

ONE-SHOT WONDERS



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A RUDE AWAKENING

♠ ADVENTUROUS * CONFRONTATION ⚒ VOLCANO MINE

The Gundälin Company's volcano mine has been evacuated, and rumours are spreading that a powerful beast dwells within. Brave adventurers have been requisitioned to remove the threat before the mining corporation's reputation burns to cinders.

→ Starting the Adventure

"The rowdy miners who once proudly excavated the Gundälin Company's volcano mine for copper and gold now sit around their encampment telling stories of the great beast they saw in the caves. The rumours you overhear as you follow signs to the head office are inconsistent, but something has certainly struck fear into the miners' hearts."

The mining company's planned expansion into a new area of the volcano ceased after the miners leading the expedition fled back to camp. They claimed the snarl of a terrible beast could be heard through a crack in the rocks. In the past, the company has employed mercenaries to clear out elemental creatures dwelling in the mine. Yrrson has hired the party on this basis, without knowing his team have actually awoken a hibernating dragon. Jesmé can answer any of the party's burning questions before they enter the mine shaft.

Important Characters

YRRSON GUNDÄLIN

DWARF, MALE, 254 (NOBLE)

The elderly Chief Executive Officer of the Gundälin Company is anxious to maintain his reputation.

"Golden rings are woven into Yrrson's wiry, grey beard. He wears a glistening breastplate over his finely tailored robes, as a safety precaution."

JESMÉ AMBERLEY

HUMAN, MALE, 40 (COMMONER)

As Head of Operations, it's Jesmé's job to make sure the miners deliver the best results possible.

"From his finely coiffed moustache to his neatly pressed trousers and shirt, Jesmé is a man who takes great care in both his look and his job."

ZEDDRAIG

DRAGON, FEMALE, 89 (YOUNG RED DRAGON)

An adolescent dragon who is enraged that a mining operation threatens her precious hoard.

"A furious fire burns within the dragon's yellow eyes, and heat emanates from her crimson skin."

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Commoner	10	4	+0	Club (plank of wood)
Fire Elemental	13	102	+3	Fiery touch
Magma Mephit	11	22	+1	Explodes when killed
Noble	15	9	+1	Carries a rapier
Y. Red Dragon	18	178	+0	Breathes fire

Suggested Story

Read out the introduction, let Jesmé and Yrrson explain the task to the party, then continue:

A HEATED HIKE

- After receiving instructions to defeat all creatures in the mine, the party can head to the entrance.
- The climb through the mine shaft is hampered by lava stepping stones, toxic smoke and frail bridges.
- Rubble blocks a tunnel ahead and the party have to dig their way through the rocks. As they begin, a Fire Elemental and five Magma Mephits climb out of a pool of lava and attack them.

THE DRAGON'S LAIR

- The cleared rubble opens a hole to Zeddraig's lair. She is furious, and attacks the party, branding them 'thieves' who plan to steal from her.
- During the fight, Zeddraig's thrashing opens a crack to the mountain's exterior. She notices the mining camp below, smashes through the small gap and flies down to attack the camp.

WRATH OF ZEDDRAIG

- By the time the party rush back to camp, it is ablaze, and the terrified miners are fleeing.
- More casualties are suffered at the end of each combat round until Zeddraig is defeated, as more of the camp ignites or collapses into the fire. Jesmé will not survive past the third round and Yrrson will not survive past the fourth round, unless protected.
- If Zeddraig is defeated or flees, the Gundälin Company will heartily thank the party. Yrrson and Jesmé will offer special rewards, if they survive.

Key Locations

MINERS' CAMP

"Blue canvas tents cover the pale ground around the volcano's base. Abandoned, half-loaded carriages sit near the mine's entrance."

The jagged landscape at the base of the volcano is covered in ash, which looks like thick, grey snow.

The Gundälin Company's head office is the large tent furthest from the volcano; a flag flies proudly from a pole at its centre.

VOLCANIC MINE SHAFT

"Discarded mining equipment litters the loosely planked floor in this humid tunnel system. The way forward is lit by bubbling rivers of magma."

Magma flows down the walls and floors of each tunnel. The magma's glow provides visibility, but it also heats the mine to unbearable levels.

Discarded pickaxes, ladders, mine carts, helmets and goggles may help the party to traverse the tunnels.

ZEDDRAIG'S LAIR

"Lava cascades down the walls of this cave and stalagmites climb up from the ground. In the centre of the room, a red dragon lies in a rocky nest, stirring after years of slumber."

The rocky walls of the dragon's lair are mottled with chunks of glistening gold and raw diamonds.

The lair is slightly too small for Zeddraig, so she knocks into the walls and ceiling as she fights.

Secrets and Clues

1. Some miners think a fire giant lives in the volcano, others think it is a fiend or chimera.
2. Gundälin Company profits are down, so Yrrson asked Jesmé to expand the mine's operation.
3. The previous group of mercenaries to clear out the mine warned Yrrson to cease digging activity.
4. Despite being in charge of the mine, Yrrson has never dared to venture into the volcano himself.
5. Local druids call the volcano Zeddraignust, which translates roughly as 'The Dragon's Nest'.
6. Zeddraig has been hibernating for 10 years after a particularly draining battle with a druidic circle.

Level ⑦ - ⑧ Adventure

EASIER: Try Zeddraig as a Bronze Dragon Wyrmling, and removing the Fire Elemental from the tunnel.

HARDER: Zeddraig could be an Adult Brass Dragon. You could increase the enemies in the tunnel to two Fire Elementals and eight Magma Mephits.

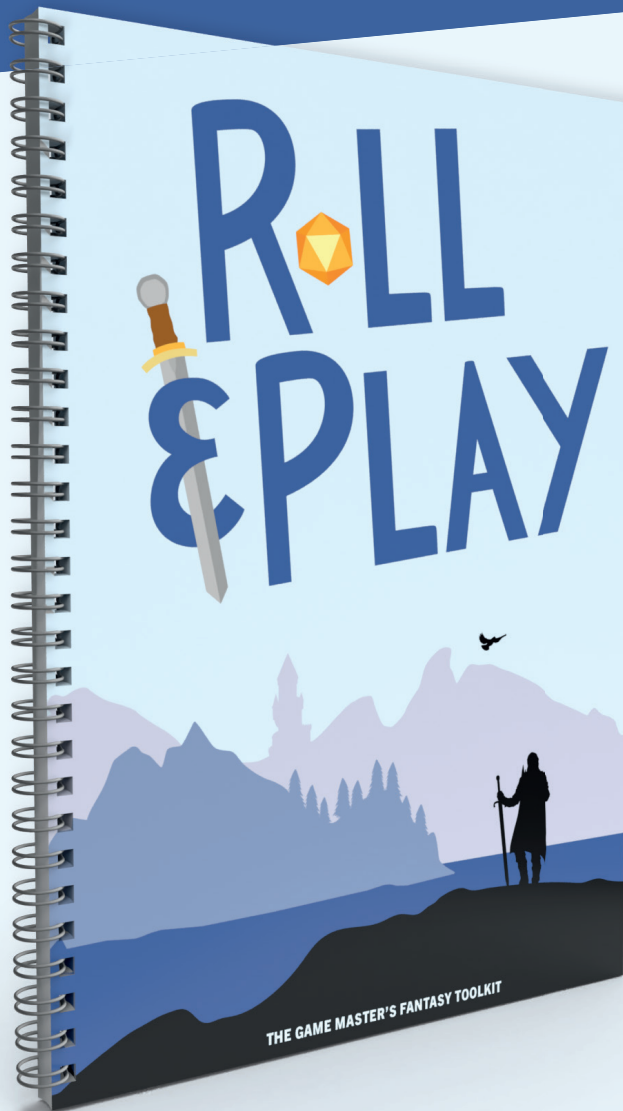
★ Quest Rewards ★

Twelve chunks of gold ore (20gp each) and three raw diamonds (100gp each) can be found in the dragon's lair. If he survives, Yrrson will gift the party his **Adamantine Breastplate**, and if Jesmé survives, he will offer **300gp** from the company's coffers.



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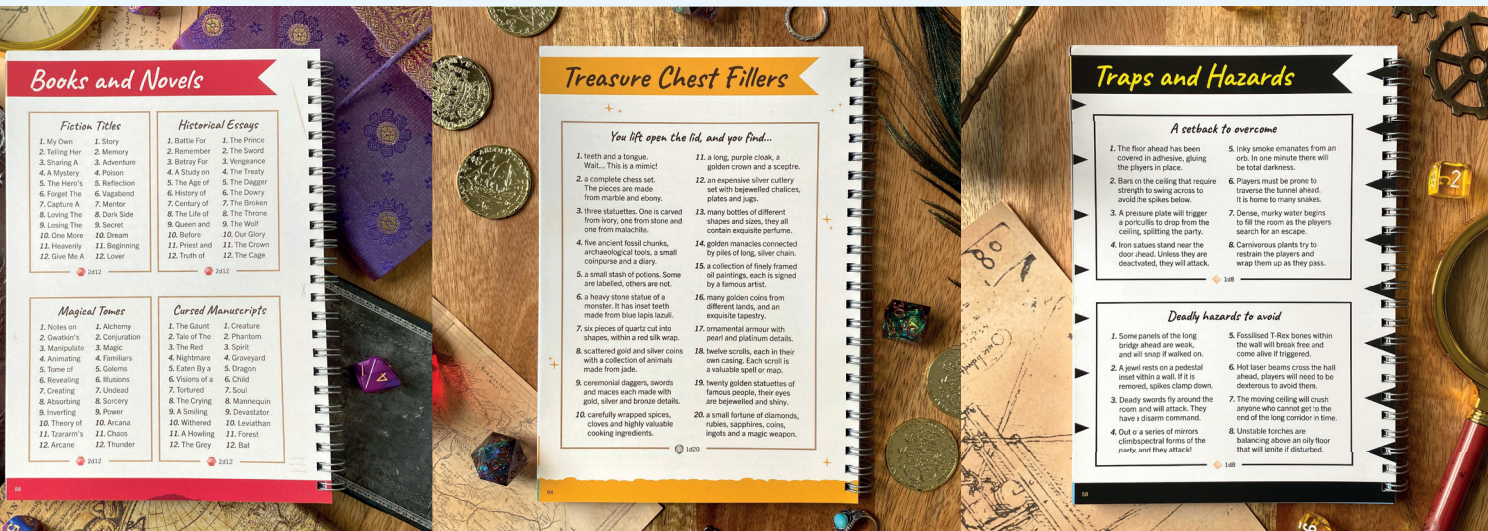


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10. Withered
11. A Howling
12. The Grey

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.

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Appearance and Items

- Distinctive feature**
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. Scars from your many battles.
 4. You have a small, jagged piece of wood in your eye.
 5. A small, jagged piece of wood in your eye.
 6. A small, jagged piece of wood in your eye.
 7. A small, jagged piece of wood in your eye.
 8. A small, jagged piece of wood in your eye.
 9. A small, jagged piece of wood in your eye.
 10. A small, jagged piece of wood in your eye.
- Defensive clothing**
1. A small, jagged piece of wood in your eye.
 2. A small, jagged piece of wood in your eye.
 3. A small, jagged piece of wood in your eye.
 4. A small, jagged piece of wood in your eye.
 5. A small, jagged piece of wood in your eye.
 6. A small, jagged piece of wood in your eye.
 7. A small, jagged piece of wood in your eye.
 8. A small, jagged piece of wood in your eye.
 9. A small, jagged piece of wood in your eye.
 10. A small, jagged piece of wood in your eye.

Weaponry

1. Tridents made from thick iron and brass, used for fishing.
 2. Spears made from wood and iron, used for hunting.
 3. Axes made from wood and iron, used for chopping.
 4. Swords made from steel and iron, used for fighting.
 5. Daggers made from steel and iron, used for stabbing.
 6. Maces made from wood and iron, used for smashing.
 7. Clubs made from wood and iron, used for hitting.
 8. Staffs made from wood and iron, used for magic.
 9. Wands made from wood and iron, used for magic.
 10. Staves made from wood and iron, used for magic.
- Every detail tells a story**
- When adding features and clothing to your character, think about the story they tell. A scar on his forehead might have something to do with a battle he fought. A small, jagged piece of wood in his eye might be a reminder of a friend he lost. A small, jagged piece of wood in his eye might be a reminder of a friend he lost.

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 creating backstories for a specific character.

Folk Heroism

Folk heroes are the most common type of character in the game. They are the heroes of the people, the ones who save the day and bring about justice. They are the ones who are loved and respected by the people.

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 were born into a family of adventurers.
2. You were born into a family of adventurers.
3. You were born into a family of adventurers.
4. You were born into a family of adventurers.
5. You were born into a family of adventurers.
6. You were born into a family of adventurers.
7. You were born into a family of adventurers.
8. You were born into a family of adventurers.
9. You were born into a family of adventurers.
10. You were born into a family of adventurers.

Magical Equipment

- Minor magic weapons**
1. A small, jagged piece of wood in your eye.
 2. A small, jagged piece of wood in your eye.
 3. A small, jagged piece of wood in your eye.
 4. A small, jagged piece of wood in your eye.
 5. A small, jagged piece of wood in your eye.
 6. A small, jagged piece of wood in your eye.
 7. A small, jagged piece of wood in your eye.
 8. A small, jagged piece of wood in your eye.
 9. A small, jagged piece of wood in your eye.
 10. A small, jagged piece of wood in your eye.
- Uttered magic items**
1. A small, jagged piece of wood in your eye.
 2. A small, jagged piece of wood in your eye.
 3. A small, jagged piece of wood in your eye.
 4. A small, jagged piece of wood in your eye.
 5. A small, jagged piece of wood in your eye.
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 7. A small, jagged piece of wood in your eye.
 8. A small, jagged piece of wood in your eye.
 9. A small, jagged piece of wood in your eye.
 10. A small, jagged piece of wood in your eye.

Safeguarded Sites

1. This site is a small, jagged piece of wood in your eye.
2. This site is a small, jagged piece of wood in your eye.
3. This site is a small, jagged piece of wood in your eye.
4. This site is a small, jagged piece of wood in your eye.
5. This site is a small, jagged piece of wood in your eye.
6. This site is a small, jagged piece of wood in your eye.
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