

# ULTIMATE PLOT DECK:

## TWIST OF FATE

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# ULTIMATE PLOT DECK: TWIST OF FATE

# **★ KNIFE IN THE DARK**

## **TARGET GAINS 3 BLEED**

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- *An enemy launches a surprise attack*
  - *Caught in a roadside ambush*
- *Someone is targeted by an assassin*
  - *A kidnapping plot is revealed*

# ALL THAT GLITTERS

TARGET IS BLINDED FOR 3 ROUNDS

.....

- *Potential for profit blinds someone to danger*
- *A valuable object turns out to be a clever fake*
- *A new source of a precious resource is discovered*
- *A precious object is merely a container for something else*

**OOPS...**

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

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- *A small mistake during a complicated process produces catastrophe*
- *An overlooked guard sounds the alarm*
  - *A new love interest/enemy/rival is the offspring of a powerful entity*
- *“Whatever you do, don’t press that button.”*

# **PANDEMONIUM!**

**TARGET IS CONFUSED FOR 3 ROUNDS**

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- *An unstable portal unleashes troublesome beings*
- *A brawl breaks out unexpectedly during a gathering*
- *Something strange upsets the balance of nature*
- *Spells display side effects or completely reversed effects*

# **SOUND AND FURY**

## **TARGET IS DEAFENED FOR THE REMAINDER OF THE COMBAT**

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- *A violent storm passes*
- *The threats of an enemy turn out to be a bluff*
- *A creature or hazard is simply a clever illusion*
- *Distant trumpets herald an important arrival*



# GUARDIAN ANGEL

TARGET IS BLESSED FOR 3 ROUNDS

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- *A helpful warning prevents an ambush*
- *You just miss walking into that pit trap*
- *A floating globe of light guides you to safety*
- *A sympathetic law officer makes criminal charges disappear*



# OUT OF THIN AIR

A SINGLE ITEM WORTH 100GP OR LESS  
APPEARS WITHIN 5 FEET OF THE TARGET

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- *Invisible creature(s) make themselves known*
  - *A mysterious note slides under the door*
  - *Jinkies! A clue!*
- *An aerial predator plummets from the sky*

# STARSTRUCK

## TARGET IS DAZZLED FOR THE REMAINDER OF THE COMBAT

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- *A meteor strikes nearby*
- *A strange celestial display hovers over a nearby landmark*
- *One of the locals recognizes the heroes and proceeds to gush*
  - *A legendary hero you idolize comes to you—you!—for assistance*

# **SHOCK TO THE SYSTEM**

**TARGET IS DAZED FOR 3 ROUNDS**

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- *An alchemical or magical ingestible has unexpected side effects*
  - *An enemy or ally does something completely unexpected*
  - *Major scandal rocks the local political scene*
- *Your senses are temporarily overwhelmed by a divine vision*

# DEUS EX MACHINA

THE EFFECT FROM ANY ONE CARD IN  
THE DECK IS APPLIED TO THE TARGET

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- *Turns out, he was only mostly dead*
- *Your informant died, but luckily you've found his notes*
  - *There was one charge left in that wand after all*
- *Why yes, I can read Ancient High Brobdingnagian...*

# NOT DEAD YET!

TARGET'S HIT POINTS RESTORED  
TO 25 PERCENT OF FULL

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- *A former foe, thought dead, returns*
- *Restless dead rise from a nearby cemetery*
- *One member of an old secret society yet lives*
- *A rare plant/beast, thought extinct, is sighted*

# THE COMING STORM

TARGET'S NEXT ELECTRICAL ATTACK  
DOES +2 HP PER DAMAGE DIE

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- *Sudden severe weather threatens*
- *An enemy makes a surprise assault*
- *The locals are on the verge of revolt*
  - *An usurper vies for the throne*

# TURN UP THE HEAT

TARGET'S NEXT FIRE ATTACK  
DOES +2 HP PER DAMAGE DIE

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- *Fire!*
- *Two foes decide to team up against the heroes*
- *There's a lot more of them than you thought*
- *A cult's plans are a lot closer to fruition than originally thought*



# OVER THE TOP

TARGET, IF GRAPPLED,  
AUTOMATICALLY BECOMES THE GRAPPLER

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- *A plan or action is extraordinarily successful*
  - *A business venture boasts vast profits*
  - *Diplomatic overtures are too pushy*
  - *An overly risqué performance offends*

# A TANGLED WEB

TARGET IS ENTANGLED FOR 3 ROUNDS

.....

- *An intricate conspiracy comes to light*
- *Clues lead to the discovery of a secret society*
- *“Wait, I thought you said you were Duke of Glastonbury?”*
- *Your past deceits come back to haunt you*

# **SPELLBOUND**

**TARGET IS FASCINATED FOR 3 ROUNDS**

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- *Strains of enchanting music enthrall the populace*
- *A particular place or landmark has alarming effects on people*
  - *Fey folk are stealing children*
- *A newly gained item causes strange compulsions*

# DEAD RINGER

**TARGET GAINS A +20 BONUS TO  
THE NEXT DISGUISE CHECK**

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- *Defeated villain was actually a cleverly disguised imposter/clone/simulacrum*
- *Someone matching your description is wanted for crimes*
  - *“Hey! Aren’t you...?”*
- *Invasion of the Doppelgangers*

# HELL FROZE OVER

TARGET'S NEXT COLD ATTACK  
DOES +2 HP PER DAMAGE DIE

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- *An implacable enemy makes an offer of alliance*
- *A long forbidden territory is now open for exploration*
- *Two normally antithetical creatures are working together*
  - *Opposing religions found a joint temple*

# DROP THE HAMMER

**BLUDGEONING ATTACKS AGAINST THE  
TARGET AUTO-CONFIRM CRITICAL HITS  
FOR THE REMAINDER OF THE COMBAT**

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- *A dwarven kingdom gears up for a major offensive against the orcs*
- *Local law enforcement prepare to roust out the thieves' guild*
- *A high priest calls for a holy crusade*
- *The Smiths' Guild call for a halt in production until the local lord lowers taxes*

# TRAILBLAZER

**TARGET GAINS A +20 BONUS  
TO THE NEXT SURVIVAL CHECK**

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- *Coming through the mountain pass,  
you discover a forgotten city*
  - *Sailors have returned to port  
with tales of a newly discovered land*
- *Library research paves the way for creation of a new spell*
  - *A wandering monk offers to teach  
select students her fighting style*



# **X MARKS THE SPOT**

**TARGET GAINS A +20 BONUS  
TO THE NEXT PERCEPTION CHECK**

.....

- *A treasure map comes into your possession*
  - *Rumor states a hidden treasure lies somewhere in the adventurers' own home*
  - *A group of travelers is rumored to be heading home with a recovered fortune*
- *A dying pirate confesses the location of his plunder*

# PRIDE GOETH

## TARGET FALLS PRONE

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- *Someone escapes from an escape-proof prison*
- *A heavily outnumbered force wins despite the odds*
- *An outsider is sent from above to teach a braggart humility*
- *The villain provides you exposition before your demise*

# SEEN A GHOST

## TARGET IS FRIGHTENED FOR 3 ROUNDS

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- *An enemy returns as a vengeful undead*
- *“Rumors of my demise have been greatly exaggerated.”*
  - *A hostile force, thought vanquished, shows an unexpected reserve force*
  - *You keep catching glimpses of the defeated enemy, but no one else sees him*

# GREEN AROUND THE GILLS

TARGET IS NAUSEATED FOR 3 ROUNDS

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- *Something's polluting the local water supply*
- *An annual eating or drinking contest is about to start*
- *Priests of the god of disease are up to no good*
- *An opponent uses a novel but disgusting tactic*

# OUT OF THE WOODWORK

## A RANDOM SWARM EMERGES AND ATTACKS THE TARGET

- *When a valuable item is lost, local criminals flock to the site*
  - *Illegal pit-fighting attracts dangerous elements*
- *When a plane-walking wizard returns, so does his archrival*
- *Your party's recent windfall attracts tax collectors and worse*

## **RED HERRING**

### **TARGET'S SCENT ABILITY IS NEGATED FOR THE REMAINDER OF COMBAT**

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- *The lead you're following turns out to be a diversion*
- *The party is framed for the actions of another group*
  - *The murders were committed  
by a werewolf, just not this werewolf*
- *A setup leads you into a confrontation with the wrong villain*

# **BITE THE HAND THAT FEEDS**

## **TARGET HITS SELF WITH NEXT ATTACK**

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- *A servant of the enemy turns traitor*
- *Your cohort directly disobeys you*
- *A magic item fails at an inopportune time*
- *Your animal companion attempts to assert dominance*



## **A HELPING HAND**

**+2 TO TARGET'S ATTACKS OR ARMOR CLASS  
FOR THE REMAINDER OF COMBAT**

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- *An NPC offers a service free of charge*
- *A task's time is reduced by assistance from grateful/indebted NPCs*
- *A kind-hearted fey helps you find your way out of the forest*
- *A rainstorm starts just as a fire is going out of control*

# WAG THE DOG

**TARGET GAINS A +20 BONUS  
TO THE NEXT BLUFF CHECK**

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- *Panic spreads about a lesser problem,  
while a greater evil is ignored*
- *A cruel ruler deflects the population's anger to someone else*
- *A rash of minor crimes keeps guards  
busy while a big heist occurs*
- *Calls to a crusade keep attention  
off a high priest's odd behavior*

# FLASH IN THE PAN

## TARGET'S NEXT FIREARM ATTACK IS AUTOMATICALLY A MISFIRE

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- *A magical effect ends long before it is expected to do so*
  - *A bard's popularity suddenly wanes*
  - *A fierce attack by enemies is suddenly called off*
  - *Another adventuring group steals the PCs limelight*

## THIRD TIME'S A CHARM

IF TARGET'S LAST TWO ATTACKS HAVE MISSED,  
THEN THE NEXT ONE IS AFFECTED BY A TRUE STRIKE

.....

- *A pair of hags has finally found a third to form a coven*
  - *After two failed assaults, a weakness is found in the castle's defenses*
- *A cult once again tries to open a portal to a dread domain*
- *Sure, the first two wishes went wrong, but this time for sure!*

# THE WORM HAS TURNED

ONE PENALTY SUFFERED BY THE TARGET  
BECOMES A BONUS, OR VICE VERSA

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- *An oppressed minority rises up against their persecutors*
  - *A druid turns the land against despoiling settlers*
- *Scattered humanoids form an army under a new leader*
  - *An underestimated enemy surprises*

## **OLD AGE AND TREACHERY...**

**TARGET IS CONSIDERED FLAT-FOOTED  
FOR THE REMAINDER OF COMBAT**

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- *An ancient wyrm has been besting heroes*
  - *Those struggling for change meet opposition by the “old guard”*
- *An aging master thief continues to elude the law*
- *Powerful beings manipulate the PCs as pawns*

# OFF YOUR GAME

**TARGET HAS A -2 PENALTY TO ALL  
ATTACK ROLLS FOR REMAINDER OF COMBAT**

.....

- *An army is backed into a corner by opposing force*
  - *A usually reliable diviner has angered many with false predictions*
  - *A popular temple is losing worshippers*
- *Avenues of new goods for local merchants have dried up*



## **BUNDLE OF NERVES**

**TARGET IS SHAKEN FOR THE REMAINDER OF COMBAT**

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- *Something about the immediate area is unsettling*
  - *Recent killings have a settlement on edge*
- *A bard's “big break” is threatened by stage fright*
  - *Local priests are seeing ill omens everywhere*

## **TRIED AND TRUE**

**TARGET'S NEXT ROLL FOR A SKILL OF  
5 OR MORE RANKS RECEIVES A +5 BONUS**

.....

- *A loyal cohort proves her worth*
- *Followers of an ancient religion witness a miracle*
- *An animal companion or familiar provides unexpected aid*
- *Well-rehearsed tactics provide victory*

# FLASH OF INSIGHT

TARGET GAINS A +10 BONUS ON  
THE NEXT UNTRAINED SKILL CHECK

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- *A solution to a problem presents itself*
- *You receive a sudden premonition of danger*
- *A spur of the moment investment pays off*
- *Gut instinct prevails over reason*

# THUNDERSTRUCK

TARGET IS STUNNED FOR A ROUND

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- *During a storm, a person or landmark is struck by lightning*
  - *The temple of a weather god declares holy war*
    - *A beloved leader is assassinated*
- *An enemy's surprise attack decimates a population*

# MAKE YOUR OWN DOOR

## TARGET'S NEXT ATTACK IGNORES AN OBJECT'S HARDNESS

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- *Subterranean creature(s) tunnel up into the basement*
- *A hungry beast breaks through the wall of a roadside inn*
- *Thieves force their way into a treasure-laden vault*
  - *Villains burst into the heroes' sanctum*

# **SHOCK TO THE SYSTEM**

**TARGET IS STAGGERED FOR 2 ROUNDS**

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- *A new leader takes over a powerful organization*
  - *A coup puts a new ruler in charge of the state*
- *Scandal strikes a respected community member*
  - *A PC's mentor turns to the dark side*

## AN ILL TURN

TARGET IS SICKENED FOR 3 ROUNDS

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- *A friend is captured and held for ransom*
  - *One or more mounts turn up lame*
- *Celebrants drink a bad batch of moonshine*
  - *Vermin infest the local food supply*



## LIFELINE

### A DYING TARGET IMMEDIATELY STABILIZES

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- *Here comes the cavalry!*
- *Cut off and outnumbered, you suddenly find an exit*
  - *A celestial offers aid*
- *The local church waives fees for services rendered*

## **CRY "HAVOC!"**

**AFTER YOUR NEXT BATTLE,  
INCREASE TREASURE FOUND BY 10 PERCENT**

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- *An army lays siege to the city*
- *Scavengers pick over a recent battlefield*
- *A lord hires mercenaries to bolster expansion efforts*
- *Followers are eager to collect their pay*

# NOW FOR WRATH, NOW FOR RUIN

TARGET DEALS DOUBLE DAMAGE ON ITS  
NEXT CHARGE (TRIPLE IF MOUNTED)

.....

- *Defenders assemble for a final confrontation with the enemy*
  - *A barbarian horde crosses the border*
  - *Outnumbered, you are the last line of defense for a beleaguered village*
- *Outraged by a theft from its horde, a dragon wreaks vengeance*

# LIVING DAYLIGHTS

TARGET IS PANICKED FOR 2 ROUNDS

.....

- *A serial killer stalks victims amongst the poorest of the city*
  - *Restless spirits haunt a local manor house*
    - *Strange lights on the moors*
  - *Citizens are plagued by bizarre nightmares*

# SMOKE AND MIRRORS

TARGET GAINS 20% CONCEALMENT  
FOR THE REMAINDER OF COMBAT

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- *People are deceived by a charming and talented illusionist*
  - *An illusion hides something of interest*
  - *Rakshasas find reason to meddle in affairs*
  - *Someone is passing off forged bank notes for coin*

## ACID-TONGUED

TARGET'S NEXT ACID ATTACK DOES +2 HP PER DIE

.....

- *An acerbic bard spreads questionable tales about the party*
  - *Scathing comments about the bride-to-be threaten a royal wedding*
- *That duelist just said something about your mother*
  - *Ill-timed gossip makes it difficult to gain an audience with the Queen*

## CAT-LIKE REFLEXES

TARGET GAINS A +2 DODGE BONUS  
TO AC FOR THE REMAINDER OF COMBAT

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- *A cat burglar is pilfering jewelry in the Noble's Quarter*
- *Archers from near and far gather for an annual tourney*
- *An elusive predator is preying on livestock...and farmers*
- *A foreign monk challenges all-comers in the market square*



# HEAVY HITTER

**+2 TO TARGET'S DAMAGE ROLLS  
FOR THE REMAINDER OF COMBAT**

.....

- *Giants decide to use the city wall for target practice*
- *A no-holds-barred unarmed tournament is starting*
  - *Tavern brawl!*
  - *A notorious brute is remanded  
into your custody for rehabilitation*

## JUST A FLESH WOUND

**HALF OF THE DAMAGE THE TARGET TAKES  
FROM THE NEXT ATTACK IS NONLETHAL**

.....

- *Captured NPCs are released by an enemy as a gesture of goodwill*
- *An ally thought dead is actually alive*
- *A downed foe recovers for another go-around*
- *An enemy refuses to recognize when he's beaten*

# RESILIENT

**TARGET RECEIVES A +4 RESISTANCE  
BONUS TO ITS NEXT SAVE**

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- *A scattered dwarven clan regroups to return home*
- *A defeated monster returns for revenge once healed*
  - *A source of adamantine is discovered*
  - *A forgotten cult makes a resurgence*

# UNTOUCHABLE

**TARGET GAINS SPELL RESISTANCE  
OF 10+HD FOR 3 ROUNDS**

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- *A sleeping woman is found bound in a magical field*
  - *A villain is too well connected to be taken by conventional means*
- *The party is approached by begging lepers*
  - *A nigh-invulnerable evil artifact must be taken to its destruction*

## **TWISTS OF FATE: PLOT CARD DECK 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.

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.

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