

# ØBSIDIAN APOCALYPSE



## DARK PATH: ACTION & PLOT DECK

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**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

**LOUIS POKER JR.  
DESIGN**

**OGL**  
3.5 SYSTEM COMPATIBLE

## INSTRUCTIONS:

These cards allow a GM to share the narrative experience with his players, giving them a chance to provide input that can influence the direction of a campaign. The GM allows each player one draw from the deck at the start of a campaign. Another card is drawn by a player every time their PC gains a level. Twists of Fate may be played at any time, even on another's (including the GM's turn). However, a player may use only one card in any given round. Also, if played on the GM's turn, it's respectful not to interrupt descriptive narrative or during NPC dialogue. A player should hold the card up to indicate a willingness to use it and allow the GM to indicate when to do so.

Each card displays a mechanical effect associated with the theme. A player can choose to apply this affect to a character when the card is played rather than suggesting a plot-related event. If the card's effect affects a die roll, it should be played before the roll is made. Any spell effects are applied using the player's PC's character level as the caster level and saving throws apply as normal ( $DC = 10 + \text{spell level} + \text{Cha modifier} + 2$ ).

The name of each card suggests a theme, along with some associated events in the spirit of that theme. When the card is played, the player suggests an event or innovation to be introduced. The GM is then free to ignore the suggestion, though if that is the case the GM should replace the played card with another from the deck. Otherwise, the GM may implement the suggestion with any alterations deemed necessary.

## CUTS BOTH WAYS

+2 / -2 TO DAMAGE FOR REMAINDER OF COMBAT,  
BUT IT APPLIES TO BOTH ALLIES AND ENEMIES

.....

- *A new force arrives on the field, attacking anyone and everyone*
- *A boon or deal that seems too good to be true really is, and carries a high cost*
- *A powerful magic item carries a terrible curse*
- *A disaster strikes, wreaking havoc upon both friend and foe*



# HOPE'S LIGHT

TARGET GAINS THE EFFECTS OF A GOOD HOPE SPELL FOR THE  
REST OF THE COMBAT

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- *A beam of sunlight breaks through the dark clouds above*
- *Allies come to your aid at an opportune time*
- *An exhausted resource proves to have some reserves left*
- *Celestial forces take an interest in your problems*

# TELLTALE HEART

TARGET GAINS A +10 CIRCUMSTANCE BONUS  
ON NEXT PERCEPTION ROLL

.....

- *Gruesome evidence of a terrible crime is discovered*
- *Guilt prompts a confession*
- *A dangerously insane individual reaches the breaking point*
- *An escaped killer is leaving more victims*



## ARMS OF THE ABYSS

TARGET GAINS A +5 CIRCUMSTANCE BONUS  
TO GRAPPLE CHECKS FOR THIS COMBAT

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- *Writhing forms lurk in the shadows here*
- *Fiendish creatures demand a toll for safe passage*
- *Someone is crafting weapons that are deadly to the Exalted*
- *A fiend wants to cut a deal*

# DEATH'S DARK WINGS

TARGET GAINS A +2 TO ALL CRITICAL HIT  
CONFIRMATION ROLLS FOR THIS COMBAT

.....

- *A murder of crows passes overhead,  
a harbinger of some impending doom*
- *Flying monsters attack nearby travelers*
- *A cult seeks an influential figure as a sacrifice*
- *An assassin strikes from the shadows*



# THE UNQUIET DEAD

TARGET GAINS ABILITY TO SPEAK WITH DEAD,  
EVEN IF THE BODY IS NOT INTACT

.....

- *A restless spirit haunts the area*
- *A group of undead arrive, looking for new slaves*
- *Strange noises and lights*  
*have been noted in a nearby necropolis*
- *The bodies of the recently dead are spontaneously animating*

# IMP OF THE PERVERSE

TARGET ATTACKS NEAREST CREATURE FOR 3 ROUNDS


.....

- *A fiend is stirring trouble in a local settlement*
- *Random murders are being committed by otherwise good people*
- *The adventurers are caught up in an evil plot*
- *Someone is studying the effects of H'Laqu infection on the unwilling*



# SANGUINE DREAMS

TARGET SUFFERS 2D4 BLEED


- .....
- *A vampire clan plans a grab for power*
  - *Fiendish forces play the opening gambit in a war*
  - *A cult is taking victims for blood rituals*
  - *The statue of an ancient king is crying blood*
- 



# STYGLIAN DEPTHS

TARGET IS BLINDED FOR THE DURATION OF COMBAT

---


- *Shadows are slowly swallowing a nearby building*
  - *Clues to recent disappearances lead to underground caverns*
  - *A massive quake rends a great chasm in the earth*
  - *Monsters attack unexpectedly from beneath the ground*
- 



# THUNDER ROARS

TARGET IS DEAFENED FOR THE DURATION OF COMBAT

---


- *Violent weather moves in rapidly*
  - *Mighty sounds herald the approach of some great beast*
  - *A riot erupts among the slaves of the undead*
  - *A massive explosion shakes the earth*
- 



# BEWITCHED

TARGET IS FASCINATED FOR 3 ROUNDS

---

- *A local develops an unhealthy obsession with a PC*
  - *Paranoid villagers suspect a witch in their midst*
  - *A friend or companion begins acting strangely*
  - *People begin flocking to a charismatic speaker*
- 

# OVERWHELMED

TARGET IS DENIED HER DEX BONUS  
FOR THE REMAINDER OF THE ROUND

.....

- *The death of a beloved hero or leader paralyzes a community*
- *A hostile force approaches a vastly outnumbered target*
- *The party arrives at their destination to find the place completely destroyed*
- *A wandering warrior with an open challenge to all comers is undefeated*

# DIRE OMENS

TARGET UNDER THE EFFECTS OF  
DOOM FOR THE REMAINDER OF COMBAT

.....

- *A prophet, bleeding black blood from self-inflicted wounds, predicts disaster*
- *Ghouls have been seen lurking in large numbers lately*
- *The area is overrun by creatures fleeing from something in the East*
- *Dead and dying birds plummet out of the sky in massive numbers*



# CLUTCHING CLAWS

TARGET IS ENTANGLED FOR 3 ROUNDS

.....

- *Undead erupt from the ground in a surprise attack*
- *Powerful figures manipulate characters for their own ends*
- *A flying monster swoops in and makes off with a friend or companion*
- *A new, rapidly growing fungus threatens to overgrow everything in its path*

# INFESTATION

TARGET FALLS UNDER THE EFFECT OF  
CONTAGION (DETERMINE DISEASE RANDOMLY)

.....

- *A plague is spreading amongst the populace*
- *The tunnels under a free human settlement have been overrun by ghouls*
- *Increasing numbers of folk in the area show signs of H'Laqu taint*
- *Exalted arrive to find and weed out hidden fiendish agents*

# FIGHT OR FLIGHT

+2 BONUS TO TARGET'S ATTACKS OR  
+10 FEET OF MOVEMENT FOR DURATION OF COMBAT

.....

- *In the midst of overwhelming odds, an escape route is discovered*
- *A stalking predator attacks*
- *Frightened refugees arrive, fleeing in the wake of an attack*
- *Two opposing forces prepare to clash, a small settlement trapped between them*

# THE WORM TURNS

TARGET SUFFERS THE EFFECTS  
OF A FLESHWORM INFESTATION SPELL

.....

- *A group of humans rebels against their undead masters*
- *Hostile beasts thought hunted to extinction return in numbers*
- *A dangerous being breaks free from its long confinement*
- *Your previously untouchable enemy exposes a weakness*

# ACCURSED

TARGET SUFFERS THE EFFECTS OF A BESTOW CURSE SPELL

.....

- *Your path takes you to a place awash in foul history*
- *An unfortunate soul seeks to avoid the fate of a family curse*
- *Now-wealthy grave robbers are dying in mysterious circumstances*
- *A valuable object is at auction; all previous owners have met ill-fated ends*

# FRAGILE SANITY

TARGET IS CONFUSED FOR THE REMAINDER OF COMBAT

.....

- *A well-known explorer has been confined and is rumored to be mad*
- *An ancient tome of dire portent ends up in the hands of cultists*
- *The laws of physics in the local area begin to bend, or break altogether*
- *A sudden portal deposits horrors into a populated area*

# KEEPING SECRETS

TARGET GAINS A +20 CIRCUMSTANCE BONUS  
TO NEXT BLUFF CHECK

.....

- *Inadvertent interference with a secret society leads to violence*
- *Local government tries to hide a growing catastrophe to avoid panic*
- *Bandits stealing much-needed food actually work for a local merchant*
- *A strange group of silent monks trek through the area*

# SHOCK TO THE SYSTEM

TARGET IS STAGGERED FOR 3 ROUNDS

.....

- *Artists, psychics, and sensitives suffer terrible, similar nightmares*
- *An infestation of vermin threaten already strained food supplies*
- *Recovered from a seizure, a prominent citizen claims divine communication*
- *An angry spirit possesses a random victim*



# ROAD TO HELL

A SPELL OR EFFECT THAT PROVIDES BONUSES  
OR PENALTIES HAS AN OPPOSITE EFFECT

.....

- *Fiendish elements offer aid*
- *Monsters recently defeated no longer keep other, worse threats at bay*
- *A cabal of wizards working to counteract the Obsidian Veil cause catastrophe*
- *Rogue Exalted justify their violence as a means to a noble end*

# EATERS OF THE DEAD

TARGET GAINS A +2 TO DAMAGE ROLLS  
VS. UNDEAD FOR DURATION OF COMBAT

.....

- *You arrive in a village with remarkably healthy citizens...  
and precious few visitors*
- *Ghouls raid nearby free settlements for chattel*
- *An inventive person wishes to breed giant scarab beetles to  
fend off undead*
- *Lykians are accused of robbing fresh corpses from a nearby  
graveyard*

# RAW NERVES

TARGET IS SHAKEN FOR REMAINDER OF COMBAT

.....

- *Recent supernatural phenomena have the locals on edge*
- *A killer or killers are skinning their victims alive*
- *A strange, lingering bank of fog heightens emotions, especially fear*
- *A weak spot is found in enemy defenses*



# WRACK AND RUIN

ONE OBJECT IN THE TARGET'S  
POSSESSION GAINS THE BROKEN CONDITION

---

- *An ancient ruin begins to collapse*
- *A natural disaster strikes*
- *Fiends resort to torture to gain information they desire*
- *A tragic loss pushes an ally to desperate measures*

# ABANDON ALL HOPE

TARGET SUFFERS THE EFFECTS OF A CRUSHING  
DESPAIR SPELL FOR THE REST OF THE COMBAT

.....

- *A needed item can only be found deep in enemy territory*
- *An outsider arrives through the Obsidian Veil and, realizing its fate, despairs*
- *Fiendish forces have the Exalted surrounded*
- *H'Laqu infection is discovered in a close companion*

# MORTAL TERROR

TARGET TOWERS FOR 2 ROUNDS

.....

- *A H'Laqu infected dragon, half-mad, invades the territory*
- *Undead horrors stalk a main trade route, preying on travelers*
- *Angry spirits of children haunt a local merchant*
- *Large, spider-like creatures lurk within the dead forest nearby*

# CRAWLING CHAOS

TARGET IS NAUSEATED FOR 3 ROUNDS

.....

- *Oozes prowl the sewers of an ancient city, and sometimes the streets*
- *Cultists attempt to summon an eldritch horror from beyond the Obsidian Veil*
- *An artist paints terrifyingly realistic depictions of foul aberrations from her dreams*
- *Crumbling ruins are the domain of chaos beasts...and worse*

# STAND AGAINST THE DARKNESS

TARGET GAINS THE EFFECTS OF A DISPEL  
EVIL UNTIL DISCHARGED OR COMBAT ENDS

.....

- *A band of the Exalted seek allies for an upcoming battle*
- *Rumors say a holy artifact brimming with divine power has been discovered*
- *A small village seeks mercenaries to protect them against marauders*
- *Travelers claim to have seen a shining golden tower in the mountains*



# SAVING GRACE

TARGET GAINS A +3 RESISTANCE BONUS TO  
SAVING THROWS THROUGH THE NEXT COMBAT

.....

- *In the midst of the wasteland, a supply of food and water is found*
- *Allies arrive in the nick of time*
- *As a ship flounders in stormy seas and dangerous waters, a beacon is seen*
- *An overwhelming opponent shows mercy*

# FAVORED SOUL

TARGET GAINS THE EFFECTS OF A  
BLESS FOR THE REMAINDER OF COMBAT

.....

- *Amid suffering and disease, a young man shows a talent for healing*
- *You are bestowed a great gift, with the understanding it will be used for good*
- *A sharp eye prevents walking into danger*
- *A sad, lonely celestial refugee befriends you*

# FACE YOUR FEARS

TARGET IS UNDER THE EFFECT OF EITHER  
COWARD'S LAMENT OR REMOVE FEAR FOR ONE COMBAT

.....

- *A mob forms to confront a terrifying creature threatening the town*
- *The victim of a crime demands to face the perpetrator*
- *Emboldened humanoids make a desperate raid for food*
- *A half-elf asks to be escorted to elven lands to find her absent father*

# ALL TOO FAMILIAR

TARGET GAINS A +20 CIRCUMSTANCE  
BONUS TO NEXT DISGUISE CHECK

.....

- *A fiend dons the form of a recognized personage to wreak mischief*
- *Killings begin to occur, bearing the mark of a murderer who died years ago*
- *A spellcaster's familiar arrives, bearing a dire message, before dying of exhaustion*
- *The party arrives in a new place, but the residents react as if they are expected*

# BLOOD SACRIFICE

CRITICAL THREATS RANGES FROM PIERCING  
AND SLASHING WEAPONS AGAINST THE TARGET  
ARE DOUBLED, AND CRITICAL HITS CAUSE 1d4 BLEED

.....

- *Fiends hope to use ritual means to pierce the Obsidian Veil*
- *Lykians demand weregild for slain clan members*
- *Undead lords offer continued sovereignty to a settlement in exchange for an annual “tithe”*
- *An infestation of stirges reaches epidemic proportions*

# MERCIFUL PARALYSIS OF MEMORY

TARGET IS AFFECTED AS IF BY A MODIFY MEMORY SPELL

.....

- *The only survivor of a vicious attack can't remember what happened*
- *A sinister old building that catches your attention seems to be invisible to the locals*
- *Townsfolk disappear for days, only to return in the night with no recollection of events*
- *An evil psychic lies comatose after a battle with a rival, cared for at a hospice*

# REVULSION

TARGET IS SICKENED FOR THE DURATION OF COMBAT

.....

- *Rents in the earth begin spewing foul gasses*
- *Residents of an isolated town have a strange, unsettling look about them*
- *A strange, mummified figure hangs like a scarecrow in a field*
- *Party mounts and animal companions shy away from a lonely tower ahead*

# HYPERSENSITIVITY

TARGET GAINS A +20 TO NEXT PERCEPTION CHECK

.....

- *An affliction causing overly enhanced senses is driving folk mad*
- *A psychic sensitive predicts a dire future*
- *A local relic is declared a fake*
- *A haggard man seeks asylum in a settlement from the Lykians hunting him*



# VIOLATION OF NATURE

TARGET GAINS A +10 OR -10 ON NEXT SAVING THROW


.....

- *A local artist crafts glass statues from the black sands; people swear they move*
- *Inhabitants of a local monastery sport strange deformities beneath their robes*
- *A mad alchemist attempts to make humans more adaptable by granting them fungal traits*
- *An ogre raiding party attacks*



# UTTERLY MONSTROUS

TARGET IS STUNNED FOR 2 ROUNDS

- .....
- *The ground in the area is strangely dark and undulating*
  - *Something large and angry comes through the Obsidian Veil*
  - *Black sands ahead move as if alive*
  - *Demons attack!*
- 

# FEAR OF THE UNKNOWN

TARGET IS FRIGHTENED FOR 3 ROUNDS

.....

- *Strange slithering and gurgling come from beyond the next door*
- *An unknown antagonist leaves taunting notes for you at murder scenes*
- *An otherwise average creature shows strange abilities for its kind*
- *A cabal of witches is persecuted by locals*

# LOST IN THE MISTS

TARGET GAINS 20/ CONCEALMENT  
FOR THE REMAINDER OF COMBAT

.....

- *A preternatural fog descends*
- *The cure for a strange disease may be found in an ancient library*
- *A rescue mission for a lost girl has itself become lost*
- *A strange light leads through the mists, but to where?*

# FIGHT OR FLIGHT

TARGET GAINS +2 TO ATTACKS OR +10 FT  
OF MOVEMENT FOR REMAINDER OF COMBAT

.....

- *A cornered creature is unexpectedly discovered*
- *A sudden circumstance requires an immediate decision*
- *Avian predators are spotted overhead*
- *A vicious opponent suddenly flees for some unknown reason*

# DESPERATION

A TARGET WITH 50/ OR LESS HIT POINTS REMAINING  
GAINS +4 TO ALL ROLLS FOR REMAINDER OF COMBAT

.....

- *Bitter enemies seek alliance against a common foe*
- *Locals are turning to cannibalism to survive*
- *The local water source has run dry*
- *A ghost attempts to possess someone for the purpose of vengeance*

# ESCAPE!

TARGET GAINS A +6 CIRCUMSTANCE BONUS TO  
ESCAPE ARTIST CHECKS AND CMD VS. GRAPPLES

.....

- *A dangerous prisoner breaks free*
- *An insane outsider attempts a dangerous ritual to attempt to break the Obsidian Veil*
- *You find a way out of a dire situation*
- *Villagers need aid to evacuate in the face of a superior force*

# EVEN DEATH MAY DIE

TARGET REGAINS 25/ OF IT TOTAL HIT POINTS

.....

- *A powerful vampire is killed leaving a vacuum in local politics*
- *Something foul and powerful lies slumbering in the bottom of an impact crater*
- *People have begun to die, but their souls continue to inhabit their bodies*
- *A valley of living trees is reported to be hidden somewhere in the mountains*



# THE FACE OF THE VOID

TARGET SUFFERS 50% MORE DAMAGE  
FROM NEXT NEGATIVE ENERGY ATTACK

.....

- *An ancient relic seems to be the cause of strange behavior*
- *Someone is crafting a magical vessel to traverse the Obsidian Veil*
- *H'Laqu infected people are gathering at a nearby locale in alarming numbers*
- *Another black meteor strikes in the midst of a deep mountain lake*



# BURDEN OF KNOWLEDGE

TARGET GAINS +20 ON ITS NEXT KNOWLEDGE CHECK

.....

- *A strange tome causes madness amongst scholars*
- *A woman is being targeted by assassins for something she knows*
- *Elves protect a particular area of dead forest from intruders*
- *You discover a dangerous, terrible secret*

# FOLLY OF HUBRIS

IF TARGET'S NEXT D20 ROLL HAS LESS THAN  
A 50 PERCENT CHANCE OF SUCCESS, IT FAILS

.....

- *An undead hunter plans to kill a powerful vampire ruler*
- *The leader of a local cult is obsessed with becoming a divine power*
- *Alchemists attempt to create new plant life that lives without sunlight*
- *A vastly overmatched foe attempts to attack you*

## KISMET

IF TARGET'S NEXT D20 ROLL HAS LESS THAN A  
50 PERCENT CHANCE OF SUCCESS, IT SUCCEEDS

.....

- *You happen upon a safe place to rest in hostile territory*
- *A companion thought lost returns*
- *You pick up the trail of an old enemy*
- *A previously overlooked item is noticed*

# ASSAULT ON THE MIND

TARGET SUFFERS A -2 TO ALL  
WILL SAVES FOR REMAINDER OF THE COMBAT

.....


- *You feel a powerful telepathic intrusion upon your mind*
- *Psychological warfare is used to gain advantage*
- *A band of psychic mercenaries sell their services to the highest bidder*
- *Someone you seek sits in a local asylum, driven mad by some outside force*



# THIS TOO SHALL PASS

ONE CHOSEN EFFECT ON THE TARGET IS NEGATED

.....

- *A threat abates*
  - *Severe weather finally breaks*
  - *An old ally passes away in her sleep*
  - *The powerful magics protecting an old tomb are finally fading*
- 



# DEATHLESS VIGOR

TARGET GAINS THE EFFECTS OF A FALSE LIFE SPELL

.....

- *A vampire lord thought destroyed has returned*
- *In the midst of an ancient battlefield, something stirs*
- *You've found a lich's phylactery. Hooray?*
- *The Cult of Black Glass seeks to resurrect a powerful evil*

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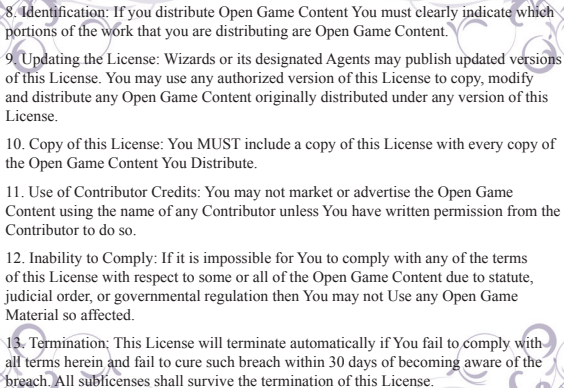
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