw from this fight. Come up with an interesting story reason why this is impossible. Maybe the minions have surrounded your party (this can certainly be the case if you met them as wandering monsters), have locked the doors shut behind you or have blocked your escape route with fallen timber. You may move out of the room/area normally after you have defeated the minions.

79

One of the minions is romantically attracted to one of your characters. It's love at first sight! Determine the minion's gender in any way you see fit and give him/her a name. That minion will not fight and may join the party (treat as a warrior of the same level as the minion level -1 and only 1 Life), turning his/her back to his/her former companions. The minion will automatically leave the party if his/her romantic interest dies or leaves the party.

## Twisted Minions

80

The minions are accompanied by a swarm of foul creatures that depend on them for food or protection. Roll a Vermin encounter from any appropriate table and play the Vermin and Minion encounters at the same time. If you choose to roll for Reactions, use the Minions reaction table (assume that the minions have a way to control the movement and behavior of the vermin). This encounter counts as TWO minion encounters for purposes of XP rolls.

81

The minions ask the party to help them to defeat a common enemy. Roll on any weird monster table appropriate to the setting of the adventure and the experience tier of your party (for example, if you are adventuring into the Abyss, roll on the Abyss Weird Monster table) to determine the monster type. This weird monster will be encountered after d3 rooms/areas (do not roll for that room's content: the room is automatically the lair of the weird monster). If you accept this mission, the encounter with the minions is automatically peaceful. Come up with a background reason why these minions are unable to deal with the weird monster themselves.

82

The minions have been infected by chaos. If they are already classified as chaos creatures (they have the word "chaos", "mutant", "chaotic" or "Xichtul" in their names), just increase their level by 1 and use their normal profile. If not, roll on the chaotic abilities table at the end of this book to determine their powers. These abilities are in addition to the normal abilities of the creature.

83

The minions are equipped with ranged weapons (of your choice) or have natural ranged attacks that fit their nature or abilities. If met indoors, they will perform a ranged attack using their normal Level before closing for the melee. If met outdoors, they will perform TWO ranged attacks before closing for the melee.

84

In addition to its normal treasure, one of the minions has a bronze key decorated with a caterpillar motif. Write the keywords CATERPILLAR KEY on your play sheet. There is only one such key in the game, so cross off this result from this table with a pencil mark and re-roll if you get this result a second time. You may discover what the key does somewhere in the future.

## Twisted Minions

85

The minions wear unusual furs from rare animals. They may be sold for 5 gp each, but if the minions are killed by a fire-based attack or spell, the furs will be too damaged. If you have a conservationist, wood elf, beastmaster, ranger, druid or barbarian in your party, you may spend 2 Clues to find the lair of these creatures d6 rooms after the current encounter. You will meet d6 animals (you decide what they are). Treat them as level 3 minions with -1 on morale rolls and no treasure except for their furs. Reactions: 1-2 flee, 3 peaceful, 4 bribe (1 food ration per animal), 5-6 fight.

86

The minions are looking for jewels and gems. They can be automatically bribed with any gem or jewelry item worth at least 100 gp. re-roll this result if the minions are mindless (zombies, skeletons) or animals.

87

The minions hum or sing a battle song as they fight. At the beginning of each of their turns, roll a 2 in 6 chance that their Level will increase by 1. Once their level has been increased by 3, their Morale rolls will increase instead (a creature that rolls Morale at -1 will roll with no modifier, a creature that rolls with no modifier will roll at +1, and so on). If these creatures never roll Morale, the next increase will give them an additional melee attack.

88

The minions are equipped with poisoned ranged weapons (of your choice) or have venomous ranged attacks appropriate to their nature. Any target taking damage from these ranged attacks must save vs poison (the poison level will be the same as the minions' level) or lose 1 additional Life. Halflings, trolls, ogres and barbarians save at +L, dwarves roll at +1.

89

The creatures have a scroll in their treasure. This spell was imbued with the force of chaos and defies magical analysis. It is not possible to know which spell it is before casting it. Roll on any random table of spells in any book you own, but only when you spend an action casting the spell.

90

The minions have a prisoner. Give him/her a name, gender, a reason why he was captured by the minions and any other details you want. This is a human or humanoid creature who will speak the common trade language. Treat as a level 1 warrior with 2 Life points. You may equip him with armor, weapons and other equipment if you have any. If you free the prisoner, escorting him/her out of the dungeon or (in an outdoor adventure) to the next settlement, you gain 1 XP roll.

## Twisted Minions

91

The minions are an illusion. Any magic item or spell said to dispel illusions will negate the encounter. Any wizard or gnome adds +L when attacking them. Barbarians and warriors fight them at -2. If you defeat them, they disappear and leave no equipment or treasure behind. If they kill any character, the character will just wake up 10 minutes after the end of the combat. However, if ALL characters are killed by the illusionary minions, all characters will be at the mercy of the creatures in the dungeon. If that happens, roll d6. On a 1 or 2, all the characters are slaughtered in their sleep. On a 3 or 4, the characters are taken prisoner (play the Prisoners scenario at the end of this book). On a 5 or 6, nothing happens and the characters just wake up after a refreshing sleep, all wounds inflicted by the illusionary foes are healed.

92

The minions are infected by a green fungus. Any character wounded by the minions has a 1 in 6 chance of being infected. Roll once per every wound suffered, even if the character has regenerative abilities (e.g. Green trolls). An infected character can be healed only by receiving a Blessing and a form of magic Healing (either from a cleric, a spell, a potion or a magic item). An infected character loses 1 Life every 10 minutes, until it dissolves into a pool of green slime. Characters killed by the infection may not be resurrected. Characters who are fungi folk are NOT immune to this infection. Undead and automatons are immune to the effect of the infection but they may still carry it until a Blessing is cast on them.

If the encountered infected minions are humans or humanoids, and you have the means to heal them all, you may automatically Bribe them by offering them a cure.

If you have an alchemist or conservationist in the party you may also spend 3 Clues to reveal a Secret, a permanent cure for the green fungus. Treatment will cost just 15 gp per character. All treated character will be immune to green fungus infection for the rest of their lives.

93

The minions carry or protect a bunch of documents with sensitive information. All Secrets revealed during the current adventure will cost only 2 Clues to reveal, not 3 as normal. If you have a rogue or assassin in the party, you may also sell the documents to interested parties for  $d6 \times 20$  gp at the end of the adventure.

## Twisted Minions

94

The minions are protected by a demonic force. Each time one of them is killed, roll d6. On a 1-4 the minion stays dead. On a 5 or 6, the minion instantly comes back to life as an undead (if the minions were already undead in the first place, nothing changes: the bones and rotting bodies regenerate just enough tissue to continue fighting). In addition, due to the demonic presence, any Blessing or Healing spell cast in the minions' presence will fail on the d6 roll of 1. If losses cause the minions to roll for Morale, they must do so (and eventually flee if they fail) BEFORE their slain companions come back to life.

95

The minions are trained to fight spellcasters. Every time a character casts a spell or reads a scroll, that character will have to make a Defense roll against the minions' level or lose 1 Life. If the character is hit, the spell will count as cast at 1 level lower than normal.

96

The minions hate rogues and assassins. This may be because they received an order to be on the lookout for shifty types, or because recently something important has been stolen (or someone has been murdered) in the dungeon. See the rules for hate in *Four Against Darkness*.

97

The minions use gang up/pack tactics. Instead of splitting their attacks, they will perform all attacks against a single character (the one with the lowest current number of Life points). Only when that character dies they will move to attack the next. If you have two or more characters with the same number of life points, choose who gets attacked first. This encounter counts as TWO minion encounters for purposes of XP rolls.

98

The minions have been attacked by invisible gremlins or otherwise robbed of their possessions and have no more weapons or treasure. If you roll Reactions, you may subtract up to 2 from the roll if this causes the minions to flee, be peaceful or willing to accept a bribe. If they fight, they will do so without weapons. If they are humans or humanoids (orc, goblins, undead, hobgoblins, kobolds, dwarves, elves, trolls, ogres, etc), decrease their level by 2 to a minimum of 1 as they fight with fists, kicks and bites. If they are animals or possess natural weaponry (goatfolk, minotaurs, lizardmen), their level remains the same. They will have no treasure.

## Twisted Minions

99

The minions manage to sneak upon the party. A character of your choice must make a hearing save vs. the minions' level +1. Rogues, elves, assassins roll at +L. Halflings roll at +1. Rangers and swashbucklers roll at +1/2 L. Characters equipped with heavy armor or firearms roll at -1 (cumulative). If the hearing save is successful, the character hears the minions and warns the party, and the encounter proceeds as normal with the party having the initiative. Otherwise, the minions surprise the party and they act first.

100

One of the minions has a magic one-handed weapon. Increase the minion's level by the weapon's bonus when he is attacking. When the minion is killed, a party member may pick up the weapon. If you are playing at basic tier (character levels 1 to 4) the weapon has a +1 modifier. If you are playing at expert tier (Abyss, character levels 5 to 9), the weapon has a +2 modifier. If you are playing at level 10 or above, the weapon has a +3 modifier. The weapon can be sold for 35 gp + 50 gp times its modifier. The weapon is in addition to any other treasure the minions may have. You may decide what type of damage the weapon does (slashing or crushing) and the exact type of weapon (sword, axe, mace, etc) but it must be a one-handed weapon.

101

One of the minions has an alchemical bomb and is clumsily trying to use it, but it is too scared or too stupid to control where and when the bomb will go off. If the minions are animals, you can imagine that the bomb was left unattended in the room and the animals are playing with it or biting it. Every turn, there is a 1 in 6 chance that the bomb will go off until all minions are defeated or flee. If the bomb goes off, d6+1 minions are automatically killed and all characters must save vs HCL explosion (everybody adds +L to the roll, halflings roll twice and pick the best result) or lose d6-1 Life points (with a minimum loss of 1 Life).

102

The minions are being tormented by a swarm of insects. If they have ranged attacks, the minions will not be able to perform them. If the minions attack the party in melee, the swarm will start to torment the characters as well. All characters will attack and cast spells at -1 due to the distraction. The swarm will be dispersed when all the minions are killed, or if a fire spell is used and it kills at least 2 minions.

## Twisted Minions

Two groups of minions converge upon the party at the same time. Maybe one group is in the room and the other barges in with the party. If this encounter results from a wandering monster roll, the two groups sneak upon the party from two different directions. Choose one group of minions as the “main” group and the other as the “newcomers”. The main group will roll on the following table to determine if the minion groups will cooperate against the party or they will fight against each other. Roll d6.

- 1) The main group will flee or leave the room to perform other activities, leaving the newcomers to fight against the party;
- 2) The main group will attack the newcomers, ignoring the party until all the newcomers are destroyed or flee;
- 3) The main group will attack both the party and the newcomers, splitting their forces as evenly as possible between their opponents. If they outnumber their enemies, they will use the extra attacks against the party if possible;
- 4) If both groups of minions have the Bribe reaction, they will ask a bribe to the party. Add their bribes together, even if they will be bribed by different things (for example, one group may ask for food rations and another for blood or gold; the party must be able to satisfy both requests for the bribe to be successful. If the party is unable or unwilling to pay the bribe, both groups will fight against the party;
- 5) Both parties will fight, rolling for Morale, if necessary, as two separate groups. For example, it may happen that one groups fails its Morale roll and flees and the other group continues to fight;
- 6) Both groups fight to the death.

Roll a die for both groups to determine the order of actions. If a group is said to have the initiative, or has a X in 6 chance of surprising the others, it may go first. If both have this ability, they will have to roll off to determine their order of initiative.

This encounter will yield treasure from both minion groups and will count as THREE minion encounters for purposes of XP rolls.

When a group attacks another minion group, simply count them as warriors of the same level and perform an Attack roll as if they were characters. For example, a group of 4 level 3 goblins will attack as three level 3 warriors. Ignore modifiers for armor, shield and weapons and assume they all cancel each other out in the big, messy melee. When party members use “mass” spells like Sleep or Fireball that can hit more than one target, you must choose one group and target only that.

## Twisted Minions

104

The minions pelt the party with ranged attacks from a hidden location. Before the melee begins, every minion will perform TWO ranged attacks at the party. All these attacks will come from afar and will be directed at random characters. If the minions normally have poisoned ranged attacks, these will be poisoned as well. Characters with ranged attacks may shoot before the melee but only after all ranged attacks from the minions have been performed. If the minions are not humanoids or are otherwise incapable of ranged attacks, assume that there are some skirmishers that helped them attack the party and then ran away.

105

One of the minions has a magic ranged weapon. Increase the minion's level by the weapon's bonus when he performs a ranged attack before the melee. His level goes back to normal during the melee. For example, a level 4 goblin with a +1 bow would be level 5 when performing a ranged attack and level 4 when defending or attacking in the ensuing melee. When the minion is killed, a party member may pick up the weapon. If you are playing at basic tier (character levels 1 to 4) the weapon has a +1 modifier. If you are playing at expert tier (Abyss, character levels 5 to 9), the weapon has a +2 modifier. If you are playing at level 10 or above, the weapon has a +3 modifier. The weapon can be sold for 50 gp + 50 gp times its modifier. The weapon is in addition to any other treasure the minions may have. You may decide what type of damage the weapon does (slashing or crushing) and the exact type of weapon (bow, crossbow, javelin, sling) but it must be a ranged weapon.

106

Increase the minions' level by 1. One of the minions has an ivory case containing d6 scrolls. Each scroll contains either 1 clue or 1 spell of your choice, taken from a book appropriate to the party's experience tier (for example, they can be spells from *Four Against the Abyss* if the characters are level 5 to 9). If the minions have no treasure, the case will be found among the remains of a former victim of theirs.



## Twisted Minions



## Twisted Minions

### Adventure: Prisoners

This is a short adventure that may be triggered by events in the Twists table. Play it when instructed to do so by the table.

Your party (or a certain number of characters, if the others chose to flee the engagement at some point) have been knocked out and captured by minions. Roll on the Boss table to determine who sent the minions to capture the characters. The captured characters come to with half of their Life points in a new room (generate and draw a new room at the center of a new sheet of paper).

The characters are bound and gagged. They will have to save vs their captors' level (use the boss' level if it is higher than the minions' level). Rogues, goblins, swashbucklers, gnomes and lutins add +L to this roll. Halflings may use their Luck to re-roll as many times as desired until they run out of luck. If at least one character manages to break free, he or she will manage to free the others. If all characters fail, their adventure ends here: they will be sold as slaves, eaten, or doomed to a fate worse than death.

If the characters manage to break free, they will have to reach the exit of the dungeon. They will be weaponless and

will fight at -2 until they defeat some minions and manage to take their weapons. Assume that the party manages to find a source of light (a torch from their prison's walls).

The process to find the exit of the dungeon is the same as finding the final boss in a standard dungeon scenario, but you roll every time that you step in a new room, adding +1 to the roll for every room visited. As soon as you roll a 6, you find an exit. You may also spend 3 Clues to reveal a secret exit that leads you out of the dungeon.

In the first three rooms that the party will visit, in addition to any content rolled with the book you are using, there is a 2 in 6 chance that the party will meet the boss AND the minions who captured them. If you defeat them, you will find your belongings in their treasure, in addition to any treasure shown on their profile. If you meet the boss and minions, you will not meet any other monsters in that room, but the room may still have any special features generated by the content roll.

In addition to XP for defeating minions and major monsters, you also get 1 XP roll for successfully completing the adventure, as long as you manage to bring at least one character home.

## Twisted Minions

### Chaos Abilities table (d6)

1

The minions have +2 to their level only on their first turn.

2

The minions do not roll for Morale. When they are reduced to under 50% of their number, increase their Level by 1.

3

The minions have tentacles instead of arms or legs. The tentacles will flail about, trying to grab any objects or even a character's neck. Any character rolling a 1 on a Defense or Attack roll will lose an hand-held object (shield, weapon, lantern etc) of his choice. The object is now in the minion's possession and may not be recovered until the minion that took it is killed or subdued. If the character has no hand-held objects, the character will be strangled by the tentacle. The strangled character automatically loses 1 Life on each of his foe's turns until the foe is killed.

4

The minions are surrounded by an antimagic aura. All spells cast in their presence, including spells cast from scrolls and magic items, have a 1 in 6 chance of failing, regardless of the level of the caster or the type of spell. Apply this rule even to spells that normally succeed automatically. If a spell fails, the spell is still used.

5

The minions give off a repulsive stench. All characters must save vs poison of the minion's level (ogres and trolls are immune, barbarians add +L, elves roll at -1, halflings roll at +1 and roll twice, picking the best result) or be at -1 on all Attack rolls. The effect wears off after 3 encounters. The modifier is NOT cumulative with other modifiers due to stench.

6

The minions perform 2 melee attacks each. If they fail a Morale roll, they do not flee but reduce their attacks to 1 each. These minions will have one treasure roll on the Unusual Treasure table in addition to any treasure listed on their profile. The unusual treasure will be with them even if they are met as wandering monsters.

## Twisted Minions

### Unusual Treasure table (d6)

1	D6 torches, 1 rope, d6 food rations.
2	A vial of holy water or an art object (small statue, painting, religious icon - your choice - worth d6 x 10 gp. There is a 1 in 6 chance that the item is bulky or difficult to carry, counting as 150 gp weight).
3	A small cage with a rare pet (parrot, ferret, rabbit, etc). The animal will consume 1 food ration per day. It can be sold for 6d6 gp, or double that price if sold by a beastmaster or druid. It may also be cooked and eaten, counting as 4 food rations.
4	D6 bottles of scented oil or perfumes. They can be sold for 3d6 gp each. They are very flammable and they can be thrown at any mummy (any monsters with the words mummy or mummified in their names) inflicting 2 damage if the other hand is holding a torch or if the monster is later hit by a fire-based attack or spell.
5	One masterwork weapon. Choose a weapon type appropriate to the creature who wielded it. This weapon increases by 1 the chance to score an explosion on an Attack roll. For example, if using this weapon a character at the basic experience tier (levels 1 to 4) will score an explosive result on a 5 or 6 on d6, and a character at expert tier (levels 5 to 9) will score an explosion on 6, 7 and 8 on a d8 roll. The weapon can be sold for (d6+4) times its basic cost. Masterwork weapons are not magic items, they are just exceptionally well made weapons.
6	One pair of magic metal shoes. They are uncomfortable, so they can be worn only for 6 rooms (60 minutes) per adventure/day. They will magically adapt to fit any foot type, including the hooves of satyrs or the huge feet of trolls. The wearer may perform one extra melee attack (a kick) once per combat encounter. However, if the wearer rolls a 1 on this attack roll, he falls, and must spend his next action to stand up. The shoes can be sold for 150 gp.

## Twisted Minions

### Minion Secrets



These are small Secrets that can be revealed by spending only 2 Clues each. They are cheaper to bring into play, but have some limitations. Read the individual descriptions for details on how and when they can be played.

**Unlike regular Secrets, you do not gain an XP roll when you reveal one of these.**

#### **The Arrowhead**

A character finds an arrowhead (or other similar object) in a corner of the room. Examining it, the character can guess who manufactured it. You may decide the nature of the next group of minions encountered. Just pick one minion type from any available book of appropriate experience tier (for example, if your characters are of Expert level and adventuring into the Abyss, you should select a minion encounter from *Four Against the Abyss*). You may use this Secret as many times as desired. You must still roll for

## Twisted Minions

any random element in the creatures' profile, such as their number or their random treasure.

### Unusual Lucky Find

You find something useful in an otherwise empty room. You may reveal this Secret only in an empty room. Roll on the Unusual Treasure table to see what you find. If you have any halflings in the party, you may use their Luck to re-roll this treasure roll. You may use this Secret only once per adventure.

### The Enemy of my Enemy

You may discover this Secret only after having encountered (not necessarily fought-- a peaceful encounter is okay) at least TWO minion types. You discover that a strong enmity exists between the two minion groups. Embellish the story by coming up with a reason for this. Are the two groups rivaling for some local resource? Does the hatred stem from personal unfinished business between their leaders?

From now on, until the end of the adventure, if one of these minions have a Bribe reaction, you may automatically Bribe them with the heads of their rivals. Any character can collect up to 5 heads (barbarians, trolls and ogre-sized characters can carry up to 10; swashbucklers and rogues

will carry a maximum of 3 heads each as the bulk would interfere with their quick movements). When you encounter the rival faction, you may Bribe them with 1 head each, regardless of what they would normally ask for a Bribe. If you do not have enough heads, you may still pay the Bribe partially with heads and pay the balance with coins, and the Bribe will still be automatic (no reaction roll is needed) as long as at least one head is offered. However, if you do have any heads and choose to Bribe, you MUST use all the available heads in the Bribe. This means that you cannot save some heads for bribing another group later.

*Example: You discover a strong enmity between goblins and orcs in the dungeon. You encounter 4 orcs and kill them, taking their heads. Later you meet a band of 7 goblins. You do not have enough heads to Bribe all the goblins, but you can still Bribe 4 of them with the heads you have (and you must use all the heads) and pay the remaining 3 goblins with coins (15 gp each as per their Bribe reaction on their profile).*



## Twisted Minions

### The Hunter of the Dead is Dead

You may play this Minion Secret only after defeating a group of undead minions. In the next empty room where you perform a successful Search roll, instead of Clues, secret doors or a hidden treasure you will find the corpse of a character who devoted his life to the slaying of undead monsters. Give him/her a name and a backstory if you wish (he/she is a famous hero!) imagine how he/she died, then pick one of the following:

1) A hand weapon of your choice that hits undead creatures at +2. It runs out of power and becomes a normal metal weapon as soon as the wielder rolls a 1 on an Attack roll.

2) A holy water sprinkler, a special type of spiked mace that is hollow on the inside. It counts as a bludgeoning hand weapon. Before the fight, the user may pour a vial of holy water inside the head of the weapon. The weapon hits undead with no special bonus but in addition to the weapon's damage its first hit also inflicts 1 damage for the holy water. This means that the first hit with this weapon will kill 2 minions or inflict 2 damage on a major undead monster (Boss or Weird Monster). If the first hit misses, however, the holy water will flow out of the weapon and will be wasted. Without holy water, the sprinkler is just a

magic weapon with no bonus to Attack rolls or damage.

3) A diary. If a character reads it for 2 hours (the character can do it at home or even during a rest period in a dungeon INSTEAD of resting), the reader will gain a XP roll that he may use only to try to learn the Protective Incense or the Vampire Hunter skills (from *Four Against the Abyss*). The reader may try to learn these skills IRRESPECTIVE of class limitations.

### This Guy Has the Key

You find a large key hanging from a minion's belt. You may use this key to unlock the next locked treasure chest or locked door you find (4AD, p.60). You may use this key ONLY in the current adventure.

### The Minions' Pantry

Reveal this Minion Secret to find 2d6 food rations in the next empty room you roll (it must NOT be a corridor). This is perishable food: it must be used within 2 adventures or it will spoil. You may also use it to bribe animals or sell it for 1 gp per 2 rations once you are out of the dungeon. You lose 1 food ration from the total rolled per each halfling or ogre in your party (they can't help but snatch a few morsels).

## Not just the same goblins again.

**Twisted Minions** is a supplement for *Four Against Darkness* that adds a spin to minion encounters. Using a d100 table, you will create complications and unexpected twists every time you encounter a group of minions. Zombies are slow, but this time they ambush your party and gain the initiative; orcs fear magic, but those orcs have just robbed a wizard's library; those kobolds seem harmless, but they can call a medusa for help...

Features:

106 twists for minion encounters;

The Prisoners scenario, for when your party is captured;

Tables for chaos abilities and unusual treasure;

6 Minion Secrets.

**This is not a stand alone game.** This supplement for characters of all levels requires the *Four Against Darkness* core rulebook.