

ONE-SHOT WONDERS



OVER **100** SESSION IDEAS FOR FANTASY RPGs

WAVE OF DESTRUCTION

🔥 ADVENTUROUS ✦ CONFRONTATION 🏠 FISHING VILLAGE

The placid waters near a fishing village have been invaded by a huge, aquatic beast. The creature is destroying the ecosystem, attacking villagers and blocking passage to an island full of healing herbs. The party need to act quickly, before the creature claims its next victim.

→ Starting the Adventure

“The dour mood within this coastal fishing village is palpable. Melancholy citizens sit outside their modest, wooden abodes and stare wistfully at you; your presence providing a brief distraction from their current plight. Despite the village’s proximity to the coast, there is a distinct lack of activity in the water – no fishing, surfing, or even children playing. Something has terrified the people who live here.”

A vicious Plesiosaurus has moved into the waters near a quiet fishing village. As well as feasting on stocks of native fish in the bay, the creature has attacked and injured six villagers. Travel to a nearby island is extremely unsafe, cutting the villagers off from the healing herbs and other ingredients that sprout there. Until access to the island is restored, all the injured villagers will remain in pain. A warrior named Pag has been tasked with driving away the beast, or destroying it once and for all.

Important Characters

PAGRUS ‘PAG’ GELD

HUMAN-ELF, MALE, 42 (SCOUT)

Pag is the go-to protector of the fishing village. He has some experience fighting off sharks.

“Pag’s navy-coloured armour is decorated with fish bones, beads and colourful string, as is his flowing, blonde hair.”

ETHEL LONGREELER

HALFLING, FEMALE, 28 (COMMONER)

Ethel is by far the best angler in the village. Her sister, Lara, was recently injured by the beast.

“The many pockets on Ethel’s scruffy tunic are crammed with lures, bait, hooks and reel.”

CUDA GALLANHART

ELF, FEMALE, 649 (DRUID)

Cuda is an elderly sage who watches over the village. She is worried about the current threat to the water.

“Several critters have made a home within the layered furs that Cuda wears, and a family of blue birds are roosting within her silvery hair.”

Suggested Story

Set the scene, give space for the party to react, have Pag walk into the party’s path, then continue:

FISHING FOR HELP

- Pag recounts the issue the village is facing, and explains that anyone who helps remove the creature will be rewarded by the village elder.
- Once the party agree to help, Pag shares his plan. He hopes to repair a boat, sail out to the creature’s location, place bait in the water, then ambush it.

BARRELS OF BAIT

- The party need to learn what fish will best bait the beast; Pag directs them to Ethel, an expert angler.
- She advises fishing for Quippers on a nearby jetty. The amount caught will stall the Plesiosaurus for 0, 1 or 2 rounds when the party feed it the bait.

SINK OR SWIM

- To repair a boat, the party will need to ask Cuda if they can chop down trees from a nearby thicket.
- Cuda will grant permission, and give Potions of Heroism (made from healing herbs) to the party.
- Depending on how well the party complete the repairs, their boat will have 5, 15 or 30 hit points.

BRINY BRAWL

- When the party are ready for their showdown, Pag will accompany them on the boat out to sea. The Plesiosaurus will spend time eating the bait, then attack and destroy the boat, then attack the party.
- If the Plesiosaurus flees, the village will celebrate; if it is killed, it will become a feast for the village.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Commoner	10	4	+0	Club (fishing rod)
Druid	11	27	+1	Speaks with animals
Plesiosaurus	13	68	+2	Quick and stealthy
Quipper	13	1	+3	Sharp bite
Scout	13	16	+2	Keen senses

Key Locations

CUDA'S HUT

"The smell of strong incense drifts from the open archway leading to Cuda's hut. The floor and shelves are covered in jars, trinkets and plant cuttings."

The elder's hut sits on an elevated part of the cove and allows Cuda to view almost the entire village.

The jars and trinkets within Cuda's hut are a mixture of spell components and handmade gifts given to her by grateful villagers.

MANGROVE THICKET

"Thirty or so proud trees sit in a cluster upon sodden, fertile soil; each basking in the cool, coastal sun. Their leaves gently whisper to one another as the wind passes over them."

Handmade bird boxes are nailed into some of the trees, many of which are currently occupied.

Brambles that surround the thicket could be utilised by the party as makeshift rope to aid their repairs.

OPEN WATER

"Unsettling in its silence, water gently laps against the edges of the boat. Sediment and silt in the briny blue make visibility through the waves difficult."

The Plesiosaurus attacks take place at the halfway point between the village and the island.

When the players set out to sea, you can create a suspenseful atmosphere by describing shadowy movements under the waves.

Secrets and Clues

1. Pag inherited the role of protector after defeating the shark that killed his predecessor.
2. The Plesiosaurus first attacked the village three weeks ago; two anglers were injured but survived.
3. Ethel's sister, Lara, was the fifth member of the village to be injured in a Plesiosaurus attack.
4. The village's six fishing boats have been wrecked by the Plesiosaurus, and are out of action.
5. Cuda was the first person to settle in this village, and helped to build it in her younger days.
6. Each villager sees Cuda as a grandmother and oracle; they give her gifts after seeking her insight.
7. Cuda sees the trees in the thicket as sacred, and believes each one is home to a kind nature spirit.
8. Cuda's Potions of Heroism are the last remaining healing herb salves, and were kept for a crisis.
9. Although small, carnivorous Quippers are an excellent source of nutrients for the Plesiosaurus.
10. The Plesiosaurus has made a lair in a submerged cave near the island with the healing herbs.

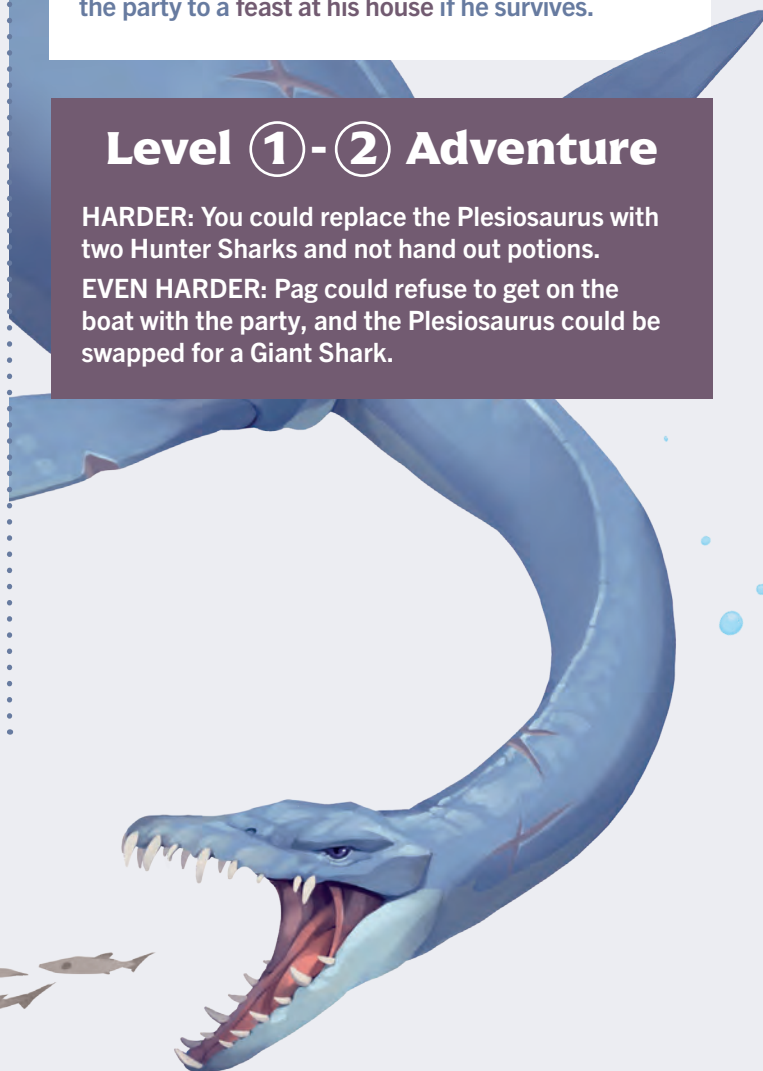
★ Quest Rewards ★

Cuda will gift the party an old Spell Scroll (Animal Messenger) when the Plesiosaurus is defeated, as well as a sculpture of a fish (30gp) and two beautiful, aquamarine earrings (5gp each). Pagrus will invite the party to a feast at his house if he survives.

Level ① - ② Adventure

HARDER: You could replace the Plesiosaurus with two Hunter Sharks and not hand out potions.

EVEN HARDER: Pag could refuse to get on the boat with the party, and the Plesiosaurus could be swapped for a Giant Shark.



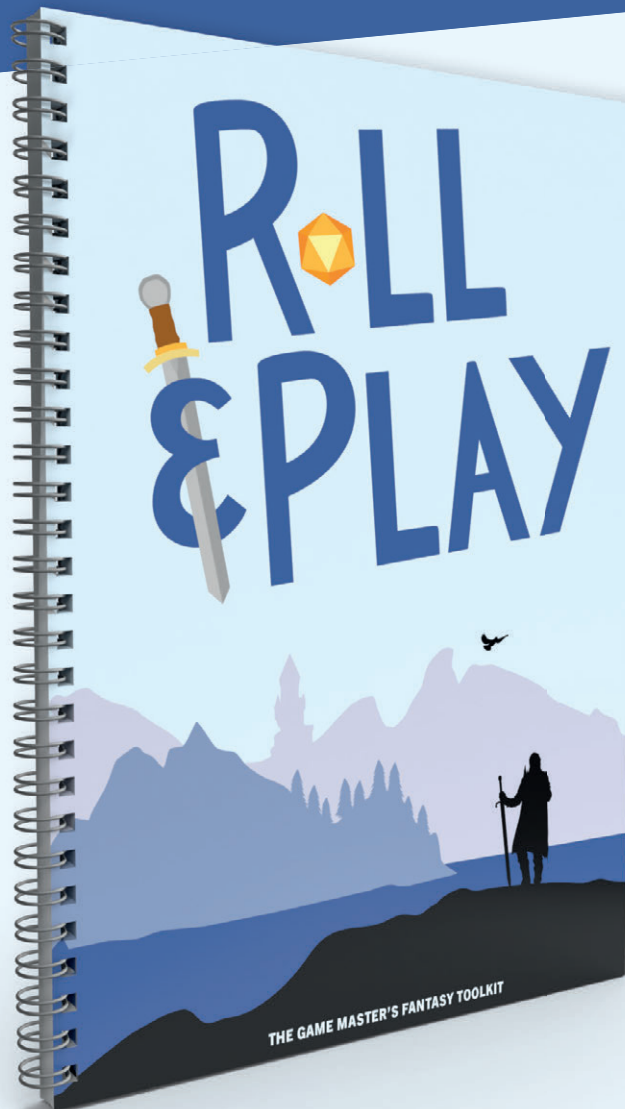


THE **MAP LIBRARY**

All-new battle maps for *One-Shot Wonders*!
Launching early 2024, sign up now.

Take a look at our other awesome tools

THE GAME MASTER'S FANTASY TOOLKIT



IMPROVISATION MADE EASY

- Exciting Encounters
- Critical Hit Outcomes
- Tavern Names
- Loot and Rewards
- So Much More!

Learn more here:

www.rollandplaypress.com/gmft



THE FANTASY CHARACTER KIT



CREATE EPIC CHARACTERS

- Inspiring Backstories
- Unique Magic Items
- NPC Names
- Trinkets and Weapons
- So Much More!

Learn more here:

www.rollandplaypress.com/tfck

