

ONE-SHOT WONDERS



OVER 100 SESSION IDEAS FOR FANTASY RPGs

UNHAPPY BIRTHDAY

☉ LIGHT-HEARTED ♦ ACQUISITION 🗺 FOREST ROAD

Traz wrote his birthday gift list extra early this year, to make sure his parents would get him what he wanted. But, when he doesn't receive anything from his list, he throws an Ogre-sized tantrum. The party are employed by Traz's fearful father to find the gifts and save the day!

→ Starting the Adventure

"As you travel the dusty road through the forest, the sound of distant thunder on a clear day sets you on edge. Turning a corner, you notice the true source of the rumbling sounds – the crashing footsteps of an enormous Ogre who is trying to appease their stropy child. Noticing you, the larger of the two Ogres waves and trudges over to you."

The Ogre father, Orguk, recently smashed a merchant's cart to find a present for his son's upcoming birthday. He found a box of party hats and a wand that shoots fireworks, which he thought were perfect presents. But, Traz has been asking for the items on his birthday list for months, so is extremely unhappy with his 'stupid' wand. Orguk's partner, Jublub, has gone to collect Traz's friends for a celebration, and will be back in four hours. While he tries to comfort his son, Orguk asks the party to find the gifts before the celebration begins.

Important Characters

ORGUK BRUK

OGRE, MALE, 54 (OGRE)

Agitated Orguk thinks he has failed Traz, so is eager to get help. He seems to only talk in a raised voice.

"A muscular ogre with a furrowed brow stands before you, wearing bearskin wraps around his waist. He holds multiple unwanted gifts."

TRAZ BRUK

OGRE, MALE, 10 (OGRE)

Traz ignores anyone who tries to talk to him. He is upset because he feels like his birthday is ruined.

"Despite the party hat on his head, frowning Traz is clearly throwing a strop."

HAM-HAM SHIVTOOTH

GNOLL, MALE, 24 (GNOLL)

Ham-ham is dishonest and often cheats customers; he despises the Ogres for destroying his cart.

"This scruffy merchant is wearing a knitted cardigan with pockets full of trinkets. A wide-brimmed, floppy hat sits on his furry head."

Suggested Story

Set the scene, have Orguk offer a reward for solving the predicament within four hours, then continue:

LISTING PRIORITIES

- Traz's list has six items: a red-legged Frog and honey mushrooms from a glade; his lost toy boat and a jar of butterbeetles from a bog; and a jasper necklace and a floppy hat belonging to Ham-Ham.
- The party can travel to find the gifts in any order.

GIFTS FROM THE GLADE

- Red-legged Frogs are very stealthy and agile, so are difficult to find and even harder to catch.
- Delicious honey mushrooms often grow next to, or underneath, poisonous fungi that release spores.

BOONS FROM THE BOG

- Traz's lost toy boat sticks out of a patch of mud that six irritable Crocodiles are using as a nest.
- Butterbeetles produce yellow light, and live in hives at the top of trees. They attack as a swarm.

TRIBUTES FROM THE TRADER

- Ham-Ham will sell the party a jasper necklace for 200gp (but, in truth, it is only worth 45gp).
- There is no way that Ham-Ham will donate his hat, the party must think of a creative way to take it.

BIRTHDAY OR BUST

- If the party return on time with four or more gifts, Traz is thankful and the celebration is a success!
- If the party return late or with fewer than four gifts, Traz is upset and the celebration is ruined.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Crocodile	12	19	+0	Bite can grapple
Frog	11	1	+1	Good at hiding
Gnoll	15	22	+1	Vicious bite
Ogre	11	59	-1	Smashes with a club
Sw. of Beetles	12	22	+1	Resistant to damage

Key Locations

OVERGROWN GLADE

“Deep in the forest lies a wild glade of long grasses, tall trees, berry bushes and a stream. The sounds of trickling water and rustling leaves add a calming feel to the space.”

The glade is 30 minutes from Orguk, 30 minutes from the bog, and an hour from Ham-Ham’s hut.

Failed attempts to catch a Frog or becoming poisoned by the spores will waste the party’s time.

BUBBLING BOG

“Mud cakes your footwear as you squelch your way through the bog. Sticking to the sodden path where you can, you eventually get to the dirty lake that Orguk mentioned.”

The bog is an hour from Orguk, 30 minutes from the glade, and 30 minutes from Ham-Ham’s hut.

Fights with both the Crocodiles and beetles will delay the party. The toy boat may sink into the mud during the battle and become hidden.

HAM-HAM’S HUT

“A destroyed mercantile cart sits outside a shabby, wooden home. The abode leans to one side, showing both its age and its poor condition.”

Ham-Ham’s hut is 90 minutes from Orguk, an hour from the glade, and 30 minutes from the bog.

Conversations with Ham-Ham won’t take up too much time, but an elaborate plan to steal both his necklace and hat might.



★ Quest Rewards ★

Orguk offers the party some shiny coins he took when he smashed Ham-Ham’s cart (50gp per gift they find). Traz will personally thank the party if all of his gifts are received, and give them each a blue party hat and his ‘stupid’ Wand of Magic Missiles.

Secrets and Clues

- Jubclub asked Orguk to arrange Traz’s gifts, and will not be happy if Traz is disappointed.
- Everything on Traz’s birthday gift list reminds him of a fun day he once spent playing in the forest.
- Red-legged Frogs hide in knotholes earlier in the day, and are more active in the later afternoon.
- Honey mushrooms are popular with druids; they are often referred to as ‘mud candy’ by foragers.
- Traz received the toy boat as a gift last year, and threw a big strop after losing it in the bog.
- The Crocodiles sleep all morning, and become a lot more energetic and aggressive later in the day.
- Butterbeetle hives are made from harvested milk, and release a foul smell if disturbed or damaged.
- Ham-Ham purchased his floppy hat in a faraway land. He thinks it makes him look handsome.
- Ham-Ham stole his cart from a fellow merchant; the original owner’s branding is still faintly visible.
- Ham-Ham has been organising a group of Gnolls, and plans to attack Orguk for smashing his cart.

Level ③ - ④ Adventure

EASIER: You could remove the time constraints, and only have two Crocodiles protecting the boat.

HARDER: Gnoll friends of Ham-Ham could attack the party if his hat or necklace is stolen. You could replace the Crocodiles with two Giant Crocodiles.

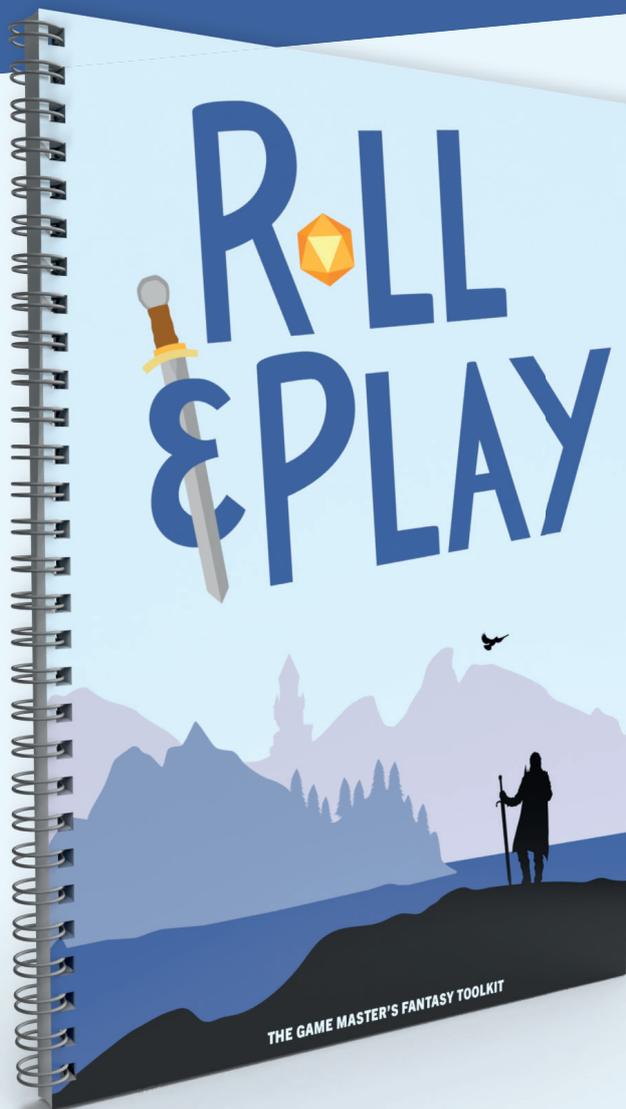


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4. A Mystery
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6. Forget The
7. Capture A
8. Loving The
9. Losing The
10. One More
11. Heavenly
12. Give Me A

Historical Essays

1. Battle For
2. Remember
3. Betray For
4. A Study on
5. The Age of
6. History of
7. Century of
8. The Life of
9. Queen and
10. Our Dream
11. Priest and
12. Truth of

Magical Tomes

1. Notes on
2. Gwain's
3. Manipulate
4. Animate
5. Tome of
6. Revealing
7. Creating
8. Absorbing
9. Inventing
10. Theory of
11. Tzarem's
12. Arcane

Cursed Manuscripts

1. The Giant
2. Tale of The
3. The Red
4. Nightmare
5. Eaten By a
6. Visions of a
7. Tortured
8. The Crying
9. A Smiling
10. Withered
11. A Howling
12. The Grey

Treasure Chest Fillers

You lift open the lid, and you find...

1. teeth and a tongue.
2. a complete chess set.
3. three statuettes. One is carved from ivory, one from stone and one from marble.
4. five ancient fossil chunks, archaeological tools, a small compass and a diary.
5. a small stash of potions. Some are labelled, others are not.
6. a heavy stone statue of a monster. It has inset teeth made from blue lapis lazuli.
7. six pieces of quartz cut into shapes, within a red silk wrap.
8. scattered gold and silver coins with a collection of animals made from jade.
9. ceremonial daggers, swords and maces each made with gold, silver and bronze details.
10. carefully wrapped spices, cloves and highly valuable cooking ingredients.
11. a long, purple cloak, a golden crown and a scepter.
12. an expensive silver coffer set with bejewelled chalices, plates and eggs.
13. many bottles of different shapes and sizes, they all contain exquisite perfume.
14. golden manacles connected by piles of long, silver chain.
15. a collection of finely framed oil paintings, each is signed by a famous artist.
16. many golden coins from different lands, and an exquisite tapestry.
17. ornamental armour with pearl and platinum details.
18. twelve scrolls, each in their own casing. Each scroll is a valuable spell or map.
19. twenty golden statuettes of famous people, their eyes are bejewelled and shiny.
20. a small fortune of diamonds, rubies, sapphires, coins, ingots and a magic-wreath.

Traps and Hazards

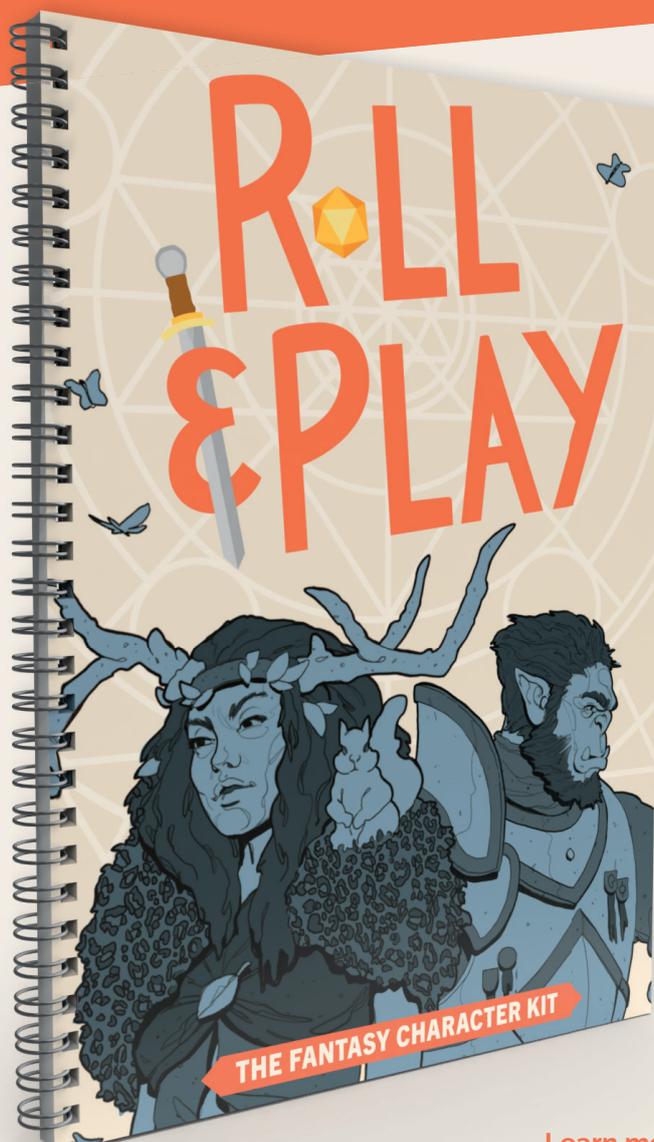
A setback to overcome

1. The floor ahead has been covered in adhesive, gluing anyone who steps on it.
2. Bars on the ceiling that require strength to swing across to avoid the spikes below.
3. A pressure plate will trigger a portcullis to drop from the ceiling, snuffing the party.
4. Iron saucers stand near the door ahead. Unless they are deactivated, they will attack.
5. Icky smoke emanates from an orb. In one minute there will be total darkness.
6. Players must be prone to traverse the tunnel ahead. It is home to many snakes.
7. Dense, murky water begins to fill the room as the players search for an escape.
8. Carnivorous plants try to restrain the players and snap them up as they pass.

Deadly hazards to avoid

1. Some panels of the long bridge ahead are weak, and will snap if walked on.
2. A jewel rests on a pedestal inset within a wall. If it is removed, spikes clamp down.
3. Deadly swords fly around the room and will attack. They have a disarm enchantment.
4. Out of a series of mirrors tribispectral forms of the party and they attack!
5. Fossilised T-Rex bones within the wall will break free and come alive if triggered.
6. Hot laser beams cross the hall ahead. Players will need to be cautious to avoid them.
7. The moving ceiling will crush anyone who cannot get to the end of the long corridor in time.
8. Unstable torches are balancing above an oily floor that will ignite if disturbed.

THE FANTASY CHARACTER KIT

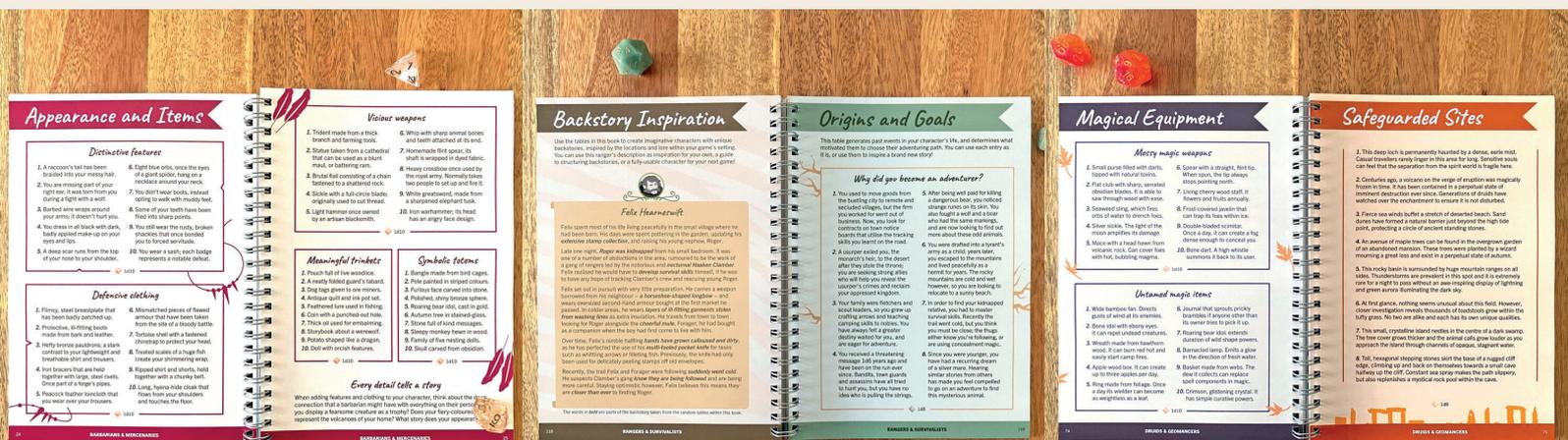


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Appearance and Items

- Distinctive features**
1. A scar on his face has been bled into your messy hair.
 2. You are missing part of your right ear - it was torn from your battle with a giant.
 3. Some of your teeth have been your arms. It doesn't hurt.
 4. You dress in black with dark, heavy armor.
 5. A deep scar runs from the top of your nose to your chin.
 6. A single black hair, once the sign of a noble's status, hangs on a necklace around your neck.
 7. You don't wear boots, instead using a pair of wooden sandals.
 8. Some of your teeth have been your arms. It doesn't hurt.
 9. You still wear the ugly, broken shackles that once bound you to a noble's estate.
 10. You wear a soft, each badge representing a noble's estate.
- Defensive clothing**
1. Heavy, steel breastplate that has been battle-damaged.
 2. Protective, alluring boots made from both leather and iron.
 3. Heavy bronze pauldrons, a stark contrast to your lightweight and tattered shirt and trousers.
 4. One bracelet that you hold together with large, steel nails.
 5. Padded leather boots that you wear over your trousers.
 6. Distinctive pieces of armor that have been taken from the site of a bloody battle.
 7. Protective, alluring boots made from both leather and iron.
 8. Heavy bronze pauldrons, a stark contrast to your lightweight and tattered shirt and trousers.
 9. One bracelet that you hold together with large, steel nails.
 10. Padded leather boots that you wear over your trousers.

Weapons

1. Trident made from a thick branch and ferric bolts.
 2. Short sword from a charcoal that can be used as a blunt staff.
 3. Ritual staff consisting of a chain of beads and a pointed tip.
 4. Light hammer once owned by an artisan blacksmith.
 5. Who with sharp animal bones and both attached at its end.
 6. Hammer that once was used to shape a sword.
 7. Heavy crossbow once used by the royal army.
 8. Ritual staff consisting of a chain of beads and a pointed tip.
 9. Light hammer once owned by an artisan blacksmith.
 10. Who with sharp animal bones and both attached at its end.
 11. Hammer that once was used to shape a sword.
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 14. Light hammer once owned by an artisan blacksmith.
 15. Who with sharp animal bones and both attached at its end.
 16. Hammer that once was used to shape a sword.
 17. Heavy crossbow once used by the royal army.
 18. Ritual staff consisting of a chain of beads and a pointed tip.
 19. Light hammer once owned by an artisan blacksmith.
 20. Who with sharp animal bones and both attached at its end.
- Meaningful trinkets**
1. Piece of fur from a woodcutter.
 2. A heavily faded gem's shard.
 3. A ring from a noble's estate.
 4. A piece of wood from a tree.
 5. A piece of wood from a tree.
 6. A piece of wood from a tree.
 7. A piece of wood from a tree.
 8. A piece of wood from a tree.
 9. A piece of wood from a tree.
 10. A piece of wood from a tree.
- Symbolic items**
1. Broken sword from a noble's estate.
 2. A piece of wood from a tree.
 3. A piece of wood from a tree.
 4. A piece of wood from a tree.
 5. A piece of wood from a tree.
 6. A piece of wood from a tree.
 7. A piece of wood from a tree.
 8. A piece of wood from a tree.
 9. A piece of wood from a tree.
 10. A piece of wood from a tree.
- Every detail tells a story**
- When adding features and clothing to your character, think about the connection that a character might have with everything that they own. Do you display a feature that is a trophy? Does your appearance represent the values of your home? What story does your appearance tell?

Backstory Inspiration

Use the table in this book to create imaginative characters with unique backstories, inspired by the location and time when your game is set. You can use this as a starting point for inspiration for your own, or a guide to structuring backstories, or a helpful character for your next game.

Fake Homeowner

Felix spent most of his life being abandoned in the small village where he had been born. His days were spent poring in the gutter, updating his collection of abandoned items, and taking his meager wages. Roger was one of the few who had been kind to him, and he was determined to have any kind of home. Roger was a carpenter, and he was determined to have any kind of home. Roger was a carpenter, and he was determined to have any kind of home.

Origins and Goals

This table generates plot events in your character's life, and determines what motivated them to choose their adventuring path. You can use each entry as it is, or use it as a starting point for your own.

Why did you become an adventurer?

1. You used to be a noble, but you were banished from your home.
2. You were a noble, but you were banished from your home.
3. You were a noble, but you were banished from your home.
4. You were a noble, but you were banished from your home.
5. You were a noble, but you were banished from your home.
6. You were a noble, but you were banished from your home.
7. You were a noble, but you were banished from your home.
8. You were a noble, but you were banished from your home.
9. You were a noble, but you were banished from your home.
10. You were a noble, but you were banished from your home.

Magical Equipment

- Mercy magic weapons**
1. Small sword with a gemstone set in the hilt.
 2. A sword with a gemstone set in the hilt.
 3. A sword with a gemstone set in the hilt.
 4. A sword with a gemstone set in the hilt.
 5. A sword with a gemstone set in the hilt.
 6. A sword with a gemstone set in the hilt.
 7. A sword with a gemstone set in the hilt.
 8. A sword with a gemstone set in the hilt.
 9. A sword with a gemstone set in the hilt.
 10. A sword with a gemstone set in the hilt.
- Uttered magic items**
1. A small, ornate sword with a gemstone set in the hilt.
 2. A small, ornate sword with a gemstone set in the hilt.
 3. A small, ornate sword with a gemstone set in the hilt.
 4. A small, ornate sword with a gemstone set in the hilt.
 5. A small, ornate sword with a gemstone set in the hilt.
 6. A small, ornate sword with a gemstone set in the hilt.
 7. A small, ornate sword with a gemstone set in the hilt.
 8. A small, ornate sword with a gemstone set in the hilt.
 9. A small, ornate sword with a gemstone set in the hilt.
 10. A small, ornate sword with a gemstone set in the hilt.

Safeguarded Sites

1. This site is a small, ornate sword with a gemstone set in the hilt.
2. This site is a small, ornate sword with a gemstone set in the hilt.
3. This site is a small, ornate sword with a gemstone set in the hilt.
4. This site is a small, ornate sword with a gemstone set in the hilt.
5. This site is a small, ornate sword with a gemstone set in the hilt.
6. This site is a small, ornate sword with a gemstone set in the hilt.
7. This site is a small, ornate sword with a gemstone set in the hilt.
8. This site is a small, ornate sword with a gemstone set in the hilt.
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10. This site is a small, ornate sword with a gemstone set in the hilt.