

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.

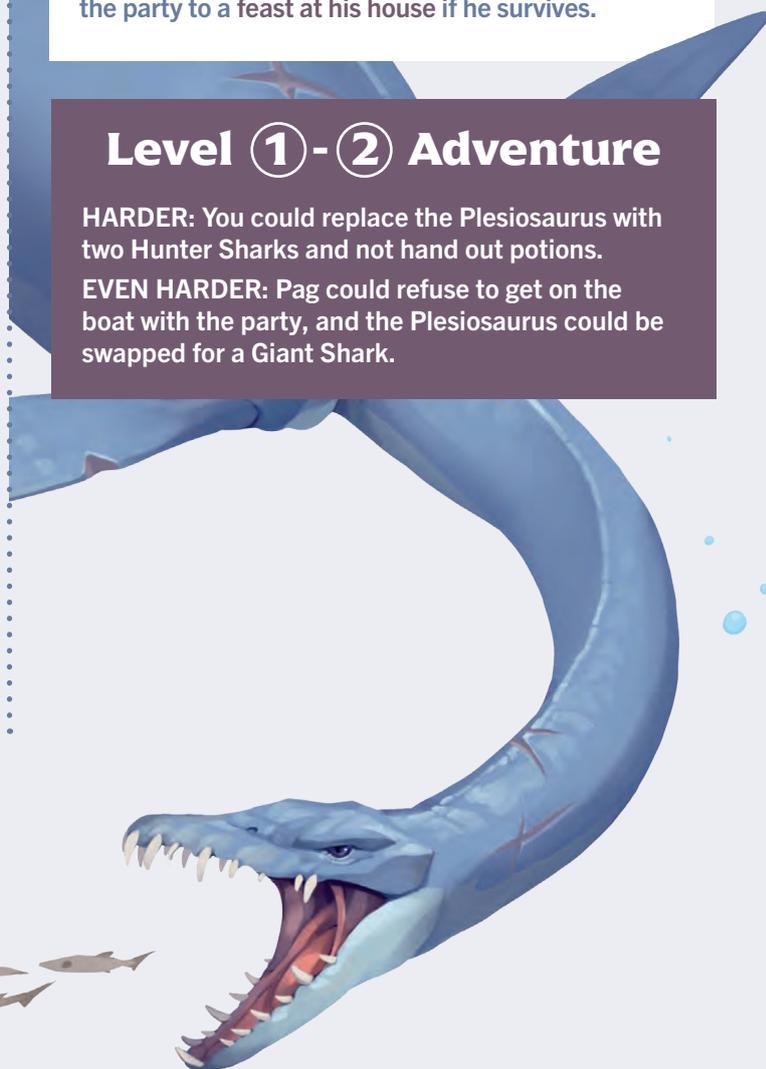
★ Quest Rewards ★

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.



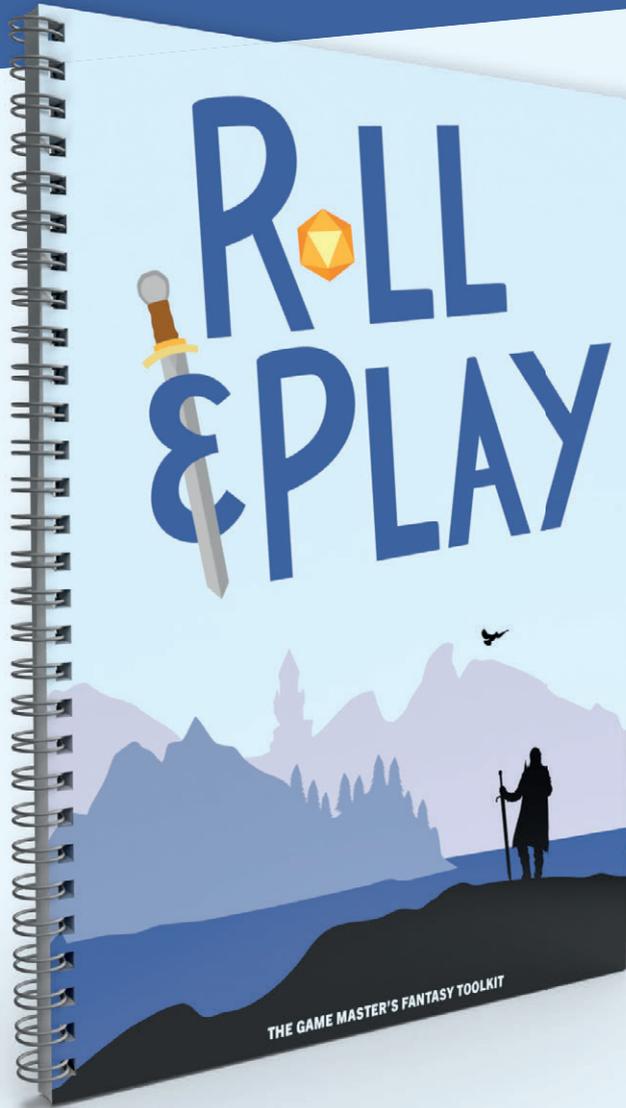


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Treasure Chest Fillers

You lift open the lid, and you find...

1. teeth and a tongue.
2. three skeletons. One is carved from ivory, one from stone and one from mahogany.
4. five ancient fossil chunks, archeological 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 mermaid. It has brass 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. ornamental 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 caddy set with bejewelled chalices, plates and cups.
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 tool or map.
19. twenty golden statues of famous people, their eyes are bejewelled and shiny.
20. a small fortune of diamonds, rubies, sapphires, corals, ingots and a magic weapon.

Traps and Hazards

A setback to overcome

1. The floor ahead has been covered in adhesive, gluing the players in place.
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, splitting the party.
4. Iron sabbats stand near the door head. 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 wrap 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 govt 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 poison component.
4. Out of a series of mirrors cuboctahedral forms of the party, and they attack.
5. Fossilized T-Rex bones within the wall will break free and come alive if agitated.
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.

