



HIDDEN ASSET

Target gains access to an item on his person as a free action

- ⊗ You find a tool to pick your manacles
- ⊗ An ally appears from nowhere
- ⊗ New information brings around a foe
- ⊗ An unrevealed skill surfaces

PLOT TWIST CARDS 1/51



SOMETHING LOST

Target takes a -10 penalty on a single Perception check

- ⊗ You lose something you own
- ⊗ You lose your way
- ⊗ You lose sight of something
- ⊗ You lose your train of thought

PLOT TWIST CARDS 2/51




SOMETHING FOUND

Target gets a +10 bonus on a single Perception check

- ⊗ You find the passage out
- ⊗ You find an item thought lost
- ⊗ You stumble upon something hidden
- ⊗ You discover the key for a cipher

PLOT TWIST CARDS 3/51




CAUSE AND EFFECT

A successful melee attack causes the target to fall prone

- ⊗ An unpredictable side effect occurs
- ⊗ A charitable act has a harmful result
- ⊗ A cruel act has a beneficial outcome
- ⊗ Someone unexpectedly returns a favor

PLOT TWIST CARDS 4/51



SAVE THE DAY

One ally within 30 feet can make one attack as an immediate action

- ⊗ Good fortune saves you from harm
- ⊗ You have just the right tool for the job
- ⊗ An unexpected ally appears
- ⊗ You know how to handle a situation

PLOT TWIST CARDS 5/51




BACKSTABBED

Target is treated as if flanked for the rest of the combat

- ⊗ A trusted ally switches sides
- ⊗ A tool breaks when needed most
- ⊗ A group reveals its true plans
- ⊗ Nature turns, thwarting a plan

PLOT TWIST CARDS 6/51




ROCK AND A HARD PLACE

Target cannot make any attacks of opportunity for 1 round

- ⊗ A bad situation gets even worse
- ⊗ A second threat makes an appearance
- ⊗ A choice has only two terrible outcomes
- ⊗ You must do something unexpected

PLOT TWIST CARDS 7/51




TIPPING POINT

Target delays all actions until the end of the round

- ⊗ A situation resolves itself
- ⊗ A dam breaks, a tower collapses
- ⊗ A spy's plan goes into motion
- ⊗ A jury reaches a verdict

PLOT TWIST CARDS 8/51



HIDDEN SECRET

Target takes a -6 penalty on Perception checks for 3 rounds

- ⊗ Someone has been hiding a secret
- ⊗ Your secret is in danger of being revealed
- ⊗ Evidence of a conspiracy arises
- ⊗ A secret path or hidden trap is revealed

PLOT TWIST CARDS 9/51




HAVE A NICE TRIP

Target is knocked prone

- Someone goes on an unexpected trip
- Somebody stumbles
- A weapon flies out of your hand
- A long journey becomes necessary

PLOT TWIST CARDS 10/51




UNSEEN OBSTACLE

Target treats all squares as difficult terrain for 1 round

- Something gets in the way
- An uncharted hazard appears on the path
- Some effect prevents the use of abilities
- An act proves harder than it appeared

PLOT TWIST CARDS 11/51

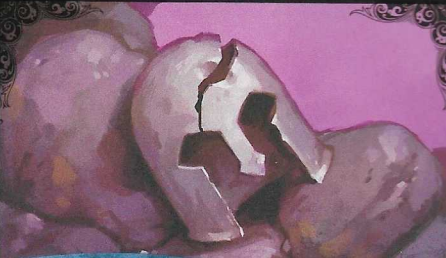


MOMENT OF GLORY

Target gets a +8 luck bonus on a single die roll

- A plan suddenly comes together
- Somebody succeeds gloriously
- Cause for celebration arises
- A failure reveals itself as success

PLOT TWIST CARDS 12/51




AGONY OF DEFEAT

Target treats the next d20 roll as if it were "1"

- Everything comes crashing down
- A shield breaks in half
- A blade slips past armor
- Hope goes up in smoke

PLOT TWIST CARDS 13/51




UNWELCOME ARRIVAL

GM rolls for a random encounter that starts as hostile toward target

- The city guard makes an inspection
- A monster is attracted to a camp's light
- A raging storm rises without warning
- An old nemesis stops at the same inn

PLOT TWIST CARDS 14/51

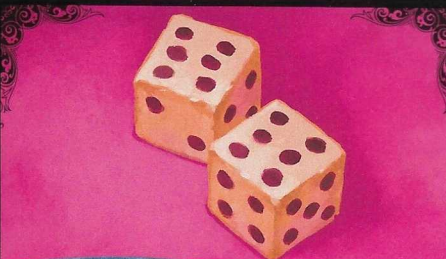


ALL IN THE DETAILS

Target gets a +10 bonus on a single Perception check

- You see something you didn't before
- A clever pattern reveals itself
- A crack in the wall reveals a secret
- An obscure law becomes relevant

PLOT TWIST CARDS 15/51




WHAT ARE THE ODDS?

Target treats the next d20 roll as if it were "20"

- A nearly impossible outcome occurs
- An arrow hits its mark through a hole
- A jump across a chasm somehow succeeds
- A reach into a pile of hay finds a needle

PLOT TWIST CARDS 16/51

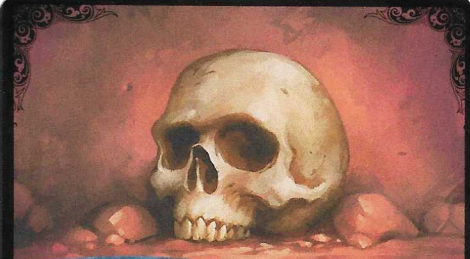


SECOND WIND

Target gains the benefit of the Diehard feat for the rest of combat

- A fallen foe makes one last swing
- You get a shot of renewed energy
- A gust of wind throws off your aim
- Favorable conditions hasten your travels

PLOT TWIST CARDS 17/51



PLOT TWIST

GM rolls for a random encounter

- The road ends somewhere unexpected
- Your enemy shares your goal
- An opponent appears to avenge your foe
- A monster is more than what it seems

PLOT TWIST CARDS 18/51




SUDDEN RECOLLECTION

Target receives a +20 insight bonus on the next Knowledge skill check

- ⊗ You remember an important fact
- ⊗ An unfamiliar face becomes familiar
- ⊗ You recall a forgotten appointment
- ⊗ A revelation reveals an important clue

PLOTTWIST CARDS 19/51




MARKED BY THE GODS

Target gets a +4 sacred or profane bonus on attack rolls for rest of the combat

- ⊗ A deity shows her favor
- ⊗ Someone seems guided by a divine fate
- ⊗ A portent marks an auspicious occasion
- ⊗ You behold a message from the gods

PLOTTWIST CARDS 20/51



REVELATION

Target gains the effects of *see invisibility* for 3 rounds

- ⊗ Some secret is unexpectedly unveiled
- ⊗ A previously hidden foe reveals himself
- ⊗ A dying man whispers vital information
- ⊗ Unconnected events suddenly relate

PLOTTWIST CARDS 21/51




FORK IN THE ROAD

Target gains a +20 insight bonus on Survival checks made to notice tracks for 1 round

- ⊗ The path splits unexpectedly
- ⊗ Two choices of equal importance arise
- ⊗ Only one friend in danger can be saved
- ⊗ Two allies are forced to part

PLOTTWIST CARDS 22/51



NOT BLACK AND WHITE

Target weapon gains the holy or unholy special weapon quality for one combat

- ⊗ A foe helps to save one of your allies
- ⊗ A benevolent leader orders an evil act
- ⊗ Saving an ally means sacrificing many
- ⊗ You must oppose a righteous group

PLOTTWIST CARDS 23/51



LUCKY DAY

Target finds a single item worth 500 gp or less

- ⊗ Something benefits you greatly
- ⊗ A will from a long-lost relative appears
- ⊗ You find a potion lying in the street
- ⊗ You randomly guess a lock's combination

PLOTTWIST CARDS 24/51




NOT AS IT SEEMS

Target fails any checks made to avoid being surprised

- ⊗ Things are not what they appear to be
- ⊗ An empty street conceals assassins
- ⊗ A hostage is really a lure into a trap
- ⊗ A gift makes you the target of a murderer

PLOTTWIST CARDS 25/51



SWITCH SIDES

Target becomes Hostile as per the Diplomacy skill

- ⊗ Allies become enemies, opponents friends
- ⊗ A raging storm moves across town
- ⊗ New evidence makes you doubt allies
- ⊗ An act causes more harm than good

PLOTTWIST CARDS 26/51




WHERE'D THAT COME FROM?

Target is treated as if he successfully used Stealth for 3 rounds

- ⊗ Something totally unexpected occurs
- ⊗ A stray arrow strikes an opponent
- ⊗ You discover just the item you need
- ⊗ You are the target of a random event

PLOTTWIST CARDS 27/51




BLACK MARK

Target takes a -20 penalty on a single Diplomacy roll

- ☒ People start avoiding you in the tavern
- ☒ A house gets condemned as unsound
- ☒ You commit an unforgivable faux pas
- ☒ The town guards arrest you unjustly

PLOT TWIST CARDS 28/51




WAY WITH WORDS

Target gains a +20 insight bonus on a single Diplomacy roll

- ☒ You deliver your speech flawlessly
- ☒ The menu holds hidden clues
- ☒ A plea sways you
- ☒ You talk your way out of trouble

PLOT TWIST CARDS 29/51



FROM THE SHADOWS

Target receives a +10 insight bonus on opposed Perception checks for 3 rounds

- ☒ A deadly hunter stalks you in the night
- ☒ Deadly missiles fly from the darkness
- ☒ A ray of light reveals what was hidden
- ☒ Dealings yield questionable boons

PLOT TWIST CARDS 30/51




BROKEN

Target item gains the broken condition

- ☒ An item you trust is damaged
- ☒ A bridge that looked safe falls apart
- ☒ A strong-willed person breaks down
- ☒ A valuable relic is destroyed

PLOT TWIST CARDS 31/51



FLEETING GLIMPSE

Target cannot use Stealth for 3 rounds

- ☒ The answer appears in your dreams
- ☒ The thief is briefly glimpsed nearby
- ☒ A glint of steel warns of an ambush
- ☒ You recognize someone in a crowd

PLOT TWIST CARDS 32/51




SANITY CHECK

Target becomes confused for 3 rounds

- ☒ An opponent does something surprising
- ☒ Voices in your head suggest horrible deeds
- ☒ The room shifts surreally
- ☒ Where'd that tentacle come from?

PLOT TWIST CARDS 33/51




PATH LEAST TRAVELED

Target takes a -10 penalty on a Survival check made to follow tracks

- ☒ You discover a hidden shortcut
- ☒ An opponent opens a secret door
- ☒ You take the more difficult route
- ☒ Someone vanishes without a trace

PLOT TWIST CARDS 34/51




ROAD MOST TRAVELED

Target receives a +10 circumstance bonus on a Survival check made to follow tracks

- ☒ Tracks prove easy to follow
- ☒ The likely answer is the correct one
- ☒ An enemy does exactly what you expect
- ☒ A secret door gets stuck open

PLOT TWIST CARDS 35/51



MOMENT OF INDECISION

Target is staggered for 1 round

- ☒ Indecisiveness leads to inaction
- ☒ Not moving leads to unexpected perils
- ☒ Staying put saves you from harm
- ☒ Someone delays an important choice

PLOT TWIST CARDS 36/51




QUICK WITS

Target is not surprised and gets to act during a surprise round

- ⊗ You assimilate a situation quickly
- ⊗ You overcome your fear of a situation
- ⊗ Your witty repartee is the envy of all
- ⊗ You understand how something works

PLOTTWIST CARDS 37/51



MISTAKEN IDENTITY

Target takes a -10 penalty on a single Knowledge check

- ⊗ Strangers mistake you for a fugitive
- ⊗ You identify a creature improperly
- ⊗ An old man thinks you are his lost son
- ⊗ A disguise works perfectly

PLOTTWIST CARDS 38/51




COVERT OPERATION

Target receives a +10 circumstance bonus on a Stealth check

- ⊗ An action has unseen ramifications
- ⊗ A hireling has motivations of his own
- ⊗ A secret society has designs against you
- ⊗ A mission has greater importance

PLOTTWIST CARDS 39/51



BAD DECISION

Target can only take a single move action this round

- ⊗ Bad tactics leave you vulnerable
- ⊗ A hireling does a terrible job
- ⊗ Jumping proves a terrible choice
- ⊗ Nothing seems to go right today

PLOTTWIST CARDS 40/51



ENVY

Target receives a +10 circumstance bonus on a Sleight of Hand check

- ⊗ You covet someone else's possession
- ⊗ Everyone loves your new outfit
- ⊗ A secretive rival seeks to replace you
- ⊗ A thief makes you his next target

PLOTTWIST CARDS 41/51



SLOTH

Target becomes exhausted

- ⊗ No one is awake when you arrive
- ⊗ A guard falls asleep at his post
- ⊗ Something takes longer than expected
- ⊗ Sounds don't wake you

PLOTTWIST CARDS 42/51




LUST

Target receives a +20 circumstance bonus on a Diplomacy check

- ⊗ Physical allure distracts the guards
- ⊗ A paramour protects you from danger
- ⊗ A dalliance has an unexpected result
- ⊗ A pretty face leads you astray

PLOTTWIST CARDS 43/51



PRIDE

Target takes a -10 circumstance penalty on a single Diplomacy check

- ⊗ You underestimate a foe
- ⊗ You waste your money on fancy clothes
- ⊗ You insist on doing a job right
- ⊗ Overconfidence proves your undoing

PLOTTWIST CARDS 44/51

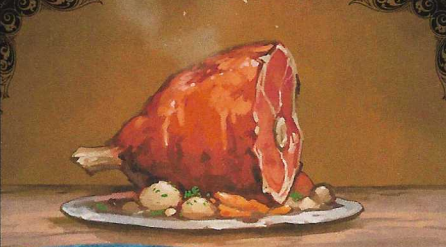


WRATH

Target cannot take any actions that require concentration for 1 round

- ⊗ A shopkeeper thinks you wronged him
- ⊗ Someone returns for revenge
- ⊗ A foe favors one target in battle
- ⊗ Rage clouds someone's reason

PLOTTWIST CARDS 45/51




GLUTTONY

Target must make a DC 20 Fortitude save or be nauseated for d6 rounds

- ☛ Eating too much leads to sickness
- ☛ A smell distracts you for a moment
- ☛ It is too hard to resist just one more
- ☛ A hungry monster is driven to rampage

♣ PLOT TWIST CARDS 46/51




GREED

Target receives a +10 circumstance bonus on one Appraise check

- ☛ The shopkeeper marks up an item
- ☛ A gem shines at the bottom of a pit
- ☛ You loot a body rather than aid an ally
- ☛ Someone takes more than they should

♣ PLOT TWIST CARDS 47/51




POINT OF NO RETURN

Target must declare an action as the round begins and cannot change it

- ☛ Something goes too far
- ☛ No one has ever traveled here before
- ☛ Something damaged cannot be repaired
- ☛ You notice something after you jump

♣ PLOT TWIST CARDS 48/51




PARTING OF WAYS

Target drops one held item

- ☛ Parting is such sweet sorrow—or not
- ☛ Something valuable is stolen
- ☛ Someone's gear, money, or mind is lost
- ☛ A disagreement forces allies apart

♣ PLOT TWIST CARDS 49/51



ERRATIC BEHAVIOR

Roll d6: if odd, -10 penalty on next roll; if even, +10 bonus on next roll

- ☛ Someone behaves unpredictably
- ☛ A fluke causes a bewildering effect
- ☛ Someone seems to intentionally fail
- ☛ A sure thing has an unexpected result

♣ PLOT TWIST CARDS 50/51



BAD NEWS

Target gets a -4 penalty on a single roll

- ☛ A messenger brings bad news
- ☛ An ally faces peril or death
- ☛ A favorite refuge is destroyed
- ☛ Something important is stolen

♣ PLOT TWIST CARDS 51/51

INSTRUCTION CARD

PLOT TWIST CARDS

GameMastery Plot Twist Cards add a new storytelling element to roleplaying games, allowing players to bring their own twists to an adventure's plot. Each card provides a minor story-altering idea along with a few options players can either use as presented or take inspiration from to craft similarly themed suggestions that affect in-game events. Every Plot Twist Card can be interpreted in countless ways, allowing players to suggest minor alterations to a game's events that a GM might add or adapt however best fits the story's needs. Such alterations might bring about an added bit of luck to improve the situation for the PCs or up the ante to create even greater challenges—it's all up to the players and their Game Master!

INTERPRETATION

If you are the Game Master, don't be afraid to use these cards. You are still in control of your game; these cards just provide an opportunity for your players to add their own ideas to the storyline. You can always modify those ideas in order to fit the story you've planned. Only you know what's going on behind the scenes, so if your players try to do something that would cause your plot to unwind, go ahead and change the effect to suit your story or, if it would cause major problems, reject it altogether.

1

INSTRUCTION CARD

USING PLOT TWIST CARDS

At the beginning of a campaign and whenever a PC gains a level, that PC's player draws a Plot Twist Card and holds onto it until he chooses to make use of it. Cards may be played at any time, even on other characters' turns, but a player can only make use of one Plot Twist Card per round.

Each Plot Twist Card implies a certain theme or type of event. When playing a Plot Twist Card, a player suggests to the GM an in-game event or development in the spirit of the card's theme. The GM then takes the player's Plot Twist Card and may choose to implement, alter, or ignore the suggestion as befits the needs of the game. How players interpret their cards and how GMs might alter suggested events can vary wildly but should encourage collaboration and a shared storytelling experience. If ever a game's needs make it necessary to ignore a suggestion, the GM should replace the player's Plot Twist Card with a new one.

Alternatively, each Plot Twist Card also notes a specific mechanical effect. A player may forgo making a plot-related suggestion to the GM and employ these rules to affect a character. Some effects may only make sense when the card is used on a player's own turn, but most cards can be used on anyone's turn. If a card is used to affect a die roll, the card should be played before the die is rolled, not after.

2

INSTRUCTION CARD

FLEXIBILITY

While using Plot Twist Cards in your game, you might find your own ways to make use of this deck and incorporate the elements it brings to your stories. For example, if the player uses a Plot Twist Card in a way that helps develop characters—especially if it's done outside of combat—consider rewarding that player with an additional card as soon as his last one is played. Whether used as rewards for exciting roleplaying, ways to give players more control over the story, or manifestations of luck shared by PCs and NPCs alike, make use of these cards in whatever way you feel most improves your game. Make sure to share your ideas and read about the innovations of other players on our message boards at paizo.com!

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All mechanical rules effects are designated as Open Content for the purposes of the Open Game License.

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