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150 Plot Twists to spice up any Roleplaying Campaign.
Includes a Complete Deck of Plot Twist Cards!

Adventure Forge

PLOT TWISTS

A Universal Roleplaying Accessory

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PLOT TWISTS

City of Champions Media

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First Edition
First Printing
September, 2007

Adventure Forge

Plot Twists

Welcome!

As a game master you know the more you play the more you find your adventures falling into predictable patterns. Your style becomes well known and your players can see where the adventure is going almost as if they had helped in writing it. Face it; it is time to shake things up. That is where we come in: welcome to Plot Twists! The material in this supplement will help return the uncertainty and anticipation that made role playing so exciting when your players first started gaming. Introduce to your adventures an element of the unpredictable - plots twists, and even you will never really know where things will end up – and that will make for the best adventures.

Plot Twist Tables

Table I is a list of all 150 plot twists with descriptions and a game master can easily choose appropriate twists right off the list.

For a quick random plot twist, either while designing an adventure or during play, make a roll on Table II. **Table II** is a 1-1000 random table with different categories to roll against based on the current location of the player characters. **Roll 3d100, reading each die as a digit in the number to look up on the table: generating results from 0-0-1 to 9-9-9 and read 0-0-0 as 1000.**

- **Random:** Use this table when the location does not match any of the other categories or if you want a chance for any of the 150 twists.
- **Underground:** For dungeon adventuring or any other underground location.
- **Wilderness:** Outdoor locations away from urban area, but above ground.
- **Large Urban Area:** Cities and fortifications; large population centers of a civilized area.
- **Small Urban Area:** Areas that are less densely populated, usually rural communities or areas closer to the edge of the wilderness.
- **User:** This column allows you to create your own plot twist table. Choose as few or as many as you like and note the die results in the user column.

Plot Twist Cards

All 150 plot twists are included in card format. The pages are formatted to be printed on blank business card stock that you can get from any office supply store. Look specifically for "Avery 3612" or a generic that is compatible. The cards are 2"x3.5" and print 8 per 8.5" x 11" page. A page is also included for the back of the cards. Once you have printed the pages of cards you can reload the cards into your printer and print the page that has the pattern for the back of the cards – and then you are done – a nice set of plot twist cards.

Special Note (Printing from Adobe Acrobat): Please be aware – to get the best results when printing on the card stock you need to make sure adobe acrobat is <u>not</u> scaling the page (shrinking the page to make it fit.) Zoom should be 100%

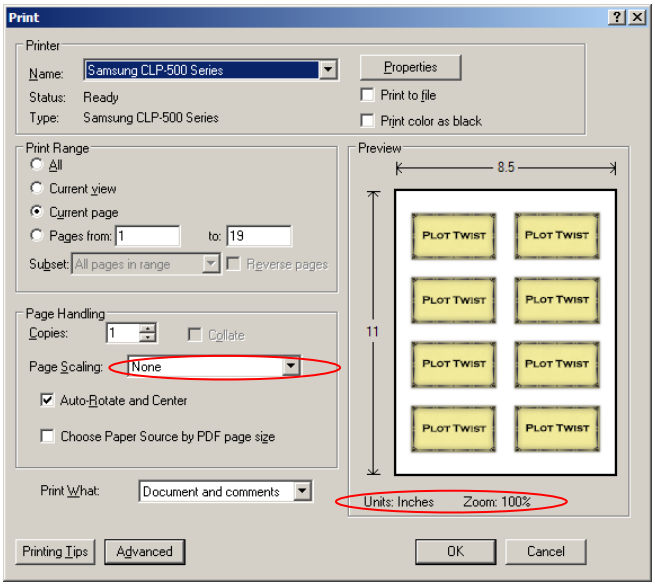

Table I: Plot Twists with Description

Twist	*Description*
Abandoned By Allies	**Allies traveling with characters leave suddenly.**
Ability Is Fading	**A player character's major power/ability is weakening.**
Ability Out Of Control	**A player character's major power/ability is functioning unreliably.**
Achilles Heel	**The opposition has discovered one of the player character's weaknesses.**
Addiction	**A player character or key ally has developed an addiction.**
Air Limited	**The adventure area or a key encounter area has a limited supply or air.**
Allies Arrive	**Unexpected Allies arrive to support the player characters or the opposition.**
Ally Captured	**An important Ally is captured by the opposition.**
Ally Has Amnesia	**A key ally has lost their memory.**
Ally Has Bad Reputation	**A key person the characters must rely on has a bad reputation.**
Ally Killed	**An important Ally is killed by the opposition.**
Area Flooded	**Part of the adventuring area is flooded.**
Arrested	**Local authorities arrive to arrest one of more of the player characters or one of their allies.**
Avalanche	**A large section of the encounter area begins to fall in.**
Bad Omen	**Just as the adventure gets underway the characters witness a bad omen.**
Badly Injured	**A player character or key ally is badly injured in an accident.**
Birthmark	**A player character is discovered to have a birthmark important to the goals of the adventure.**
Booby-Traps	**The adventure area is filled with bobby-traps.**
Breakdown	**While traveling to the adventure the player character's transportation fails at a very unfortunate location.**
Bribe	**A player character is offered a significant bribe to give up the goal of the adventure.**
Bridge Out	**A bridge, road or other transpiration resource has been destroyed.**
Can't Hurt Villain	**The player characters have been specifically instructed not to hurt a key opposition member.**
Captured	**One of more of the player characters or an ally is captured by the opposition.**
Chaotic Environment	**Player character items behave in an unreliable and unexpected way in parts of the encounter area.**
Chase	**The enemy has fled and player characters must give chase.**
Cheap Item Turns Out To Be Valuable	**A useless item acquired in the adventure turns out to be very valuable.**
Comet In The Sky	**The adventure begins with a comet shooting across the sky or other odd natural event.**
Controlled By Opposition	**A player character or an ally is controlled by the opposition.**
Corrupt Official	**A member of the opposition includes a corrupt official that will block the player characters at every turn.**
Cross-Breed	**A member of the opposition has abilities from one or more races, professions or animal sources.**

Curse	**A player character or ally is under a curse.**
Dangerous Tests	**A series of dangerous tests must be completed to successfully end the adventure.**
Dark Secret	**A player character or ally is trying to conceal a dark secret.**
Darkness	**A large section of the encounter area is under artificial darkness.**
Deathtraps	**Throughout the encounter area there are several deathtraps.**
Difficult Lock	**Locks encountered are exceptionally difficult to pick.**
Diplomacy Required	**The main objective of the adventure must be achieved with diplomacy.**
Dishonorable Actions Required	**Honorable characters will be required to commit dishonorable acts to achieve success.**
Diversion	**One of the encounters of the adventure is a diversion rather than a major event.**
Double Agent	**A key ally is actually a double agent.**
Enemy Has Advanced Warning	**The opposition has advance warning of the objectives and tactics of the player characters.**
Enemy Has Something PCs Need	**The opposition has an item that the player characters need to continue on in the adventure.**
Enemy Reincarnated	**An enemy killed by the player characters has returned in a new body.**
Enhanced Enemy	**An enemy that is encountered has unexpectedly enhanced abilities or powers.**
Equipment Doesn't Work	**An important piece of equipment in the adventure does not work.**
Equipment Sabotaged	**Key equipment for the adventure has been sabotaged.**
Evil Ally Is Good	**An enemy thought to be evil is actually good.**
Extreme Weather	**Weather becomes a major obstacle during the adventure.**
Fake Treasure	**The treasure taken from the adventure turns out to be fake.**
False Location	**The area investigated is not the real goal of the adventure.**
False Path	**A trail or road followed is not the real trail to the adventure objective.**
False Start	**Player characters are called back to the starting point of the adventure for a new objective.**
Falsely Accused	**A Player character is falsely accused of being a member of the opposition.**
Family Member Killed	**A family member of a player character is killed by the opposition.**
Fire	**The encounter area has been set on fire by the opposition.**
Foe Returns	**A member of the opposition that escaped has returned to encounter the player characters again.**
Follow A Code	**A key Non-player character must follow a strict code of conduct.**
Food/Drink Is Drugged	**Food or drink given to the player characters has been drugged by the opposition.**
Foreign Language	**A key non-player character speaks a language that none of the characters understands.**
Framed	**A player character or ally has been framed for a crime that was committed by the opposition.**
Friendly Competition	**Friendly Allies know to the player characters are also working to complete the same adventure objective.**
Great Distance To Travel	**Achieving the goals of the adventure requires traveling a great distance.**
Guardian	**A key adventure objective is guarded by an animal or special creature.**
Henchman Hired Away	**A valuable employee/servant leaves for a new employer.**
Hostages Taken	**The opposition has taken hostages and they are being held in the encounter area.**
Identity Stolen	**A player character's identity has been stolen by a member of the opposition.**

Imposter	**A key ally or member of the opposition is actually an imposter.**
Innocents Harmed	**The adventure has a high probability of innocents being harmed.**
Intoxication	**A key ally is intoxicated when player characters call on him for information or assistance.**
Invulnerable To Key Ability	**A member of the opposition is invulnerable to a key player character ability.**
Item Guarded	**The item that is the objective of the adventure is exceptionally protected.**
Item Is One Use	**One or more of items found that are needed to complete the objective of the adventure are one use only.**
Item Stolen	**Neither the Player Characters nor the opposition realizes that the item that is the objective of the adventure has been stolen.**
Key Ability Does Not Work	**Circumstances in some areas in the adventure setting prevent a player character's key ability from working.**
Language Barrier	**Communication with key non-player characters is difficult as none of the player characters can speak the language.**
Leadership Struggle	**An ally insists that they should lead the player characters for the remainder of the adventure.**
Local Custom Forbids Certain Actions	**The player characters have limits placed on them by local custom / law as to what they can do.**
Location Destroyed	**The location that was to be the encounter area of the adventure has been destroyed.**
Location Haunted	**In addition to the expected threat, the adventure area is also haunted.**
Lost	**The player characters become lost.**
Low On Supplies	**The adventure requires the use of many supply items and player characters run the risk of not having enough.**
Magical Portal	**Continuing on to complete an adventure objective will require the player characters go through a magical portal.**
Main Objective Is In First Area	**The item or person that is the objective of the adventure is in the first area they investigate.**
Map Destroyed	**The map guiding the player characters to their objective is destroyed.**
Maze	**The encounter area is a maze.**
Memory Loss	**A non-player character (ally or member of the opposition) that possess key information; suffers from memory loss.**
Misinformed	**Key information that the player characters are using to make decisions turns out to be wrong.**
Mistaken Identity	**A person who the player characters expect is a key member of the opposition turns out to be innocent.**
Much Bigger Opposition	**The opposition that the player characters encounter turns out to be much bigger than expected.**
Must Accumulate Parts	**The item that is the objective of the adventure has been disassembled and each part is in a different location.**
Must Work With Opposition For Goal	**The player characters must work with members of the opposition to achieve a mutual goal.**
Mutually Assured Destruction	**Destruction of an object in the adventure could lead to the deaths of the player characters.**
Need Rare Weapon	**Opposition that is encountered in the adventure can only be defeated with a rare weapon.**
Need Special / Rare Equipment	**A key adventure objective can only be achieved with a rare or special item of equipment.**

Negative Dream	**During the adventure the player characters experience a dream that indicates they are going to fail.**
New Powers Manifested	**A player character has develops a power or an ability that did not exist before the adventure started.**
New Race / Culture	**A member of the opposition is a member of a race or culture that the player characters have never encountered before.**
No Law Breaking	**The player characters' options are limited by local law.**
No Mercy	**All of the members of the opposition in this adventure have been instructed to give no mercy.**
No One Believes	**Many of the non-player characters encountered express disbelief in the existence of a key objective of the player characters.**
No Reward	**After completing an assigned task the player characters find out that there is no reward for their hard work.**
No Weapons Allowed	**The player characters must complete the objectives of the adventure without any weapons.**
NPC Is Dying	**A key ally is dying and the player characters must complete the adventure to get the item to save him.**
NPC Turns Traitor	**A key ally begins working for the opposition.**
Objective Has Moved	**The location of the person or item that the player characters are seeking has changed.**
Observer Comes Along	**A patron or member of the local authorities insists that an observer travel with the player characters to validate their success.**
Opposition Has Powerful Weapon	**An enemy is encountered who is unexpectedly equipped with a power weapon.**
Opposition Is Dead	**A key member of the opposition that they player characters expected to encounter is in fact dead.**
Opposition Uses Rare Ability	**Members of the opposition are using abilities or items that the player characters have never seen before.**
PC Is Viewed As Savior/God	**Non-player characters see the player characters as sent by a higher power to relieve them of their suffering.**
PCs Are Decoy	**The player characters are unknowingly being sent on the adventure to lure the opposition away from another plot objective.**
Personality Change	**An ally or non-player character suffers a major change in personality.**
Poison Used	**Members of the opposition will use poison often in this adventure.**
Positive Dream	**During the adventure the player characters experience a dream that indicates they are going to be successful.**
Possessed by Dead Enemy	**The soul of a villain killed by the player characters has possessed an ally or player character.**
Quest	**The goals of the adventure are given holy importance by a key allied religious leader.**
Red Herring	**A map or other clue gained during the adventure turns out to have no value.**
Resurrection	**A member of the opposition that the player characters have killed has been brought back to life to opposes them again.**
Ritual Needed	**A successful completion of the adventure required a specific religious or magical ritual.**
Road Blocked	**The route the player characters had planned to use is physically blocked by natural or man-made materials.**

Rumor Is Wrong	**A key rumor that the player characters are using to guide their decision making turns out to be wrong.**
Sacrifice Needed	**Player characters need to surrender someone or something of value to complete the adventure objective.**
Secret Weakness	**A member of the opposition has discovered a player character's secret weakness.**
Series Of Traps	**The encounter area is protected by a series of dangerous traps.**
Series Of Villains	**Each villain encountered in the adventure is actually working for a more powerful villain that must also be defeated.**
Severe Weather	**Extreme natural weather covers the encounter area.**
Shows Honor In Battle	**A member of the opposition shows honor in battle and will allow the player characters to surrender or retreat if needed.**
Side-Tracked	**The goal of the adventure changes after a clue is given that leads the player characters in a different direction.**
Specialist Needed	**The player characters will not be able to accomplish the goals of the adventure without the skills of a specialist.**
Stampede	**The encounter area is filled with stampeding animals.**
Superstitious	**A player character or a member of the opposition is superstitious and must perform certain rituals before attacking.**
Target Is A Double	**It is discovered that a key villain who was captured/killed is in fact a cleverly disguised double.**
Tax Collector	**The player characters encounter a tax collector just as they are about to leave for their next adventure.**
Time Limit	**The adventure must be completed within a specific time limit.**
Totem Animal Appears	**An animal of sacred meaning to a player character or ally appears during the adventure.**
Transportation Is Late	**Scheduled transportation is late.**
Transportation Is Stolen	**The transportation that the player characters are relying on is stolen.**
Treasure Is Fake	**A valuable reward taken in the adventure proves to be fake.**
Uncooperative Animal	**An animal belonging to a player character is becoming difficult to control.**
Uncooperative Family	**A family member of a player character or key ally will not allow them to go on the adventure.**
Uncooperative Leader	**The allied leader is unwilling to support the player character's plans, and insists they follow his.**
Under Informed	**Player characters are missing key pieces of information that are needed for a successful adventure.**
Underwater	**The entire encounter area is underwater.**
Unexpected Confession	**An ally confesses to working for the opposition.**
Unexpected Helping Hand	**A non-player character unexpectedly arrives and gives a helping hand.**
Unnatural Weather	**Player characters encounter extreme weather that is obviously of unnatural origin.**
Upset Ally	**A key ally to a player character is upset and becomes hard to manage.**
Villain is Related To Player Character	**A member of the opposition turns out to be related to a player character.**
War Breaks Out	**During the adventure a large scale war breaks out in the vicinity of the player characters.**
Water Poisoned	**Fresh water sources in the encounter area are poisoned.**

Table II: Random Plot Twists

Twist	Random	Underground	Wilderness	Large Urban Area	Small Urban Area	User
001. Abandoned By Allies	001-008	001-010	001-008	001-008	001-008	
002. Ability Is Fading	009-014	011-020	009-016	009-016	009-016	
003. Ability Out Of Control	015-020	021-030	017-024	017-024	017-024	
004. Achilles Heel	021-026	031-040	025-032	025-032	025-032	
005. Addiction	027-032	041-050	033-040	033-040	033-040	
006. Air Limited	033-038	051-060				
007. Allies Arrive	039-046	061-070	041-048	041-048	041-048	
008. Ally Captured	047-054		049-056	049-056	049-056	
009. Ally Has Amnesia	055-060	071-080	057-064	057-064	057-064	
010. Ally Has Bad Reputation	061-066		065-072	065-072	065-072	
011. Ally Killed	067-074	081-090	073-080	073-080	073-080	
012. Area Flooded	075-082	091-100	081-088		081-088	
013. Arrested	083-088			081-088	089-096	
014. Avalanche	089-094	101-110	089-096			
015. Bad Omen	095-100		097-104			
016. Badly Injured	101-106	111-120	105-112	089-096	097-104	
017. Birthmark	107-112			097-104	105-112	
018. Booby-Traps	113-120	121-130	113-120			
019. Breakdown	121-126		121-128		113-120	
020. Bribe	127-132			105-112	121-128	
021. Bridge Out	133-140		129-136	113-120	129-136	
022. Can't Hurt Villain	141-146	131-140	137-144	121-128	137-144	
023. Captured	147-152	141-150	145-152	129-136	145-152	
024. Chaotic Environment	153-158	151-160	153-160			
025. Chase	159-164		161-168	137-144		
026. Cheap Item Turns Out To Be Valuable	165-172	161-170	169-176	145-152	153-160	
027. Comet In The Sky	173-178		177-184		161-168	
028. Controlled By Opposition	179-184	171-180	185-192	153-160	169-176	
029. Corrupt Official	185-192			161-168	177-184	

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Twist	Random	Underground	Wilderness	Large Urban Area	Small Urban Area	User
030. Cross-Breed	193-198	181-190	193-200	169-176	185-192	
031. Curse	199-204	191-200	201-208	177-184	193-200	
032. Dangerous Tests	205-210	201-210	209-216			
033. Dark Secret	211-216	211-220	217-224	185-192	201-208	
034. Darkness	217-224	221-230				
035. Deathtraps	225-232	231-240	225-232			
036. Difficult Lock	233-240	241-250		193-200	209-216	
037. Diplomacy Required	241-248	251-260	233-240	201-208	217-224	
038. Dishonorable Actions Required	249-254	261-270	241-248	209-216	225-232	
039. Diversion	255-262	271-280	249-256	217-224	233-240	
040. Double Agent	263-268	281-290	257-264	225-232	241-248	
041. Enemy Has Advanced Warning	269-276	291-300	265-272	233-240	249-256	
042. Enemy Has Something PCs Need	277-282	301-310	273-280	241-248	257-264	
043. Enemy Reincarnated	283-288	311-320	281-288	249-256	265-272	
044. Enhanced Enemy	289-296	321-330	289-296	257-264	273-280	
045. Equipment Doesn't Work	297-302	331-340	297-304	265-272		
046. Equipment Sabotaged	303-310	341-350	305-312	273-280	281-288	
047. Evil Ally Is Good	311-316	351-360	313-320	281-288	289-296	
048. Extreme Weather	317-322		321-328			
049. Fake Treasure	323-328	361-370	329-336	289-296	297-304	
050. False Location	329-336	371-380	337-344	297-304	305-312	
051. False Path	337-342		345-352			
052. False Start	343-348	381-390	353-360	305-312	313-320	
053. Falsely Accused	349-354			313-320	321-328	
054. Family Member Killed	355-360			321-328	329-336	
055. Fire	361-368		361-368	329-336	337-344	
056. Foe Returns	369-374	391-400	369-376	337-344	345-352	
057. Follow A Code	375-380	401-410	377-384	345-352	353-360	
058. Food/Drink Is Drugged	381-386			353-360	361-368	
059. Foreign Language	387-392	411-420	385-392	361-368	369-376	
060. Framed	393-398			369-376	377-384	

Twist	Random	Underground	Wilderness	Large Urban Area	Small Urban Area	User
061. Friendly Competition	399-404	421-430	393-400	377-384	385-392	
062. Great Distance To Travel	405-410		401-408			
063. Guardian	411-418	431-440	409-416	385-392	393-400	
064. Henchman Hired Away	419-424			393-400	401-408	
065. Hostages Taken	425-430		417-424	401-408	409-416	
066. Identity Stolen	431-436			409-416	417-424	
067. Imposter	437-444			417-424	425-432	
068. Innocents Harmed	445-450		425-432	425-432	433-440	
069. Intoxication	451-456		433-440	433-440	441-448	
070. Invulnerable To Key Ability	457-464	441-450	441-448	441-448	449-456	
071. Item Guarded	465-472	451-460	449-456	449-456	457-464	
072. Item Is One Use	473-478	461-470	457-464	457-464	465-472	
073. Item Stolen	479-486	471-480	465-472	465-472	473-480	
074. Key Ability Does Not Work	487-492	481-490	473-480	473-480	481-488	
075. Language Barrier	493-498			481-488	489-496	
076. Leadership Struggle	499-504	491-500	481-488	489-496	497-504	
077. Local Custom Forbids Certain Actions	505-510			497-504	505-512	
078. Location Destroyed	511-516	501-510	489-496		513-520	
079. Location Haunted	517-524	511-520	497-504	505-512	521-528	
080. Lost	525-532	521-530	505-512	513-520		
081. Low On Supplies	533-540	531-540	513-520			
082. Magical Portal	541-546	541-550	521-528	521-528	529-536	
083. Main Objective Is In First Area	547-552	551-560	529-536	529-536	537-544	
084. Map Destroyed	553-560	561-570	537-544			
085. Maze	561-566	571-580	545-552			
086. Memory Loss	567-572	581-590	553-560	537-544	545-552	
087. Misinformed	573-580	591-600	561-568	545-552	553-560	
088. Mistaken Identity	581-586		569-576	553-560	561-568	
089. Much Bigger Opposition	587-594	601-610	577-584	561-568	569-576	
090. Must Accumulate Parts	595-600	611-620	585-592	569-576	577-584	
091. Must Work With Opposition For Goal	601-606	621-630	593-600	577-584	585-592	

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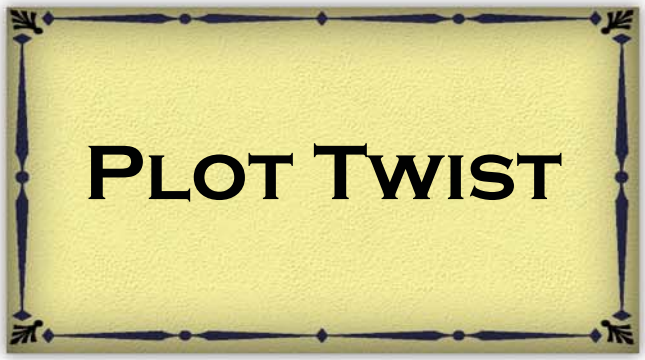
Twist	Random	Underground	Wilderness	Large Urban Area	Small Urban Area	User
092. Mutually Assured Destruction	607-612	631-640	601-608	585-592	593-600	
093. Need Rare Weapon	613-620	641-650	609-616	593-600	601-608	
094. Need Special / Rare Equipment	621-628	651-660	617-624	601-608	609-616	
095. Negative Dream	629-634			609-616	617-624	
096. New Powers Manifested	635-640	661-670	625-632	617-624	625-632	
097. New Race / Culture	641-646	671-680	633-640	625-632		
098. No Law Breaking	647-652			633-640	633-640	
099. No Mercy	653-660	681-690	641-648	641-648	641-648	
100. No One Believes	661-666			649-656	649-656	
101. No Reward	667-674	691-700	649-656	657-664	657-664	
102. No Weapons Allowed	675-680			665-672	665-672	
103. NPC Is Dying	681-686	701-710	657-664	673-680	673-680	
104. NPC Turns Traitor	687-692	711-720	665-672	681-688	681-688	
105. Objective Has Moved	693-700	721-730	673-680	689-696	689-696	
106. Observer Comes Along	701-706	731-740	681-688	697-704	697-704	
107. Opposition Has Powerful Weapon	707-714	741-750	689-696	705-712	705-712	
108. Opposition Is Dead	715-720	751-760	697-704	713-720	713-720	
109. Opposition Uses Rare Ability	721-726	761-770	705-712	721-728	721-728	
110. PC Is Viewed As Savior/God	727-732			729-736	729-736	
111. PCs Are Decoy	733-738	771-780	713-720	737-744	737-744	
112. Personality Change	739-742	781-790	721-728	745-752	745-752	
113. Poison Used	743-750	791-800	729-736	753-760	753-760	
114. Positive Dream	751-756			761-768	761-768	
115. Possessed by Dead Enemy	757-762	801-810	737-744	769-776	769-776	
116. Quest	763-768		745-752	777-784	777-784	
117. Red Herring	769-776	811-820	753-760	785-792	785-792	
118. Resurrection	777-782	821-830	761-768	793-800	793-800	
119. Ritual Needed	783-788	831-840	769-776	801-808	801-808	
120. Road Blocked	789-796		777-784	809-816	809-816	
121. Rumor Is Wrong	797-806	841-850	785-792	817-824	817-824	
122. Sacrifice Needed	807-812	851-860	793-800	825-832	825-832	

Twist	Random	Underground	Wilderness	Large Urban Area	Small Urban Area	User
123. Secret Weakness	813-820	861-870	801-808	833-840	833-840	
124. Series Of Traps	821-828	871-880	809-816			
125. Series Of Villains	829-834	881-890	817-824	841-848	841-848	
126. Severe Weather	835-840		825-832			
127. Shows Honor In Battle	841-846	891-900	833-840	849-856	849-856	
128. Side-Tracked	847-856	901-910	841-848	857-864	857-864	
129. Specialist Needed	857-864	911-920	849-856	865-872	865-872	
130. Stampede	865-870		857-864			
131. Superstitious	871-876			873-880	873-880	
132. Target Is A Double	877-882	921-930	865-872	881-888	881-888	
133. Tax Collector	883-888			889-896	889-896	
134. Time Limit	889-896	931-940	873-880	897-904	897-904	
135. Totem Animal Appears	897-900		881-888			
136. Transportation Is Late	901-906		889-896	905-912	905-912	
137. Transportation Is Stolen	907-916		897-904	913-920	913-920	
138. Treasure Is Fake	917-924	941-950	905-912	921-928	921-928	
139. Uncooperative Animal	925-932		913-920			
140. Uncooperative Family	933-938			929-936	929-936	
141. Uncooperative Leader	937-944		921-928	937-944	937-944	
142. Under Informed	945-948	951-960	929-936	945-952	945-952	
143. Underwater	949-956	961-970	937-944	953-960		
144. Unexpected Confession	957-962	971-980	945-952	961-968	953-960	
145. Unexpected Helping Hand	963-970		953-960	969-976	961-968	
146. Unnatural Weather	971-976		961-968		969-976	
147. Upset Ally	977-982	981-990	969-976	977-984	977-984	
148. Villain is Related To Player Character	983-988		977-984	985-992	985-992	
149. War Breaks Out	989-994	991-1000	985-992	993-1000	993-1000	
150. Water Poisoned	995-1000		993-1000			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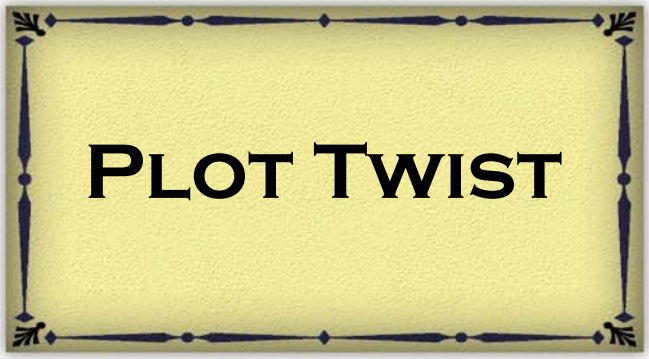
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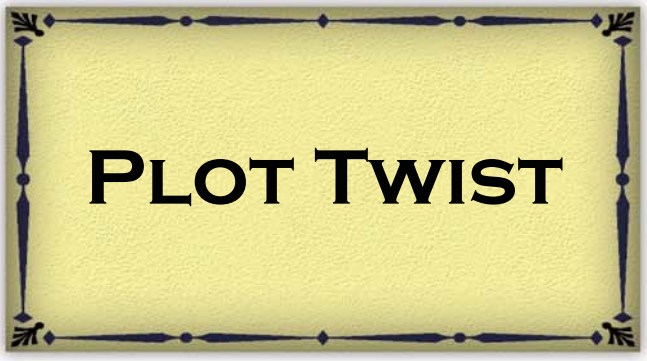
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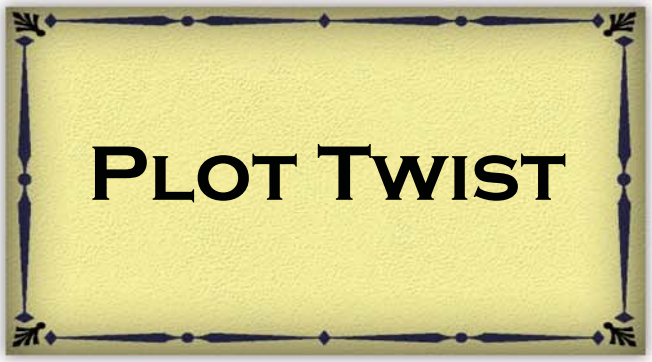
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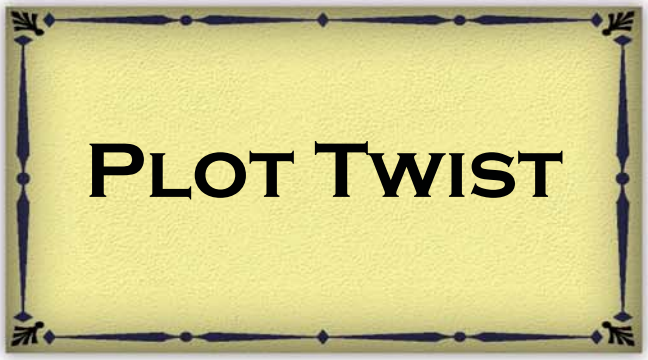
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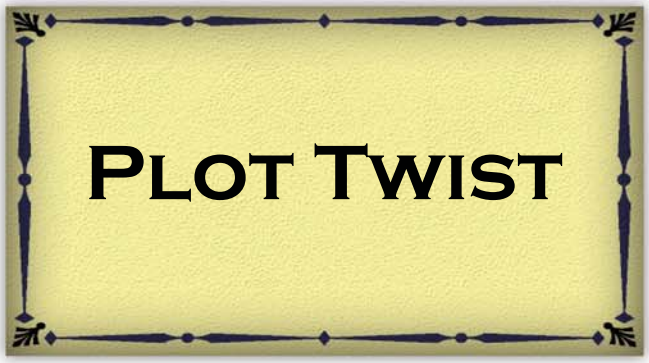
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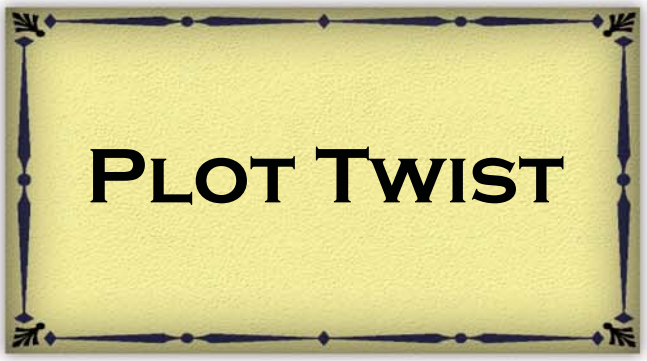
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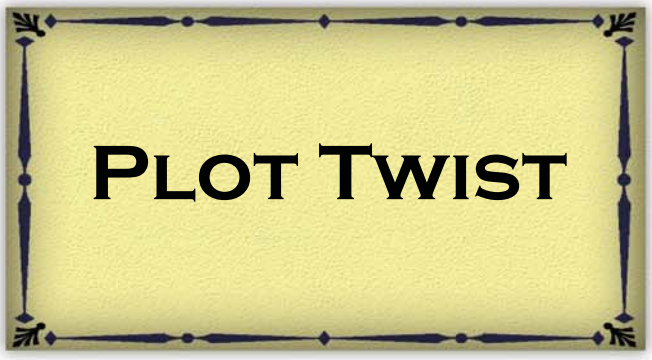
Plot Twist

Abandoned By Allies

Allies traveling with characters leave suddenly.

Ability Is Fading

A player character's major power/ability is weakening.

Ability Out Of Control

A player character's major power/ability is functioning unreliably.

Achilles Heel

The opposition has discovered one of the player character's weaknesses.

Addiction

A player character or key ally has developed an addiction.

Air Limited

The adventure area or a key encounter area has a limited supply or air.

Allies Arrive

Unexpected Allies arrive to support the player characters or the opposition.

Ally Captured

An important Ally is captured by the opposition.

Ally Has Amnesia

A key ally has lost their memory.

Ally Has Bad Reputation

A key person the characters must rely on has a bad reputation.

Ally Killed

An important Ally is killed by the opposition.

Area Flooded

Part of the adventuring area is flooded.

Arrested

Local authorities arrive to arrest one of more of the player characters or one of their allies.

Avalanche

A large section of the encounter area begins to fall in.

Bad Omen

Just as the adventure gets underway the characters witness a bad omen.

Badly Injured

A player character or key ally is badly injured in an accident.

Birthmark

A player character is discovered to have a birthmark important to the goals of the adventure.

Booby-Traps

The adventure area is filled with bobby-traps.

Breakdown

While traveling to the adventure the player character's transportation fails at a very unfortunate location.

Bribe

A player character is offered a significant bribe to give up the goal of the adventure.

Bridge Out

A bridge, road or other transpiration resource has been destroyed.

Can't Hurt Villain

The player characters have been specifically instructed not to hurt a key opposition member.

Captured

One of more of the player characters or an ally is captured by the opposition.

Chaotic Environment

Player character items behave in an unreliable and unexpected way in parts of the encounter area.

Chase

The enemy has fled and player characters must give chase.

Cheap Item Turns Out To Be Valuable

A useless item acquired in the adventure turns out to be very valuable.

Comet In The Sky

The adventure begins with a comet shooting across the sky or other odd natural event.

Controlled By Opposition

A player character or an ally is controlled by the opposition.

Corrupt Official

A member of the opposition includes a corrupt official that will block the player characters at every turn.

Cross-Breed

A member of the opposition has abilities from one or more races, professions or animal sources.

Curse

A player character or ally is under a curse.

Dangerous Tests

A series of dangerous tests must be completed to successfully end the adventure.

Dark Secret

A player character or ally is trying to conceal a dark secret.

Darkness

A large section of the encounter area is under artificial darkness.

Deathtraps

Throughout the encounter area there are several deathtraps.

Difficult Lock

Locks encountered are exceptionally difficult to pick.

Diplomacy Required

The main objective of the adventure must be achieved with diplomacy.

Dishonorable Actions Required

Honorable characters will be required to commit dishonorable acts to achieve success.

Diversion

One of the encounters of the adventure is a diversion rather than a major event.

Double Agent

A key ally is actually a double agent.

Enemy Has Advanced Warning

The opposition has advance warning of the objectives and tactics of the player characters.

Enemy Has Something PCs Need

The opposition has an item that the player characters need to continue on in the adventure.

Enemy Reincarnated

An enemy killed by the player characters has returned in a new body.

Enhanced Enemy

An enemy that is encountered has unexpectedly enhanced abilities or powers.

Equipment Doesn't Work

An important piece of equipment in the adventure does not work.

Equipment Sabotaged

Key equipment for the adventure has been sabotaged.

Evil Ally Is Good

An enemy thought to be evil is actually good.

Extreme Weather

Weather becomes a major obstacle during the adventure.

Fake Treasure

The treasure taken from the adventure turns out to be fake.

False Location

The area investigated is not the real goal of the adventure.

False Path

A trail or road followed is not the real trail to the adventure objective.

False Start

Player characters are called back to the starting point of the adventure for a new objective.

Falsely Accused

A Player character is falsely accused of being a member of the opposition.

Family Member Killed

A family member of a player character is killed by the opposition.

Fire

The encounter area has been set on fire by the opposition.

Foe Returns

A member of the opposition that escaped has returned to encounter the player characters again.

Follow A Code

A key Non-player character must follow a strict code of conduct.

Food/Drink Is Drugged

Food or drink given to the player characters has been drugged by the opposition.

Foreign Language

A key non-player character speaks a language that none of the characters understands.

Framed

A player character or ally has been framed for a crime that was committed by the opposition.

Friendly Competition

Friendly Allies know to the player characters are also working to complete the same adventure objective.

Great Distance To Travel

Achieving the goals of the adventure requires traveling a great distance.

Guardian

A key adventure objective is guarded by an animal or special creature.

Henchman Hired Away

A valuable employee/servant leaves for a new employer.

Hostages Taken

The opposition has taken hostages and they are being held in the encounter area.

Identity Stolen

A player character's identity has been stolen by a member of the opposition.

Imposter

A key ally or member of the opposition is actually an imposter.

Innocents Harmed

The adventure has a high probability of innocents being harmed.

Intoxication

A key ally is intoxicated when player characters call on him for information or assistance.

Invulnerable To Key Ability

A member of the opposition is invulnerable to a key player character ability.

Item Guarded

The item that is the objective of the adventure is exceptionally protected.

Item Is One Use

One or more of items found that are needed to complete the objective of the adventure are one use only.

Item Stolen

Neither the Player Characters nor the opposition realizes that the item that is the objective of the adventure has been stolen.

Key Ability Does Not Work

Circumstances in some areas in the adventure setting prevent a player character's key ability from working.

Language Barrier

Communication with key non-player characters is difficult as none of the player characters can speak the language.

Leadership Struggle

An ally insists that they should lead the player characters for the remainder of the adventure.

Local Custom Forbids Certain Actions

The player characters have limits placed on them by local custom / law as to what they can do.

Location Destroyed

The location that was to be the encounter area of the adventure has been destroyed.

Location Haunted

In addition to the expected threat, the adventure area is also haunted.

Lost

The player characters become lost.

Low On Supplies

The adventure requires the use of many supply items and player characters run the risk of not having enough.

Magical Portal

Continuing on to complete an adventure objective will require the player characters go through a magical portal.

Main Objective Is In First Area

The item or person that is the objective of the adventure is in the first area they investigate.

Map Destroyed

The map guiding the player characters to their objective is destroyed.

Maze

The encounter area is a maze.

Memory Loss

A non-player character (ally or member of the opposition) that possess key information; suffers from memory loss.

Misinformed

Key information that the player characters are using to make decisions turns out to be wrong.

Mistaken Identity

A person who the player characters expect is a key member of the opposition turns out to be innocent.

Much Bigger Opposition

The opposition that the player characters encounter turns out to be much bigger than expected.

Must Accumulate Parts

The item that is the objective of the adventure has been disassembled and each part is in a different location.

Must Work With Opposition For Goal

The player characters must work with members of the opposition to achieve a mutual goal.

Mutually Assured Destruction

Destruction of an object in the adventure could lead to the deaths of the player characters.

Need Rare Weapon

Opposition that is encountered in the adventure can only be defeated with a rare weapon.

Need Special / Rare Equipment

A key adventure objective can only be achieved with a rare or special item of equipment.

Negative Dream

During the adventure the player characters experience a dream that indicates they are going to fail.

New Powers Manifested

A player character has develops a power or an ability that did not exist before the adventure started.

New Race / Culture

A member of the opposition is a member of a race or culture that the player characters have never encountered before.

No Law Breaking

The player characters' options are limited by local law.

No Mercy

All of the members of the opposition in this adventure have been instructed to give no mercy.

No One Believes

Many of the non-player characters encountered express disbelief in the existence of a key objective of the player characters.

No Reward

After completing an assigned task the player characters find out that there is no reward for their hard work.

No Weapons Allowed

The player characters must complete the objectives of the adventure without any weapons.

NPC Is Dying

A key ally is dying and the player characters must complete the adventure to get the item to save him.

NPC Turns Traitor

A key ally begins working for the opposition.

Objective Has Moved

The location of the person or item that the player characters are seeking has changed.

Observer Comes Along

A patron or member of the local authorities insists that an observer travel with the player characters to validate their success.

Opposition Has Powerful Weapon

An enemy is encountered who is unexpectedly equipped with a power weapon.

Opposition Is Dead

A key member of the opposition that they player characters expected to encounter is in fact dead.

Opposition Uses Rare Ability

Members of the opposition are using abilities or items that the player characters have never seen before.

PC Is Viewed As Savior/God

Non-player characters see the player characters as sent by a higher power to relieve them of their suffering.

PCs Are Decoy

The player characters are unknowingly being sent on the adventure to lure the opposition away from another plot objective.

Personality Change

An ally or non-player character suffers a major change in personality.

Poison Used

Members of the opposition will use poison often in this adventure.

Positive Dream

During the adventure the player characters experience a dream that indicates they are going to be successful.

Possessed by Dead Enemy

The soul of a villain killed by the player characters has possessed an ally or player character.

Quest

The goals of the adventure are given holy importance by a key allied religious leader.

Red Herring

A map or other clue gained during the adventure turns out to have no value.

Resurrection

A member of the opposition that the player characters have killed has been brought back to life to opposes them again.

Ritual Needed

A successful completion of the adventure required a specific religious or magical ritual.

Road Blocked

The route the player characters had planned to use is physically blocked by natural or man-made materials.

Rumor Is Wrong

A key rumor that the player characters are using to guide their decision making turns out to be wrong.

Sacrifice Needed

Player characters need to surrender someone or something of value to complete the adventure objective.

Secret Weakness

A member of the opposition has discovered a player character's secret weakness.

Series Of Traps

The encounter area is protected by a series of dangerous traps.

Series Of Villains

Each villain encountered in the adventure is actually working for a more powerful villain that must also be defeated.

Severe Weather

Extreme natural weather covers the encounter area.

Shows Honor In Battle

A member of the opposition shows honor in battle and will allow the player characters to surrender or retreat if needed.

Side-Tracked

The goal of the adventure changes after a clue is given that leads the player characters in a different direction.

Specialist Needed

The player characters will not be able to accomplish the goals of the adventure without the skills of a specialist.

Stampede

The encounter area is filled with stampeding animals.

Superstitious

A player character or a member of the opposition is superstitious and must perform certain rituals before attacking.

Target Is A Double

It is discovered that a key villain who was captured/killed is in fact a cleverly disguised double.

Tax Collector

The player characters encounter a tax collector just as they are about to leave for their next adventure.

Time Limit

The adventure must be completed within a specific time limit.

Totem Animal Appears

An animal of sacred meaning to a player character or ally appears during the adventure.

Transportation Is Late

Scheduled transportation is late.

Transportation Is Stolen

The transportation that the player characters are relying on is stolen.

Treasure Is Fake

A valuable reward taken in the adventure proves to be fake.

Uncooperative Animal

An animal belonging to a player character is becoming difficult to control.

Uncooperative Family

A family member of a player character or key ally will not allow them to go on the adventure.

Uncooperative Leader

The allied leader is unwilling to support the player character's plans, and insists they follow his.

Under Informed

Player characters are missing key pieces of information that are needed for a successful adventure.

Underwater

The entire encounter area is underwater.

Unexpected Confession

An ally confesses to working for the opposition.

Unexpected Helping Hand

A non-player character unexpectedly arrives and gives a helping hand.

Unnatural Weather

Player characters encounter extreme weather that is obviously of unnatural origin.

Upset Ally

A key ally to a player character is upset and becomes hard to manage.

Villain is Related To Player Character

A member of the opposition turns out to be related to a player character.

War Breaks Out

During the adventure a large scale war breaks out in the vicinity of the player characters.

Water Poisoned

Fresh water sources in the encounter area are poisoned.

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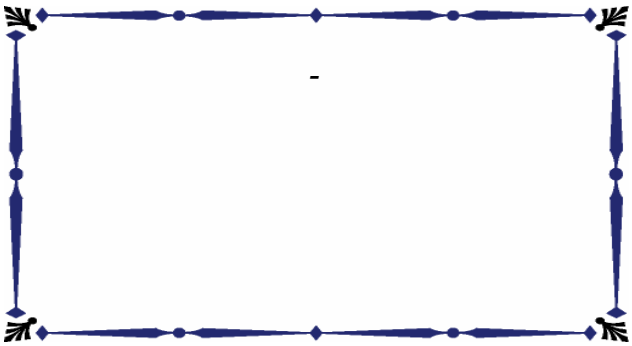
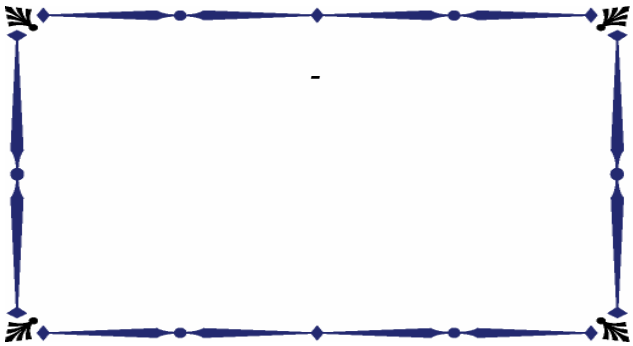
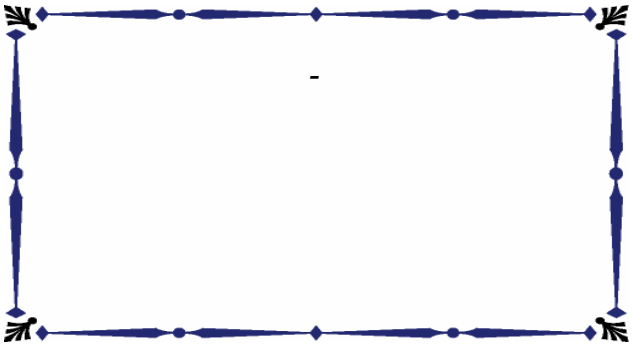
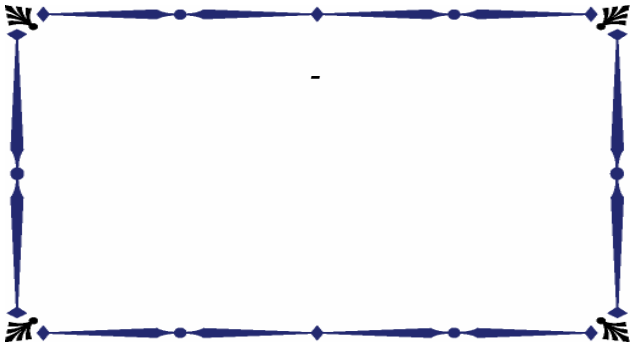
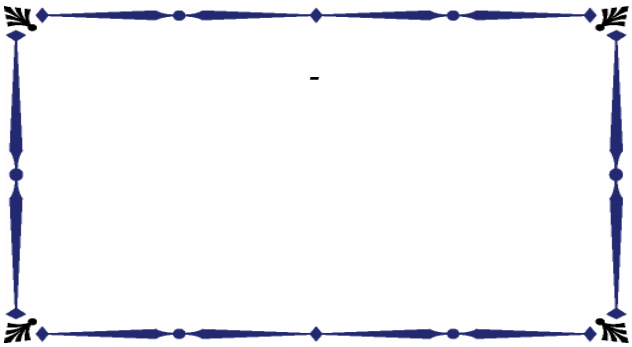
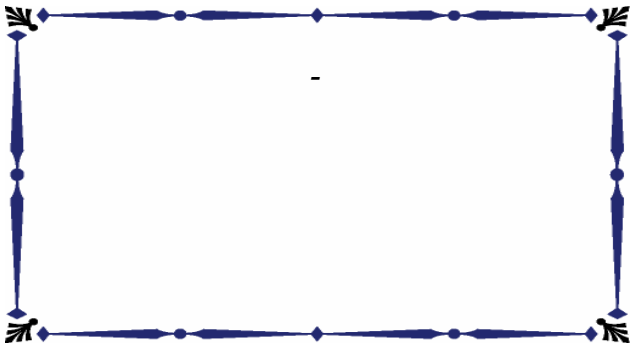
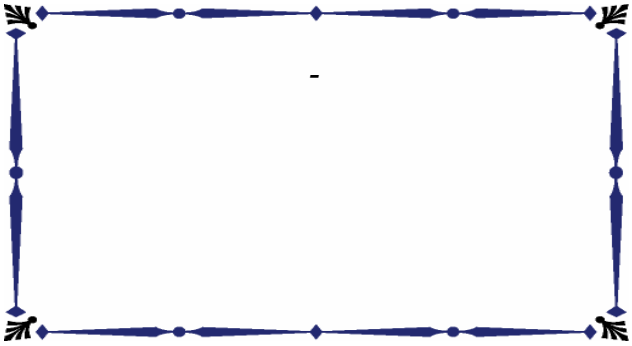
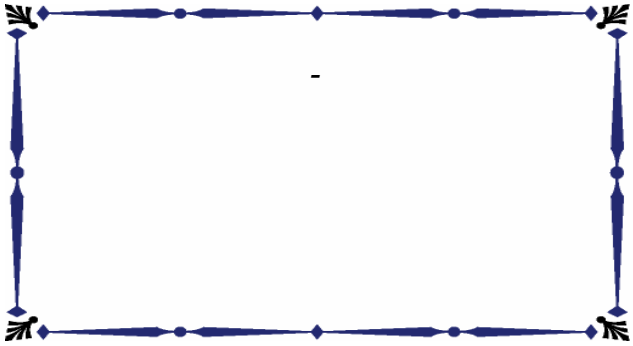

PLOT TWISTS

Plot twists... a chance for game masters to introduce the unexpected in to an adventure and keep players on their toes. In this product you will find 150 plot twists that can be introduced into an adventure at any point. Plot twist vary - one twist may offer a small increase to the challenge of an encounter, whereas another could easily change the entire direction of an adventure.

Twists can be rolled randomly on the included tables or pulled from a deck of 150 plot cards (also included).

Look for other adventure accessories on our website or at www.rpgnow.com

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