

# ONE-SHOT WONDERS



OVER 100 SESSION IDEAS FOR FANTASY RPGs

# SNOW ANGELS

☺ LIGHT-HEARTED   📦 DELIVERY   🏠 QUIANT VILLAGE

With the usual angelic couriers being called away on important business, it's up to the party to save the seasonal festivities by delivering presents to villagers. Can the party gather the gifts and pass out the packages before a new day dawns?

## → Starting the Adventure

*"As you all lay your heads down to get some rest, your minds are filled with a shared dream of a snowy settlement. The villagers are putting up banners and preparing for celebrations, but you sense they are being watched from a cave nearby. The dream pulls you towards the cave grotto, where you feel a strong celestial presence. You wake up with a start, however, you aren't where you fell asleep. Instead, you are in the cave from your visions. Two radiant, angelic beings stand above you with open wings."*

In an annual tradition called the Sanctuary festival, celestial beings bring blessings and gifts to the villagers. This year, the angels cannot complete the traditional midnight gift delivery because they must tend to the gravely ill mayor. Preoccupied with healing, they require the party's help to deliver the last four hampers to the villagers and spread cheer in their stead.

## Important Characters

### 'GRANDMOTHER' GUNNHILDUR

PLANETAR, FEMALE, 1000+ (PLANETAR)

Many years ago, this transcendent warrior was sent by a higher deity to defend this picturesque village.

*"Righteousness and authority emanate from Gunnhildur's muscular frame. As she looks upon you, you feel a sense of tranquillity."*

### 'MOTHER' FJOLA

DEVA, FEMALE, 1000+ (DEVA)

Fjola meticulously organised the gifting process and clutches a scroll listing this year's hamper contents.

*"A heavenly set of bracers and a diadem adorn Fjola, and forest-green robes flow around her. Small bells are sewn onto her sandals."*

### SECURIBOT 1000

CONSTRUCT, 2 (ANIMATED ARMOUR)

A security system built by the village tinkerer. It ferociously defends its owner's house from intruders.

*"This construct is clearly a mannequin that has been retrofitted with clockwork parts."*

## Quick Stats

| NAME          | AC | HP  | INIT. | KEY ABILITY         |
|---------------|----|-----|-------|---------------------|
| Anim. Armour  | 18 | 33  | +0    | Multiple attacks    |
| Deva          | 17 | 136 | +4    | Healing abilities   |
| Mastiff       | 12 | 5   | +2    | Keen senses         |
| Planetar      | 19 | 200 | +5    | Lie detection       |
| Swarm of Bats | 12 | 22  | +2    | Resistant to damage |

## Suggested Story

Set the scene, have the angels explain the Sanctuary festival and the mayor's plight, then continue:

### COURIERS OF CONVENIENCE

- Gunnhildur says she received a divine sign that the party were the right individuals to help the village.
- The party must deliver four hampers while dressed in the golden accessories and robes of an angel, as is traditional. They must package the hampers before setting off, which includes the weaving and decorating of intricate sage wreaths.
- Fjola tells the party that they must eat the shrimp that the villagers leave out as a festive offering.

### HAMPER HANDOUT

- Bell-Ringer's Home: The party must scale the walls and deliver this gift to the top. They should watch out for the deafening bell and Swarms of Bats.
- Pet Owner's Home: While delivering this gift, the party are attacked by four Mastiffs. The animals must be managed without waking the owner.
- Family Home: Children have laid pranks such as marbles on the stairs and flour above the door. The party must dodge the traps to deliver this hamper.
- Tinkerer's Home: The SecuriBot 1000 defends this abode, and blocks the doors and windows. The party must switch it off to deliver the gift.

### DANCING AT DAWN

- Returning to the grotto, the party watch as locals start their celebrations, including the cured mayor.
- After thanking them, Gunnhildur tells the party to sleep and returns them to their original location.

## Key Locations

### CELESTIAL GROTTO

*“The awesome, celestial nature of this cave makes it shimmer with radiant light. The angels’ humble belongings are neatly organised around them.”*

Four wicker baskets and the items to fill them are tidily placed in small piles around the cave.

To create the sage wreaths, the party must test their dexterity to see how nimbly and accurately they can weave the greenery.

### DECORATED VILLAGE

*“Banners and bunting stream from the snowy rooftops, and every house is glistening with a fresh lick of paint. The excitement and cheer in the air is contagious.”*

In the centre of the village lies the mayor’s mansion, with the tall bell tower next to it. Homes extend in a spiral-like pattern from the mansion, spread out at increasing distances.

The celestial grotto is found in a cliff about a mile from the village’s centre.

### HOME INTERIORS

*“The central fireplace’s warm embers give the interior an orange glow. The hardwood floor is littered with small pine needles from a well-decorated tree that sits in the centre of it.”*

Every home has a table under their tree for Gunnhildur to place gifts.

Festive shrimp are left out as an offering. After sitting out for hours, these could poison players without a strong constitution.

## Secrets and Clues

1. The village rests on a leyline of significant celestial importance, so is defended by angels.
2. Sanctuary began hundreds of years ago when the angels first visited the village bearing gifts.
3. The mayor became sick a few days ago; the angels wish to bless the town with their recovery.
4. Gunnhildur controls the weather in the area to ensure it snows throughout the Sanctuary festival.
5. Each hamper consists of a candle, wreath of sage, blanket, fruit and small packet of pumpkin seeds.
6. The angels’ outfits are based on old drawings and folklore associated with Sanctuary festival.
7. The angels only wear the traditional outfits during Sanctuary, otherwise they dress in white robes.
8. The tinkerer is often pranked by devious children, so they built the SecuriBot 1000 as a deterrent.
9. The villagers prepare and eat a dish of fermented shrimps called Råka during the festivities.
10. It is tradition that the angels eat any Råka left out in the villagers’ homes as a show of thanks.

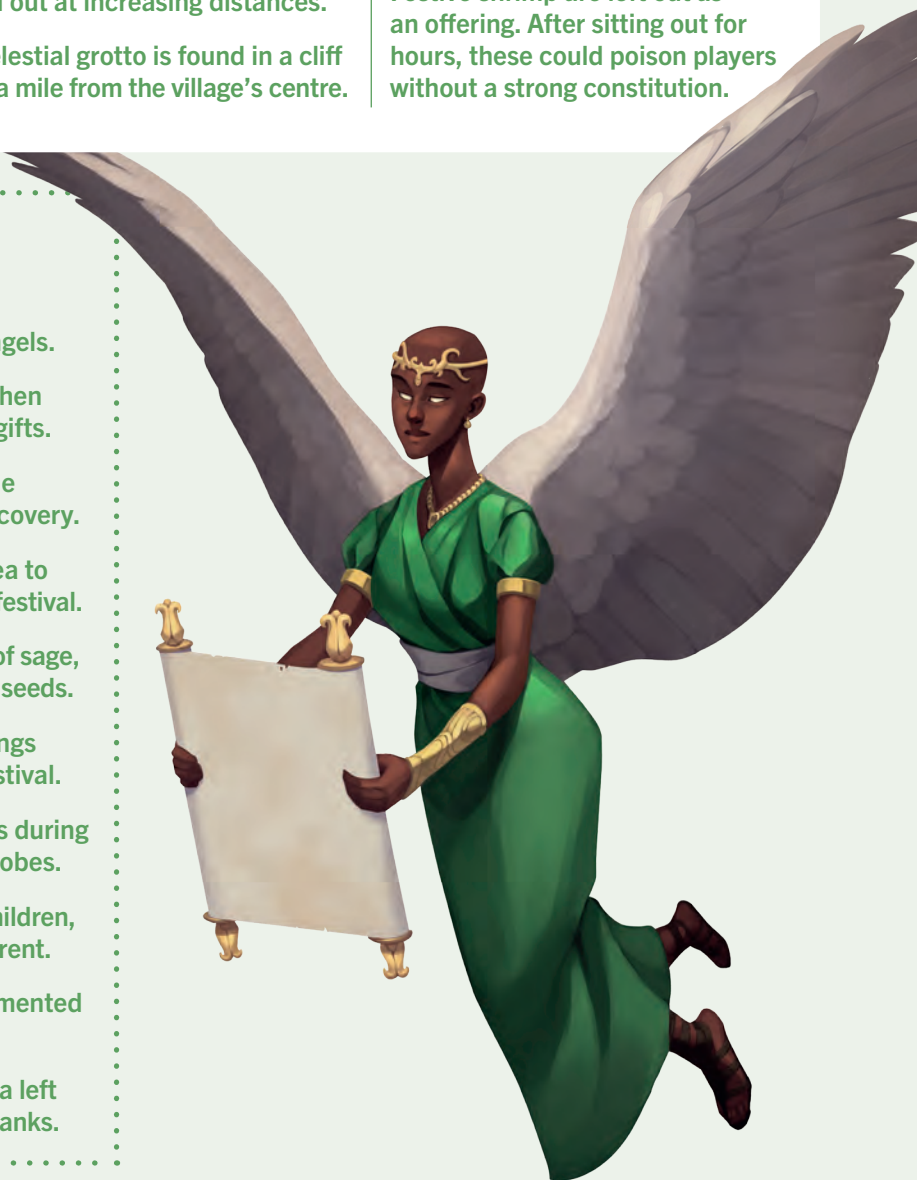
## ★ Quest Rewards ★

Gunnhildur will give a **25pp** reward to the party for delivering all the packages. She will pass them an **Elixir of Health** if all the shrimp offerings were eaten, and she will gift them a **Spell Scroll (Guardian of Faith)** if they put together excellent hampers.

## Level ③ - ④ Adventure

**EASIER:** The party could be attacked by only two Mastiffs, and you could remove the Swarm of Bats.

**HARDER:** The SecuriBot 1000 could use the stats of a Shield Guardian, and the Mastiffs could be replaced with defensive Gargoyles.



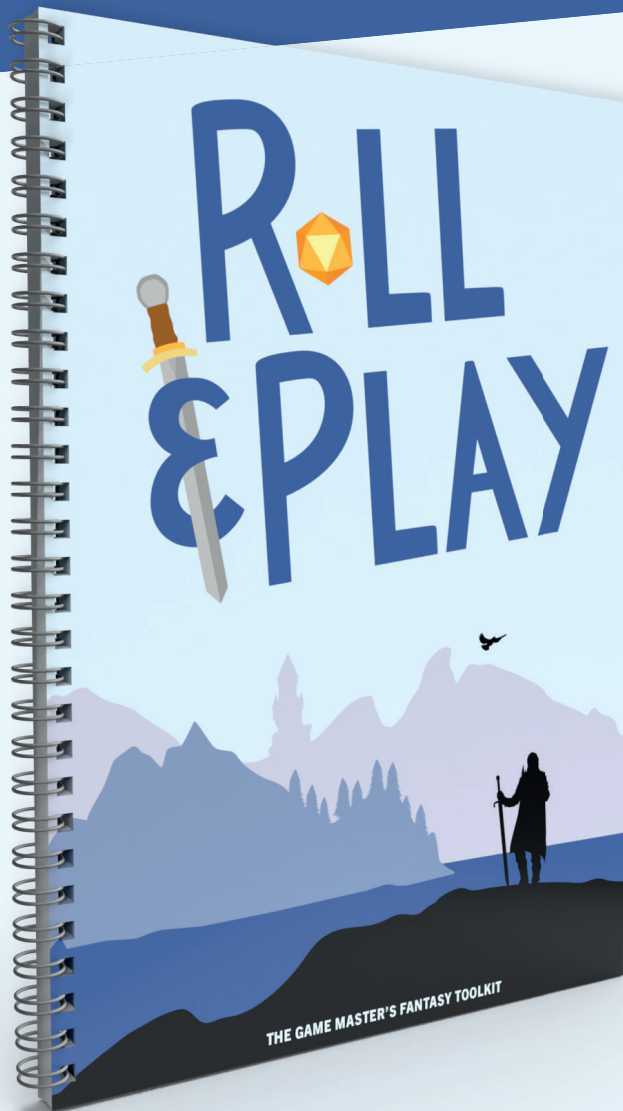


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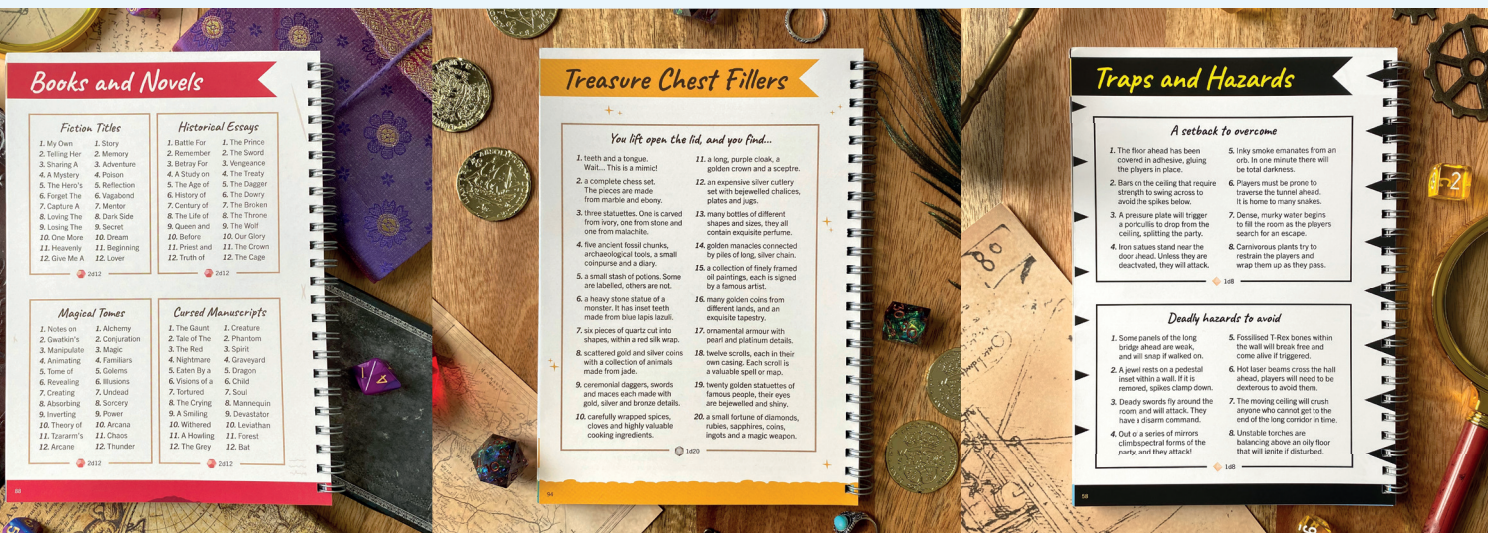


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12. Give Me A

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8. The Life of
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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 mahogany.
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-waupon.

### 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

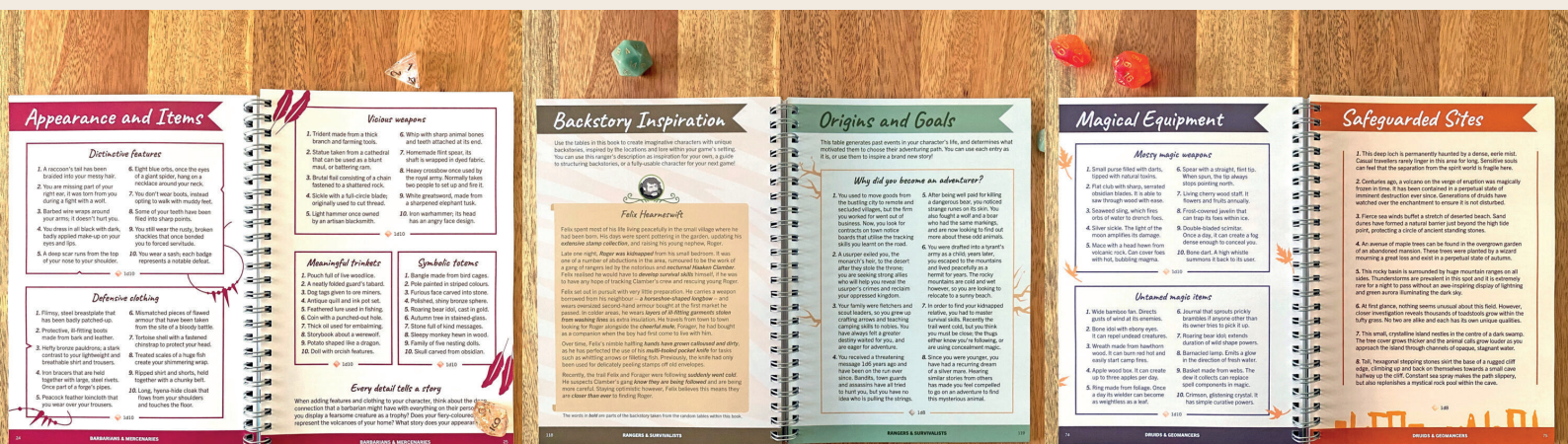


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### Appearance and Items

- Distinctive feature**
1. A scar on his face that has been there since he was a child.
  2. A small scar on his forehead from a childhood accident.
  3. A small scar on his forehead from a childhood accident.
  4. A small scar on his forehead from a childhood accident.
  5. A small scar on his forehead from a childhood accident.
- Defensive clothing**
1. A small scar on his forehead from a childhood accident.
  2. A small scar on his forehead from a childhood accident.
  3. A small scar on his forehead from a childhood accident.
  4. A small scar on his forehead from a childhood accident.
  5. A small scar on his forehead from a childhood accident.

### Weapons

1. Tridents made from thick iron and steel.
  2. Spears made from a variety of materials.
  3. Swords made from a variety of materials.
  4. Axes made from a variety of materials.
  5. Maces made from a variety of materials.
- Meaningful items**
1. A small scar on his forehead from a childhood accident.
  2. A small scar on his forehead from a childhood accident.
  3. A small scar on his forehead from a childhood accident.
  4. A small scar on his forehead from a childhood accident.
  5. A small scar on his forehead from a childhood accident.

### Backstory Inspiration

Use the table in this book to create characters with unique backstories, inspired by the location and time when your game is set. You can use this as a guide to creating characters, or a helpful checklist for your next game.

**Folk Heroism**

Folk heroism is a type of heroism that is common in many cultures. It is a type of heroism that is based on the actions of ordinary people. Folk heroes are often seen as protectors of their communities, and they are often seen as people who have done good deeds for their communities.

### 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 story.

**Why did you become an adventurer?**

1. You need to move goods from one place to another.
2. You need to move goods from one place to another.
3. You need to move goods from one place to another.
4. You need to move goods from one place to another.
5. You need to move goods from one place to another.

### Magical Equipment

- Mercy magic weapons**
1. A small scar on his forehead from a childhood accident.
  2. A small scar on his forehead from a childhood accident.
  3. A small scar on his forehead from a childhood accident.
  4. A small scar on his forehead from a childhood accident.
  5. A small scar on his forehead from a childhood accident.
- Uttered magic items**
1. A small scar on his forehead from a childhood accident.
  2. A small scar on his forehead from a childhood accident.
  3. A small scar on his forehead from a childhood accident.
  4. A small scar on his forehead from a childhood accident.
  5. A small scar on his forehead from a childhood accident.

### Safeguarded Sites

1. This site is a place of great importance.
2. This site is a place of great importance.
3. This site is a place of great importance.
4. This site is a place of great importance.
5. This site is a place of great importance.