

# ONE-SHOT WONDERS



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# SPECTATOR SPORT

THRILLING ESCAPE TWISTED CARNIVAL

How could the party snub an opportunity to blow off some steam between adventures by playing a few carnival games? Upon arriving at the fair, however, it becomes clear that this is no ordinary day out. The party become trapped, and must win to survive. Game on!

## THE NIGHTMARE CARNIVAL



- KEY**
1. Wheel of Fortune
  2. Whack-a-Dretch
  3. Scare Chair
  4. Doppel Vision
  5. Gruesome Gallery
  6. Hall of Fame
  7. Yermalek's lair
  8. Teleportation circle



1 square is equal to 5 ft

## → Starting the Adventure

*“You discovered a gilded note from an eccentric Noble pinned to the town noticeboard. It invites plucky adventurers to take part in merry challenges, and offers the opportunity to win a huge jackpot. The address on the reverse led you to a colourfully painted cave near a craggy outcrop at the base of a mountain. Bright lights and signs beckon you in.”*

### Important Characters

#### LORD DIEGO FILIBERTUS

HUMAN, MALE, 40 (NOBLE)

Paid by Yermsalex to lure victims in. Before the portcullis comes down, he runs out of the cave.

*“A tall, handsome man with chiselled features stands before you. His sunny, mustard suit and orange tie match his warm, endearing smile.”*

#### PRY ZWINNER

ELF, FEMALE, 21 (COMMONER)

Yermsalex’s illusion of a lucky contestant who has just won a stuffed toy on the Wheel of Fortune.

*“Cuddling a new, fluffy owlbear toy, this grinning customer can’t believe their luck!”*

#### YERMSALEX

SPECTATOR, MALE, 132 (SPECTATOR)

This twisted genius finds his contestants’ bad luck hilarious. He refers to himself in the third person.

*“A floating, cyclopean head with a mouth full of serrated teeth stares at you. Protruding from its skull are four more eyes on slimy stalks.”*

## Suggested Story

Set the scene, have Lord Diego greet the party and encourage them into the first room, then continue:

### STARTING THE SHOW

- Once the party start spinning the Wheel of Fortune (roll 1d8), or try to escape, Pry’s illusion will fade and a portcullis will block the exit. Only a spin resulting in an 8 will open the door to the next room, other results will trigger a poison dart trap.
- Yermsalex speaks telepathically to the party, and tells them they must win each game to escape.

### LET THE GAMES BEGIN

- Passage through the dungeon will only be granted after successfully winning four more games.
- Game 2: Nine Dretches must be whacked as they pop out of holes, otherwise they release toxic gas.
- Game 3: A circular metal ring must be guided along a wire. If a player touches the wire, the player who is strapped into the chair gets a nasty shock.
- Game 4: A race through the maze; the party must find their way and avoid four Doppelgangers who attack from the active Mirrors of Life Trapping.
- Game 5: Spray guns must be used to accurately fire blood into the mouths of four Ropers until they are full. The last Roper to be full will attack its feeder.

### HALL OF FAME

- Yermsalex will congratulate the party, and offer them immortality in his Hall of Fame. If they decline, he will be incensed and try to kill them.
- If they defeat Yermsalex, the party can use his teleportation circle to travel to the cave entrance.

## Key Locations

**CAVE ACCESS** — The entrance has been decorated with paint and lights that might be found at a carnival. Arrows and signs that say ‘cash prizes’ point within.

The opening leads to a meandering passageway that eventually opens out into the first game location.

**YERMSALEX’S LAIR** — Statues in Yermsalex’s beloved Hall of Fame are past competitors who were turned to stone using Spell Scrolls (Flesh to Stone).

Beyond the hall, a workshop is filled with broken carnival equipment and an active teleportation circle.

## Secrets and Clues

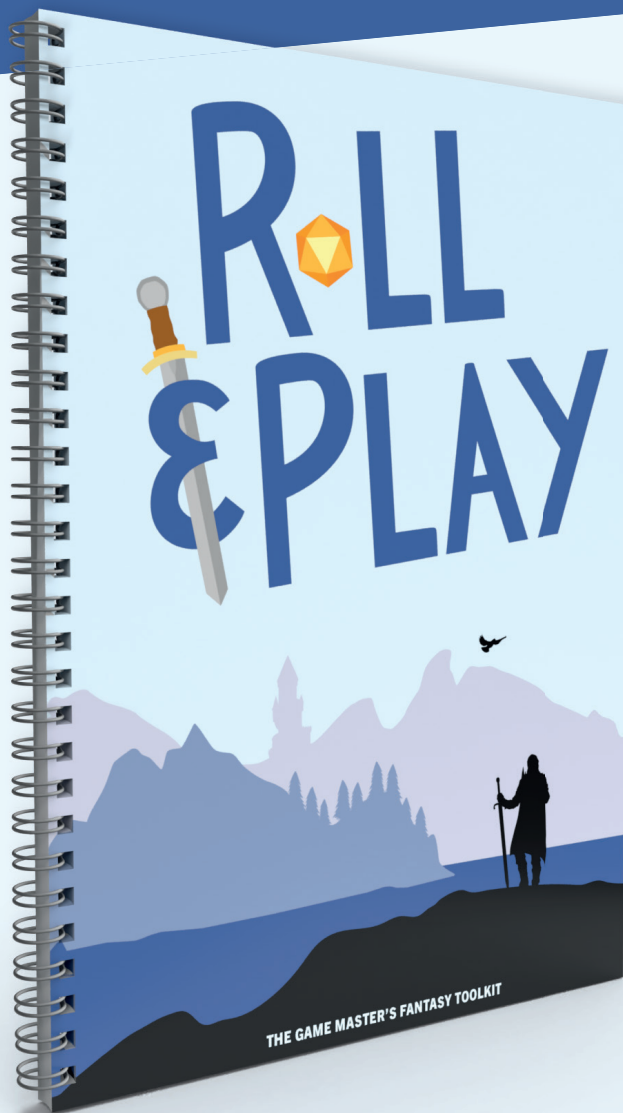
1. Yermsalex was summoned a century ago by a mage who wanted to defend their outlawed magic items.
2. After his master died, Yermsalex inherited the cave; he has turned it into a way of entertaining himself.
3. Yermsalex scries on his victims using a Crystal Ball, so he can comment on their successes and failures.
4. Any attempts to leave or break the games will trigger alarms that fire a Magic Missile spell at the culprit.

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#### 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.
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 conch shell 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, snatching 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 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 only one left on your head, hangs on a remnant 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. You wear a wolf's head on your forehead.
- 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 gauntlets, a stark contrast to your lightweight and translucent shirt and trousers.
  4. One bracelet that you hold together with large, steel nails.
  5. Placard featuring a portrait of a dragon's crown.
  6. Ornate metal armor that is covered in glowing runes.
  7. A heavy, ornate helmet that is covered in glowing runes.
  8. A pair of heavy, ornate boots that are covered in glowing runes.
  9. A pair of heavy, ornate boots that are covered in glowing runes.
  10. A pair of heavy, ornate boots that are covered in glowing runes.

### Weapons

- Meaningful weapons**
1. A sword that was once used by a hero.
  2. A sword that was once used by a hero.
  3. A sword that was once used by a hero.
  4. A sword that was once used by a hero.
  5. A sword that was once used by a hero.
  6. A sword that was once used by a hero.
  7. A sword that was once used by a hero.
  8. A sword that was once used by a hero.
  9. A sword that was once used by a hero.
  10. A sword that was once used by a hero.
- 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's a trophy? Does your appearance represent the values of your home? What story does your appearance tell?

### Backstory Inspiration

Use the tables in this book to create imaginative characters with unique backstories, inspired by the locations and events 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 Hammerfoot**

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 eating his meager rations. Roger was one of the few who noticed him, and he was taken to the town of a group of rogues led by the notorious and exiled Alchemist. Felix was used to working with very little preparation. He carries a weapon that he used to work with very little preparation. He carries a weapon that he used to work with very little preparation.

### 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 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.
6. You need to move goods from one place to another.
7. You need to move goods from one place to another.
8. You need to move goods from one place to another.
9. You need to move goods from one place to another.
10. You need to move goods from one place to another.

### Magical Equipment

- Miscellaneous magic weapons**
1. A sword that was once used by a hero.
  2. A sword that was once used by a hero.
  3. A sword that was once used by a hero.
  4. A sword that was once used by a hero.
  5. A sword that was once used by a hero.
  6. A sword that was once used by a hero.
  7. A sword that was once used by a hero.
  8. A sword that was once used by a hero.
  9. A sword that was once used by a hero.
  10. A sword that was once used by a hero.
- Uttered magic items**
1. A sword that was once used by a hero.
  2. A sword that was once used by a hero.
  3. A sword that was once used by a hero.
  4. A sword that was once used by a hero.
  5. A sword that was once used by a hero.
  6. A sword that was once used by a hero.
  7. A sword that was once used by a hero.
  8. A sword that was once used by a hero.
  9. A sword that was once used by a hero.
  10. A sword that was once used by a hero.

### Safeguarded Sites

1. This site is a secret, hidden place that has been hidden for centuries.
2. This site is a secret, hidden place that has been hidden for centuries.
3. This site is a secret, hidden place that has been hidden for centuries.
4. This site is a secret, hidden place that has been hidden for centuries.
5. This site is a secret, hidden place that has been hidden for centuries.
6. This site is a secret, hidden place that has been hidden for centuries.
7. This site is a secret, hidden place that has been hidden for centuries.
8. This site is a secret, hidden place that has been hidden for centuries.
9. This site is a secret, hidden place that has been hidden for centuries.
10. This site is a secret, hidden place that has been hidden for centuries.