
ONE-SHOT WONDERS: VOLUME 2
2 SHOT 2 WONDROUS

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THRILLING COMPETITION CITY STREETS

Illegal kart racing has surged in the city. The party buckle up and enter a high-stakes street race against a rival gang, and the winner takes it all. There are no second chances, no mercy. With guards hot on their tail, losing is not an option.

→ Starting the Adventure

"You walk down the main city avenue, and things are too quiet this morning. Another street race got out of hand last night, and the city bears the scars of overturned fruit barrels, damaged statues and shattered shop fronts. You carry on, moving down an alleyway between a grocer and candlestick maker, to a notice board that the guards don't know about. It looks like a new flyer was pinned this morning; an artificer is looking for new racers. Perfect."

Street racing gangs run riot through the city every night. They use magically enhanced, crystal-powered wagons known as 'krystal karts' that travel at high speeds without the need for horses to pull them. Each kart has space for three riders: a navigator to steer the vehicle, a pilot to accelerate using the crystals' energy, and a gunner to take out the competition. Karts start with AC 15 and 40 HP. Tonight, the party race Warblin's Gang.

Important Characters

JARIALA 'JAX' RYDER
ELF, FEMALE, 29 (PIRATE)
Jax runs Axel & Ember. She enters the street race to advertise her enchantment services to criminals.

"Silver dagger charms dangle from Jax's ears. She wipes sweat from her cheek with a gloved hand, leaving a smear of soot behind."

WARBLIN CANTELLA
BIRDFOLK, MALE, 30 (SPY)
The leader of a well-known street racing gang. Warblin is full of wise cracks and moody one-liners.

"The canary-yellow birdfolk glares at you through shaded goggles, and puffs his feathers. His gold chain glints against his dark overcoat."

CAPTAIN AUGUST BRIGHTHAMMER
DWARF, MALE, 88 (GUARD CAPTAIN)
Brighthammer is a city Guard Captain. He has been tasked with bringing illegal street racers to justice.

"The aging captain's brow is unmoving. He is set firm on his goal, and will fiercely pursue it."

Suggested Story

Set the scene, have the party arrive at Axel & Ember and meet Jax who briefs them, then continue:

NEED FOR SPEED

- Jax explains they have the day to work on the karts, setting off an epic montage of skill checks. The karts have regular AC and HP if the party fail, +10 HP if they do well, and +2 AC if they excel.
- At the end of the montage, Jax receives a package of extra tools. It explodes in a Magic Missile spell, a dangerous prank played by Warblin's Gang.

NIGHT RIDERS

- At night, the party need to drive their kart(s) to the starting line and avoid Guards. If caught, the party will get a fine and a wheel clamp (-1 AC to remove).

FURIOUS AND FAST

- The party meet Warblin's Gang at the starting area.
- On their kart's turn, pilots can propel the kart 1d10 x 100 ft; navigators choose how to spend that movement; and gunners try to weaken their rivals by firing a weapon or casting a spell.
- The karts race around the course, from the starting area to the Gutterway, ending at the Old Bell Gate.
- Early on, Brighthammer joins the race in a Guard kart. The party realise there are traps in the road placed earlier today that could damage the karts.

WINNER TAKES IT ALL

- The last stretch is a sprint to the Old Bell Gate. The chaos of the race makes the bell fall, crashing down on top of the losing karts in a dramatic explosion.
- The winners take the prize, the losers are fined.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Guard	16	11	+1	Well-armoured
Guard Captain	18	75	+2	Throws javelins
Pirate	14	33	+3	Charming personality
Priest	13	38	+0	Ranged radiant spells
Spy	12	27	+2	Poisoned crossbow

Key Locations

AXEL & EMBER

"The shop stinks of burnt spell components. Each of Jax's five workstations have an unfinished project on them, and a sleek navy krystal kart sits in the centre of the workshop."

There are enough krystal karts in the workshop so every member of the party can join the race.

During the montage the party fine-tune, paint and add armour plating to their karts.

THE GUTTERWAY

"The twisting network of city backstreets and market roads have been marked out with chalk in preparation for tonight's race."

The starting area continues for 1000 ft through the city before reaching the Gutterway, which then continues for 2000 ft of track.

Its narrow passages are wide enough for one or two karts only. Spikes in the road and barricades deal 2d12 damage to karts that hit them.

OLD BELL GATE

"The stone holding up this city gate crumbles under the weight of the huge copper bell. The gate hasn't been used in years, and for good reason."

The final stretch of the race is 2000 ft to the finish line beyond the Old Bell Gate.

All karts get -1 to their piloting rolls while travelling through the broken, disused roads leading up to the crumbling gate.

Secrets and Clues

1. Jax's magic item sales have dried up of late, so she wants to get into the lucrative racing scene.
2. Jax's tool package explodes with canary-yellow fireworks, the calling card of Warblin's Gang.
3. A female tiefling mechanic (Spy) and a male human wizard (Priest) make up Warblin's Gang.
4. Brighthammer aims to smash the other karts to pieces; he will make arrests when the race is over.
5. Brighthammer's job is at stake if he can't stamp out illegal street racing in the city.
6. Karts can exit the track before a piloting roll to lay low; they rejoin the race on their next turn.
7. While laying low, karts drive to a shaded area and are hidden from the Guard kart.
8. Navigators and gunners can swap roles at any time, but a pilot change requires laying low.
9. Pilots who continue for more than five rounds without swapping will become exhausted.
10. While laying low, unconscious racers gain 1 HP and karts are repaired by 20 HP.

Level ③-④ Adventure

EASIER: You could swap the Guard Captain for a Bandit Captain, and the Priest for a Priest Acolyte.

HARDER: Two karts of Guard Captains could enter the race to try and stop the racers. Warblin's Gang could all use Warrior Veteran stats.



★ Quest Rewards ★

The race winners receive **100gp** each (minus 20gp for every fine received), the **ownership slip** to the loser's krystal kart, and a boost to their **street reputation**. The race losers will be given a community service sentence to tidy up the city.

WORKSHOP MONTAGE → TOOL EXPLOSION → SNEAK TO THE START → RACE BEGINS → THE GUTTERWAY → BELL COLLAPSES

NO SECOND CHANCES.
NO MERCY.
THE WINNER TAKES IT ALL.

In *2 Shot 2 Wondrous*, your party enters a high-stakes underground street race, rocketing their enchanted karts through twisting alleyways. Watch out though – the rival gang fights dirty and the city guards are closing in fast.

Dodge traps, outmanoeuvre the competition and push your luck at breakneck speed in a cinematic one-shot packed with brooding characters and explosive action.

Includes a detailed street racing battle map to bring the one-shot adventure to life at your table.

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