

Grapple!

Looks like an apple,
tastes like a grape!

Setup: The GM is running a combat with a goblin. It is an adjacent player's turn.

The Situation: The player decides to initiate a grapple.

Complication: Another player shouts out the wrong mechanic, e.g. "You have to make a touch attack"



Ape!

Looks like a grape,
tastes like an apple!

Setup: The GM is starting the first combat.

The Situation: The druid PC's ape companion quick-draws a blunderbuss and uses the Amateur Gunslinger feat to kick butt.

Bonus Complication: The players all back the druid up and the character did increase the ape's Intelligence to 3...

Ho Hum

Boooooooring!

Setup: The players are facing several NPC mooks.

Situation: The party wizard casts *sleep* as a standard action and wants you to make saves for every creature in the radius (not just a set number of hit dice).

Complication: You realize after half a round that your NPCs were all half-elves and are immune to sleep.



'Sup my gobbo?

Hey, that's OUR word!

Setup: The party is interacting at the beginning of the adventure.

Situation: One player starts making racially/sexually insensitive remarks to another player or NPC.

Complication: The player starts making insensitive remarks at the GM.



Calling the Shots



**I chop off his head;
other ones die of fear!**

Setup: It is the start of the third combat of the scenario.

Situation: Once again, one player is telling everyone else what to do.

Complication: The little general is in fact an 11 year old boy. Any attempt to correct his behavior just made him start crying.

I choose you!



Eidolon - chu!

Setup: The players - several new to PFS - are introducing their characters.

Situation: One new player's character is a blatant and tasteless rip-off of another fantasy trope.

Complication: The player happens to be a Venture-Captain.

This is gonna sting...



Setup: One character is in the middle of a pack of ghouls, and it's likely he will get torn apart during the next turn.

Situation: Without discussing his actions, the wizard fireballs the pack - including the character.

Complication: The character is actually unconscious and at negative hit points.

Message for you, sir!



Augh! You just shot me! Twice!

Setup: The players are talking to a messenger that secretly knows the next location in the scenario

Situation: The players kill the messenger.

Complication: They also kill or destroy the replacement messenger.

New Friends



Bob, Bobby, and Bobbusnose

Setup: The players are exploring a village market

Situation: The players become really interested in a group of nameless NPCs.

Complication: The players become fixated on hiring the new nameless NPCs

Born this way



Setup: The players need to eliminate a threat inside of an orphanage.

Situation: The over-the-top roleplaying of a Chaotic “Neutral” PC leads to the character setting the orphanage on fire to smoke out the threat.

Complication: The PC in question decides to attack any PCs who object

Whoops, sorry guys



Just close your eyes and *imagine* a dockside tavern.

Setup: The GM is unpacking and getting ready to play

Situation: The GM has forgotten maps, dice, markers, and other DMing tools. The players look at the GM expectantly.

Complication: The GM also does not have the scenario.

Sorry I'm late!



By ‘noon’ I thought you meant 1:30

Setup: It is the middle of Act 2. A player did not show up for a slot, so another player took his spot.

Situation: The missing player shows up and demands his original seat

Complication: The table already has seven people in it.

Ring!



This will only take a moment...

Setup: Combat is really intense, and the party realizes the encounter will come down to a Hail Mary play from the party's alchemist

Situation: Right before his turn, the alchemist player's cell phone rings.

Complication: It's the player's spouse, and it's serious.

Feeling Lucky



Setup: The first combat of the scenario is up, and you notice it's really hard to see one of your player's dice rolls

Situation: The player has dice that are extremely tiny/ hard to read/ rolls on a book in his lap. The player calls out several high rolls in a row.

Complication: The rest of the table are good friends with that player, and get argumentative

Is this, like, a game?

Setup: Combat begins, and one of your players is clearly inexperienced

Situation: The inexperienced player takes extremely long rounds, doesn't know what dice to roll, and doesn't know what to add.

Complication: The inexperienced player is accompanied by a overbearing friend who starts doing everything for them.

Reunion



Setup: You're about to start reading the intro text

Situation: Two of the players are old friends and haven't seen each other in a long time. They are very excited about playing together, and start going off on old war stories.

Complication: Instead of being just friends, they are exes. Have fun.



Lipstick on a pig



Setup: Characters are about to introduce themselves

Situation: One of the PCs is playing a first level halfling cavalier riding a pig. Explain it's actually a riding dog's stats, but she really really wants it to be a pig.

Complication: Another GM comes over and contradicts the ruling.

Playing UP!



Setup: Everyone just sat down for a level 3-7 scenario, and the GM is figuring subtler.

Situation: The players are level 3,6,7 and 4. The 6 and 7 really want to play up, and the 3 and 4 are afraid they are going to die.

Complication: Another player is signed up for the slot with a level 2 character who is just about to level. He or she really wants to play this character.

Gimme a tiara!



Setup: The party is about to negotiate for safe passage

Situation: One of the PCs dominates social interactions, talking over the other characters and overruling them on decisions.

Complication: The PC who is talking the most also has the worst social skill bonuses

Meatgrinder



Setup: It's time for the next combat encounter!

Situation: The players have suffered multiple PC deaths, and are frustrated with the module. They complain that the encounters are too hard.

Complication: The players threaten to quit if anyone dies again.

Get them off me!!!!



Setup: The party is walking through a dungeon

Situation: The party opens a container and is attacked by a swarm!

Complication: The party has no area effect spells, or items like alchemist's fire to kill the swarm and gets frustrated quickly.

The heart of the problem



Setup: Dungeon Delve

Situation: A player decides to have his PC whip out his adamantite sword and cut his way through the dungeon in the hopes of skipping encounters - "I ignore all hardness!"

Complication: The players complain that you are stifling their creative problem solving if you try and stop them from doing this.

I have no weak points!



Setup: The PCs are in combat with a goblin. One of the PCs has a polearm.

Situation: The player with the polearm stands behind another player and attacks.

Complication: A player suggests to the GM that the goblin should just step inside of the reach of the polearm and drink a potion. The player with the polearm states he still gets an attack of opportunity with his spiked gauntlet.

Our GM sucked!



Setup: It is between slots at a game day.

Situation: The players go to the GM complain that another GM did an abominable job of running a scenario, and are really disappointed.

Complication: The players insist on playing with the GM they are speaking to, even though he is not scheduled to run the scenario they are scheduled for.

Question Authority



Setup: The players have just broken the law in a large city

Situation: The players are become increasingly belligerent with anyone who tries to administrate justice

Complication: The players start attacking NPCs attempting to arrest/question them,

15 Minute Workday



Setup: The players have just defeated an encounter after casting all of their buffs.

Situation: Tthe PCs decide to rest so that they can go into each encounter with all their buffs up.

Complication: One of the players quietly points out to the GM that the mission brief stated that they had a deadline.

Play, play, play!



Setup: You are just starting a tier 7-11 scenario.

Situation: One of the players asks if he can just play his 6th level character. He cites the Play, Play, Play rule.

Complication: The player refuses to use a pregen and threatens to complain to others if you do not accommodate his needs.

Help a poor soul out?



Setup: A character has just died during the course of the scenario.

Situation: The player is very upset by this situation. The player wants to know how he can raise his character. However, he does not have enough Prestige Points or gold.

Complication: The player appeals to the other players to help. When they refuse, the player complains about the attitude of players in PFS and threatens to never play again.

Wait, what's the mission again?



Setup: It is halfway through the scenario

Situation: The players have forgotten what their mission is for the scenario.

Complication: The players are still confused about what they are supposed to be doing after the GM explains it to them. Again.

Screw this! We're going home!



Setup: The GM has just finished reading the box text for the scenario

Situation: The players hate the mission, and say they refuse to do it.

Complication: The players demand you “fix” the scenario so that their characters will find it acceptable, and they can play it. Otherwise they walk.

You want me to do WHAT?



Setup: Faction missions have just been handed out.

Situation: A player verbally voices his displeasure with a faction mission, and says it is against his PC's character to do the faction mission.

Complication: The player thinks it is unfair to make him choose between roleplaying and Prestige Points. He wants you to give him a solution to the problem that will make him happy.

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Alas, poor Yorick!



We hardly statted you!

Setup: The players are interacting with an important NPC with a name, but no stats

Situation: The players get belligerent, and attack the NPC

Complication: That NPC should be much stronger than the PCs are.

Difference in theology



Setup: Character introductions

Situation: There is a cleric of Sarenrae and a cleric of Rovagug in the party. Due to the fluff of their characters, the players say their characters are going to refuse to help each other.

Complication: Did I forget to mention that they are basically supposed to kill each other on sight?

Sorry, something came up.



Setup: It is the start of the third encounter.

Situation: A player says that he is going to need to leave early, and asks if he can get the chronicle sheet with all the rewards despite not playing the scenario all the way through.

Complication: Other players at the table ask if they can just quit early and get full rewards.

Cloak and dagger



Setup: The players are in a vault full of items. Most of the faction missions are here.

Situation: One of the players states he is looking for a book. Another player intentionally sabotages that mission, citing that his own faction's hatred for the other faction.

Complication: All the players start to backstab each other, and ruin each other's faction missions. They think this is great fun.

Low level play is boring!



Setup: You are running a 7-11 scenario.

Situation: A player brought a freshly made custom 7th level character to the table who has not earned its way to that level. The player states that low level play is boring, and only wants to do higher tier scenarios.

Complication: The player has never played PFS before.

Credit where credit is due.



Setup: You have a player show up who has already played the scenario you are offering.

Situation: The player says he does not want to play if he is not getting credit. However, the other players really want him since he is a healer.

Complication: The player demands you run a different scenario that everyone can get credit for.

I split from the party!



Setup: Dungeon Crawl

Situation: One of the PCs pulls the GM aside and states he is going to split from the party, and is likely going to get his character killed. He wants the GM to finish adjudicating what he is doing.

Complication: The PC starts to trigger multiple encounters, and may trigger a TPK.

Increase my DC!

- The player is especially argumentative
- The player swears that Jason Buhlman personally OKed his pet ruling.
- You are interrupted by another GM while trying to handle a ruling
- The player threatens to tell the coordinator/venture-captain/store owner
- The player cites an obscure ruling by Joshua Frost on the forum from two years ago
- The 15 minute warning time has just gotten called
- Another GM has warned you that this is a problem player

