

# ONE-SHOT WONDERS



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# FISHY BUSINESS

✦ MYSTERIOUS    🔍 INVESTIGATION    🏠 COASTAL TOWN

A meal at the most popular dining spot in town takes a bizarre turn when the chef reports that his ingredients have started fighting back. Plucky diners must intervene to stop the chaos that ensues, before finding the magical source of this aquatic anomaly.

## → Starting the Adventure

*“The rhythms of life in this small, coastal town are as predictable as the tides. Sailors fish the same waters, sing the same folk songs and observe the same customs as the generations who came before them. Glowing reviews of the Goblin Hob’s fried fish fritters, hearty clam chowder and spicy, marinated oysters have drawn you to book a table. For an outsider’s newly opened eatery to gain such popularity in this traditional town is testament to chef Kaz Kardwall’s culinary skills.”*

As they sit down, the party have their orders taken and are told by Trina that their meal will be delayed due to a late delivery of today’s catch. Unknown to the diners, Trina is angry that her family’s café went bust when Kaz’s opened. She has hired a Sea Hag to ruin Kaz’s business. The Sea Hag has transformed Kaz’s trusted anglers into seafood, in an attempt to drive away his loyal customers.

## Important Characters

**KAZ KARDWALL**  
GOBLIN, MALE, 22 (COMMONER)

A determined and skilled young chef. He is very intelligent, and has big plans for his new business.

*“Kaz wears a spotless white apron and chef’s hat, and moves at a frenetic pace. His fingers often fidget while he dreams up new meals.”*

**TRINA PESCE**  
HUMAN, FEMALE, 40 (COMMONER)

The Goblin Hob’s waiter. She has years of experience from working in her family’s now-closed fish café.

*“Trina balances items on her silver platter with easy grace. Her red hair is neatly pinned back.”*

**FRITH OCEANSTRIDER**  
SEA HAG, FEMALE, 251 (SEA HAG)

Given the chance, she relishes in making other people suffer. She travels with six Sahuagin minions.

*“Long, oily seaweed falls in waves around Frith’s face, where a blue tinge is noticeable in her skin. A tempestuous fervour swirls in her eyes.”*

## Suggested Story

Set the scene, describe the Goblin Hob, have Trina take the player’s orders, then continue:

### TODAY’S SPECIAL

- While the party are waiting for their lunch, Kaz bursts out of the kitchen screaming, claiming his ingredients are possessed.
- Three Octopuses and four Giant Crabs are close behind Kaz. The creatures begin causing damage and attacking diners. They must be stopped!

### CREATURE CONTAINMENT

- If any of the creatures are knocked out, they turn straight back into an angler from the *Sandpiper*. Otherwise, they turn back after 10 minutes.
- The anglers are dazed, but remember a hooded figure on board their ship and a flash of green light. Kaz hires the party to investigate the ship to find out the source of this cursed catch, while he deals with angry diners demanding refunds.

### TRAWL FOR CLUES

- The *Sandpiper* is moored in the docks. Frith and her minions have turned the ship into a horrid lair and can be found lurking in the boat’s damp hold.
- After defeating Frith, the party can easily find a letter signed by Trina. In the letter, Trina offers good money to the Sea Hag for her employer’s downfall.

### CATERING TO DEMANDS

- If the party return to the Goblin Hob and confront Trina, she will cry and beg Kaz for forgiveness.
- Betrayed, Kaz will leave Trina’s fate up to the party.

## Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Commoner	10	4	+0	Club (wooden spoon)
Giant Crab	15	13	+2	Each attack grapples
Octopus	12	3	+2	Sprays an ink cloud
Sahuagin	12	22	+0	Frenzied by blood
Sea Hag	14	52	+1	Horrorifying form

## Key Locations

### THE GOBLIN HOB

*“A former tackle store, the rough, white walls of this eatery are still decorated with fishing paraphernalia.”*

Delicious smells drift from a tiny, cramped kitchen, accessible by a serving hatch and a narrow door. The simple dining room only has a dozen finely decorated tables.

A long and winding queue often forms outside, full of potential patrons hoping to book a table.

### DECK OF THE SANDPIPER

*“The crimson boat appears sturdy and has plenty of nets and fishing equipment visible on deck.”*

The *Sandpiper* is difficult to locate, as it is moored at the far end of the docks. It is only accessible by traversing a rotting pier.

The ship is eerily quiet and the acrid stench of a Sea Hag lingers on board. A trail of filthy brine and pieces of rotten seaweed can be found on deck, leading to the hold below.

### THE SANDPIPER’S HOLD

*“Muddy water coats the walls and forms puddles on the dirty, wooden floor. Barnacles and seaweed seem to have quickly claimed the interior of this once tidy vessel.”*

The boat’s new residents have littered the interior with magical traps, fish bones and slimy kelp.

Frith’s six Sahuagin minions are scouring the hold for valuables, and will attack if discovered.

## Secrets and Clues

1. Kaz is new to town. He was raised in a mountain village and trained as a chef in a busy city.
2. Last month, Kaz received a threatening note warning him to close his business.
3. Trina’s family ran a fish café for years, which went bust after the popular Goblin Hob opened.
4. As a child, Trina was told cautionary tales of those who made deals with the local Sea Hag.
5. A suspicious figure has been lurking around the harbour, asking who supplies Kaz’s seafood.
6. Frith used a Wand of Polymorph to transform the anglers and delivered them to Kaz’s restaurant.
7. Trina had no idea the methods that Frith would use to ruin the Goblin Hob’s reputation.
8. The anglers of the *Sandpiper* only fish for Kaz. He pays them well for their exquisite seafood.
9. The Goblin Hob is nominated for a prestigious award; any bad press could ruin its chances.
10. Frith and her minions are looking for a new lair, because they think their old one is too small.



## ★ Quest Rewards ★

The party can take the **Wand of Polymorph** from Frith, but the wand has 0 charges left today. She is also wearing a **pouch of six pearls** (worth 10gp each) around her neck. Kaz will gift the party a **free meal** and **200gp** for solving the mystery.

## Level ③ - ④ Adventure

**EASIER:** You could replace the Sea Hag with a Sahuagin, and the Sahuagin minions with Merfolk.

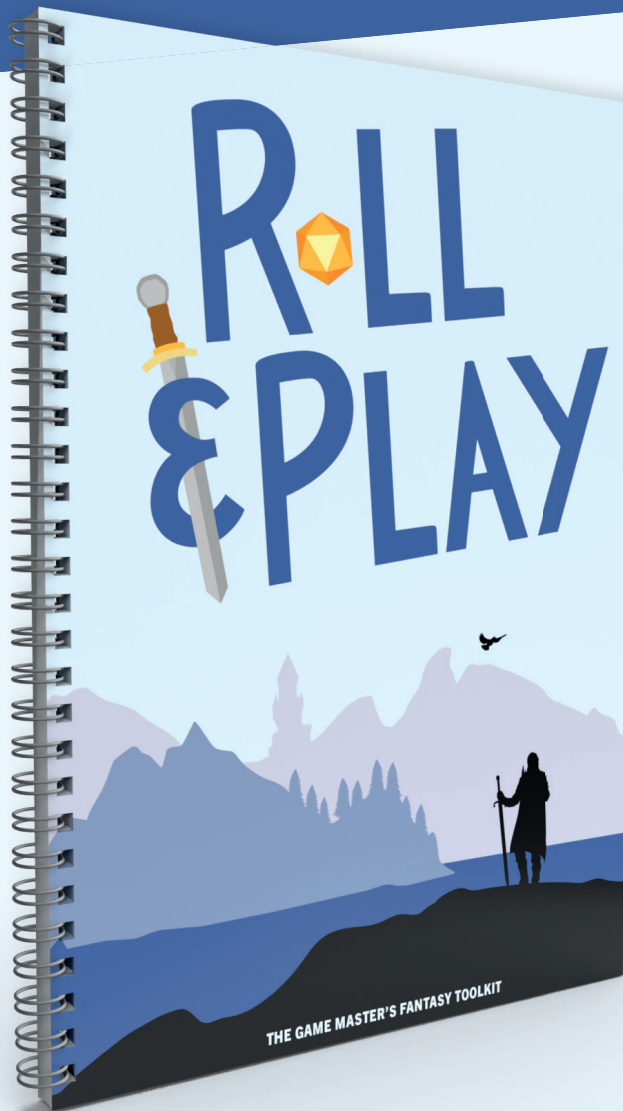
**HARDER:** Try swapping the Sahuagin minions with Ghouls. Your Sea Hag could also summon a Water Elemental to fight alongside them.

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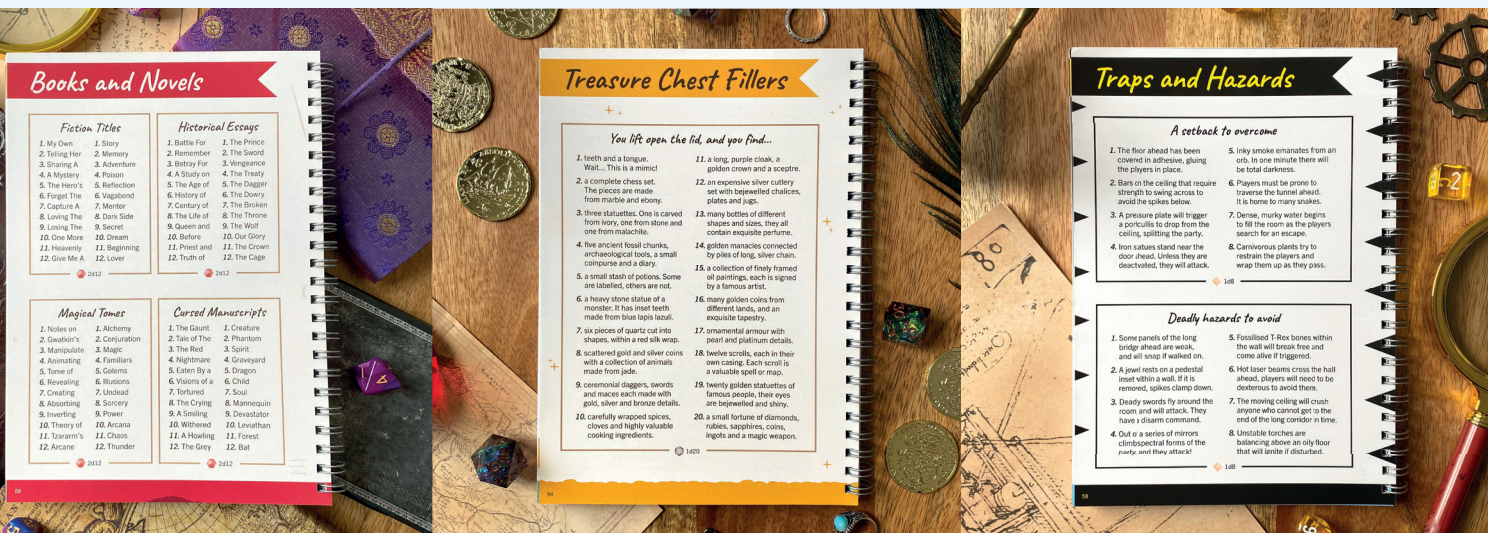


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### Books and Novels

#### Fiction Titles

1. My Own
2. Telling Her
3. Sharing A
4. A Mystery
5. The Hero's
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. Before
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. Tzazam'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. Wait... This is a mimic!
2. a complete chess set. The pieces are made from marble and ebony.
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-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, silencing the party.
4. Iron saucers stand near the door ahead. Unless they are deactivated, they will attack.
5. Sticky 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.

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### Appearance and Items

- Distinctive features**
1. A scar on his forehead that has been badly patched up.
  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, but you still wear the ugly, broken shackles that once bound you to a forest sorcerer.
  4. You wear a wolf's head on your forehead.
  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 lineage, hangs from a wooden collar 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, but you still wear the ugly, broken shackles that once bound you to a forest sorcerer.
  9. You wear a wolf's head on your forehead.
  10. A deep scar runs from the top of your nose to your chin.
- Defensive clothing**
1. Heavy, steel breastplate that has been badly patched up.
  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. Rustic ball consisting of a chain between a sharpened rock.
  4. A simple wooden staff with a sharp iron tip.
  5. Light hammer once owned by an artisan blacksmith.
  6. Whip with sharp animal bones and both attached at its end.
  7. Hammer that causes its shaft to vibrate in a dazed state.
  8. Heavy wooden staff used by the royal army. Normally held by a knight in full plate.
  9. A simple wooden staff with a sharp iron tip.
  10. Light hammer once owned by an artisan blacksmith.
- Meaningful trinkets**
1. Piece of fur from a woodcutter.
  2. A heavily faded gem's shard.
  3. A small piece of wood.
  4. A simple wooden staff with a sharp iron tip.
  5. A small piece of wood.
  6. A simple wooden staff with a sharp iron tip.
  7. A small piece of wood.
  8. A simple wooden staff with a sharp iron tip.
  9. A small piece of wood.
  10. A simple wooden staff with a sharp iron tip.
- Symbolic items**
1. Simple wooden staff.
  2. A small piece of wood.
  3. A small piece of wood.
  4. A simple wooden staff with a sharp iron tip.
  5. A small piece of wood.
  6. A simple wooden staff with a sharp iron tip.
  7. A small piece of wood.
  8. A simple wooden staff with a sharp iron tip.
  9. A small piece of wood.
  10. A simple wooden staff with a sharp iron tip.
- 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 because it is a trophy? Does your appearance reveal the villainous of your hero? What story does your character tell?

### Backstory Inspiration

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and items within your game's setting. You can use this wizard's description as inspiration for your own, a guide to structuring backstories, or a helpful checklist for your next game.

**Felix Hammerer**

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 noticed his skills, and he was recruited to the work of a group of rogues led by the notorious and infamous Alaskan Cavalier. Felix used his natural, very strong constitution, his unique weapons, and his ability to work with very little preparation, to earn a reputation for himself. Roger was kidnapped from his small business. It was one of the few times that he had ever been taken from his home. Felix was used to working with very little preparation, to earn a reputation for himself. Roger was kidnapped from his small business. It was one of the few times that he had ever been taken from his 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 inspiration for your own story!

**Why did you become an adventurer?**

1. You used to move goods from the coastal city to the inland, but the road was too dangerous. You decided to become an adventurer to protect the goods.
2. A courier stole your goods, and you decided to become an adventurer to find them.
3. You were once a thief, and you decided to become an adventurer to make your name.
4. You were once a thief, and you decided to become an adventurer to make your name.
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9. You were once a thief, and you decided to become an adventurer to make your name.
10. You were once a thief, and you decided to become an adventurer to make your name.

### Magical Equipment

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

### Safeguarded Sites

1. This site is a small, hidden cave with a single, glowing orb.
2. This site is a small, hidden cave with a single, glowing orb.
3. This site is a small, hidden cave with a single, glowing orb.
4. This site is a small, hidden cave with a single, glowing orb.
5. This site is a small, hidden cave with a single, glowing orb.
6. This site is a small, hidden cave with a single, glowing orb.
7. This site is a small, hidden cave with a single, glowing orb.
8. This site is a small, hidden cave with a single, glowing orb.
9. This site is a small, hidden cave with a single, glowing orb.
10. This site is a small, hidden cave with a single, glowing orb.