

A FUDGE TALE
REFUGEE RESCUE



BY
JONATHAN SNYDER



Welcome to Refugee Rescue

Welcome to the Refugee Rescue adventure, a standalone quest for any fantasy based campaign or single play through. This module has been written for the FUDGE system, but can be easily adapted to any other game system if the GM wishes to. If you have not played FUDGE before, it is recommended that you familiarize yourself with the [Fudge 1995 Edition](#) released for free at www.fudgerpg.com.

The adventure is broken in to parts to make it easy to run in one sitting and character pre-generated characters are presented in the back in case of new players or if the GM wishes to run one quickly.

Throughout the book you may find reference numbers in the form of a number surrounded by parenthesis and italicized. This refers to the section where you can find more information in the Fudge rulebook.

Character Creation

Character builds presented in the back of this adventure are built with the Objective Character Creation Method (1.6) with three free attribute levels and thirty free skill levels. For those familiar with the character creation methods, GMs are free to change these to suit their playstyle.

Attributes & Skills

All skills are considered most difficult except for Armor Proficiency, Historical Knowledge, Local Knowledge, and Melee Proficiency (1.62). These four skills are considered Hard. This build also takes in to consideration that the player cannot have more

than one Superb Attribute or two Superb Skills for balance.

The skills description are pretty explanatory on their own, but the goal of the Historical knowledge and local knowledge is to allow the characters to be able to understand any history or local information that could be discovered while playing the adventure.

Armor & Melee Proficiency

A character receives +1 DDF for every level above Fair in Armor proficiency. It works the same way with Melee which raises their ODF instead. (4.6)





Gifts & Faults

To make it easier on the GM when implementing the characters included here, we have added the gift and fault descriptions for easy reference. The gifts and faults are from the *Fudge 10th Anniversary Edition* and the italicized numbers represent the pages in only that book.

Code of Honor

The character's conduct follows a particular prescribed path in certain situations. Generally, this means that the character will always deal fairly and honestly, regardless of the situation or person involved. It may be generic good conduct, or may be a formal oath or code, such as that of Bushido or chivalry. (110)

Overconfidence

The character has an overabundance of faith in himself to the point of foolhardiness. The character always believes he is always up to a task, regardless of his actual capabilities, and will forego any assistance if he/she can. (113)

Tactics

The ability to analyze combat situations and respond to them in the most effective manner. Roll once per battle, or as the situation changes. Treat this as an opposed roll vs. the other side's tactic's ability or leader's intelligence. The GM may allow a situational modifier to one side's attacks if led or coordinated by a character making a successful

Tactics roll – for example, a bonus equal to the relative degree. (103)

Break fall

The ability to recover from falling and land on one's feet without injury, or with reduced injury. Also the ability to regain one's feet instantly from a fallen or prone position without an action penalty. Roll once per fall. The GM may allow a successful roll to reduce any wounds suffered from a fall by one level (e.g. Fair to reduce a hurt result to a scratch, Good to reduce a Very Hurt result to Hurt). (86)

Quixotic

The character is rashly altruistic, with unrealistic, lofty ideals. The character will attempt to achieve worthy goals against impossible odds, without regards to common sense or caution. (113)





Introduction to the Story

The small town of **Bode's Hamlet** sits on the edge of the Gedoran Forest and survives off the cutting and selling of lumber from the nearby spiderwood trees. The mayor, **Georg Holdet**, is popular to the small population of 76.

The heroes begin their adventure after spending the night camping in a town field as a bad rainstorm halted their travels. As they are preparing to break camp, a ragged woman stumbles in to their vicinity screaming for help. She is wide eyed and desperate, wearing tattered clothes that seem to barely stay on.

She sees the player characters and makes her way over to them begging them to help. If the player characters will listen, **Olivia Bornstar** will tell them her story.

The woman will explain that she and her husband were part of a wagon train of refugees that were trying to make their way towards Sovereign, the capital of the Empire when they were attacked by bandits. Those who have were not killed outright were taken prisoner and she was the only one to explain. A **Good** persuasion roll can get her to admit that the only other thing she knows is that the bandits seemed to be part of the Forsaken.

Olivia tell the adventurers that she has saved 100 gold up for the travel and they can have it if they can find and rescue her husband and the rest of the people who have been captured.

Part 1 – The Attack Site

There is smoke on the horizon towards the west that will let the heroes know which direction the wagons are. There should be no issue for them finding the burnt out ruins and remains of what was once a

wagon train. There are bodies littered about, a mixture of refugees and one or two bandits who were killed by the civilians.

Upon arrival, there are six bandits sifting through the wreckage and remains looking for anything of valuable. They are so busy that they do not notice the heroes arriving. At this point, the players may deal with the bandits as they see fit. If they choose to sneak around them, they may run in to **Brown Sleeper Snakes** that are nestled comfortably

near the smoldering wagon ruins. Any sufficient noise of **Fair** or better can alert the bandits of the hero's presence.

Olivia Bornstar

~Attributes~

Strength: Fair
Stamina: Good
Agility: Fair
Charisma: Great
Intelligence: Fair
Perception: Mediocre

~Skills~

Dodge: Mediocre
Sneak: Poor
First Aid: Fair
Historical Knowledge: Mediocre
Sense Purpose: Fair
Survival: Great

NOTES:

Olivia was born in the city of Raskan near the Plains of Lidyl. She married Oskar Bornstar and setup shop as a general goods dealer. When the Illusion Wars reached the Raskan, they fled trying to make their way to Sovereign to wait out the rest of the war.

ODF: 0

DDF: 0

Scale: 0



The heroes can pick up the trail of the bandits who took the refugees with a **Great scouting check**.

If the players choose to engage the bandits instead of sneaking around them, it will take a **Great Perception check** to notice that there is one more bandit inside a tipped over wagon rummaging around. If the heroes do not detect them, the one bandit gets a free unopposed action against the closest hero.

Out of the seven bandits, five are carrying swords or knives while two of them are carrying bows and arrows. The GM should choose which bandit is which or assign them randomly.

When the bandits are defeated, the heroes will be able to find a crudely sketched drawing of the bandit camp and its location, which will help them find where the refugees have been taken. There will also be a **mediocre** amount of gold between the bandits.

Part 2 – The Bandit Camp

After the heroes have located the bandit camp, they will discover that it located on the lower plateau of the Ashitor Mountains. They will approach the camp from the south and see cages filled with prisoners and bandits getting ready to pack up camp. Anyone listening will hear them discussing the amount of money they will make when they sell them for slaves down south.

The leader is **Griften Klaw** and he is easy to spot as the man is not only the one

Bandit

ODF: 0

~Attributes~

DDF: +1

Strength: Good

Scale: 0

Stamina: Fair

Agility: Good

Charisma: Fair

Intelligence: Fair

Perception: Fair

~Skills~

Armor Proficiency: Fair

Scouting: Fair

Melee Proficiency: Good

Survival: Great

Local Knowledge: Mediocre

NOTES:

Bandits are the run-of-the-mill groups that roam the countryside taking advantage of those who stumble in to their grip. Thieves, murderers, kidnappers, and rapists, there are extremely few cities who do not reward heroes for killing these scum.

Brown Sleeper Snake

ODF: +1

~Attributes~

DDF: 0

Strength: Fair

Scale: -3

Stamina: Fair

Agility: Superb

Charisma: Mediocre

Intelligence: Poor

Perception: Great

~Skills~

Bite: Great

Dodge: Good

Stealth: Superb

Notes:

The brown sleeper snake is a nuisance to anyone who is used to living in the outdoors. Sly, sneaky devils with scales that resemble the dirt of the ground, their bite can quickly kill if not treated fast enough.

Sleeper venom: Make one unopposed 4df roll per turn and apply -1 scratch to any roll below Stamina bitten character's stamina level. This lasts for four rounds or if a **Great First Aid** check (Good if medical kit present) is made. *The bite attack DOES NOT suffer scale penalty.*



giving directions to the rest, but he is wearing a tattered robe over his armor. A **fair historical knowledge** check will allow the

hero to recognize the design pattern of the Nightshade mage’s guild, an outlawed college for practicing illegal magic like necromancy and magical enslavement.

The guards are not on high alert, more interested in packing up so their perception is only **mediocre**.

There are three bandits with Griften Klaw while two more are in the tents. They will come charging out if there is an attack.

Though the players may want to secretly break out the refugees, it will be discovered to impossible as the cages need a special key, which is located on the bandit leader Klaw.

When the fight breaks out, Klaw will not engage the players immediately, but utilize the two spells he knows, **Firebolt** and **Lesser Shield** to defend his people. Klaw will cast firebolt every three rounds at a random player and apply the lesser shield on his bandits unless, he is under attack.

Ending – The Refugees are free!

When Klaw dies, any surviving bandits will flee. The refugees will be very thankful of for being rescued and the older gentleman will offer an amulet which has the ability to deflect magic (+1 DDF against magical attacks).

Oskar Bornstar can be found beat up, but alive. He will tell the players that the bandits knew he had gold in his wagon, but couldn’t find the secret compartment. He will give this information to the players as

thank you for the rescue. The refugees will then return to Bode’s hamlet to rest and recuperate before moving on again. ♦

| | |
|---|-----------------|
| Griften Klaw | ODF: +2 |
| ~Attributes~ | DDF: +1 |
| Strength: Good | Scale: 0 |
| Stamina: Fair | |
| Agility: Good | |
| Charisma: Fair | |
| Intelligence: Fair | |
| Perception: Fair | |
| ~Skills~ | |
| Armor Proficiency: Good | |
| Scouting: Fair | |
| Melee Proficiency: Good | |
| Survival: Great | |
| Local Knowledge: Mediocre | |
| Magic: Good | |
| NOTES: | |
| Griften Klaw is a notorious bandit leader who has been hard to catch by the law. An old acolyte of the banned Nightshade college, he has been out for revenge ever since. | |

Firebolt (+2 ODF, -1 scratch for two turns): A flaming ball of fire, when it hits a target, taken a opposed action roll against a good level, anything lower the target takes -1 scratch for two rounds.

Lesser Shield (+2 DDF): A glittery shield that protects against most attacks (unless description says otherwise). It lasts for 2 rounds + magic level of the user. Can be disrupted by a magical shield cracking attack. The shield can absorb 4 points of damage before collapsing.



About This Fudge Roleplaying Game Document:

The text content of this document is released under the terms of the Open Game License, which can be found at <http://fudgerpg.com/about/legalities/ogl.html> and is incorporated here by reference.

About Fudge:

Fudge is a roleplaying game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design and other online forums. The core rules of **Fudge** are available free on the Internet at <http://www.fudgerpg.com> and other sites. **Fudge** was designed to be customized, and may be used with any gaming genre. **Fudge** gamemasters and game designers are encouraged to modify **Fudge** to suit their needs, and to share their modifications and additions with the **Fudge** community.

The Fudge game system is copyrighted ©2000, 2005 by Grey Ghost Press, Inc., and is available for use under the Open Game License. See the fudgerpg.com website for more information.”

The Fudge [or Fudge System] logo is a trademark of Grey Ghost Press, Inc., and is used under license. Logo design by Daniel M. Davis, www.agyris.net.

Open Game License Compliance:

In accordance with the Open Game License Section 6 “Notice of License Copyright” the following is the required and updated Section 15 “Copyright Notice.”

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Fudge 10th Anniversary Edition Copyright 2005, Grey Ghost Press, Inc.; Authors Steffan O'Sullivan and Ann Dupuis, with additional material by Jonathan Benn, Peter Bonney, Deird'Re Brooks, Reimer Behrends, Don Bisdorf, Carl Cravens, Shawn Garbett, Steven Hammond, Ed Heil, Bernard Hsiung, J.M. "Thijs" Krijger, Sedge Lewis, Shawn Lockard, Gordon McCormick, Kent Matthewson, Peter Mikelsons, Robb Neumann, Anthony Roberson, Andy Skinner, William Stoddard, Stephan Szabo, John Ughrin, Alex Weldon, Duke York, Dmitri Zagidulin

Refugee Rescue Copyright 2016, Jonathan Snyder. Released under the [Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License](https://creativecommons.org/licenses/by-nc-sa/4.0/).

Cover designed by [Jessica Werner](https://www.instagram.com/jessicawerner/), Copyright 2016. Used with Permission.

Forest Map Copyright 2009-2016, [John Godslan](https://www.instagram.com/johngodslan/). Released under the [Creative Commons Attribution-ShareAlike 4.0 International](https://creativecommons.org/licenses/by-sa/4.0/)



Helmeted Medieval Knight or soldier Copyright 1850, Paul Mercuri. Released in the Public Domain via Wikimedia Commons.

Border by Savetz Publishing, Inc. Copyright 2011-2016. Used with Permission.

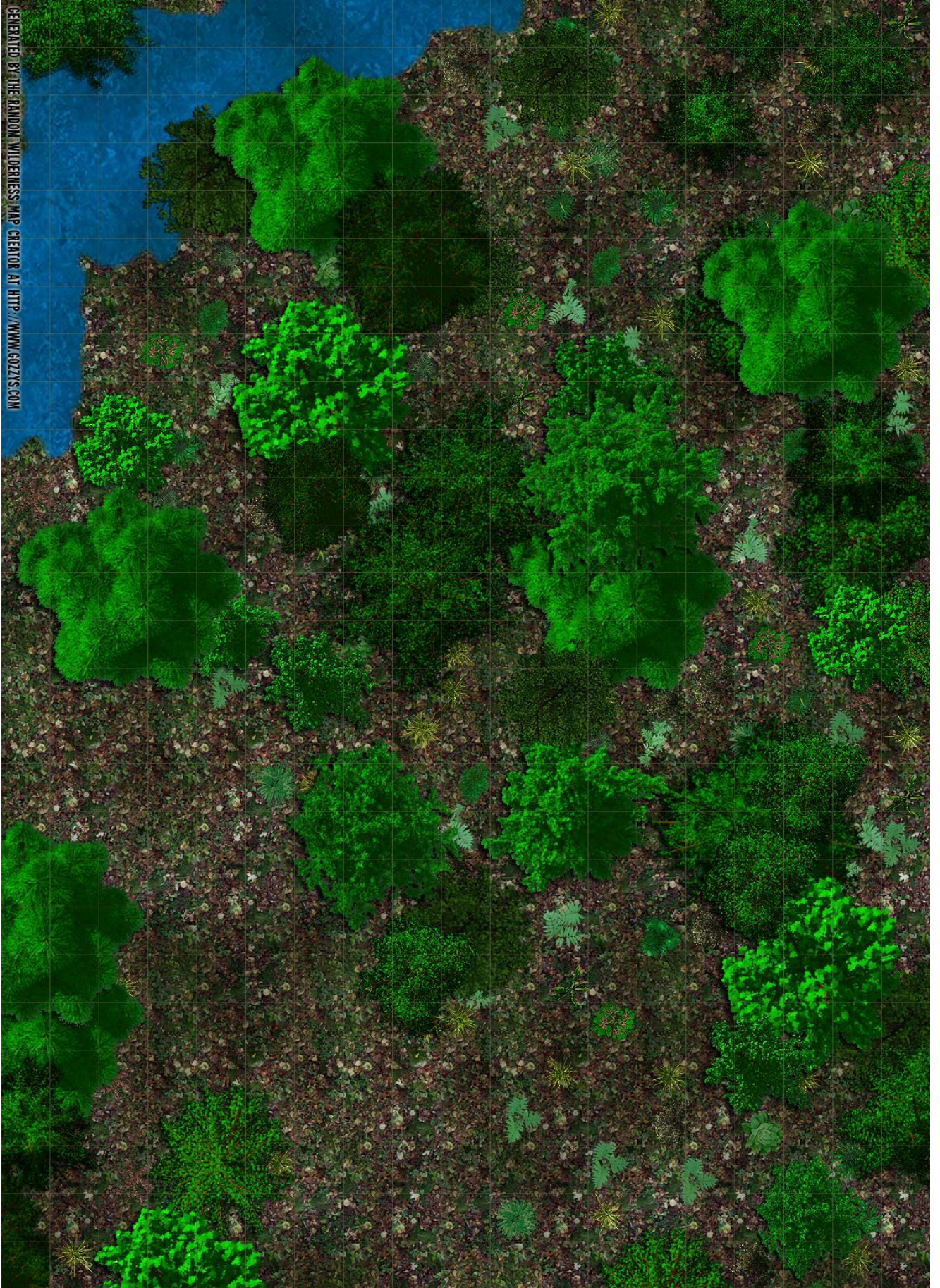
In accordance with the Open Game License Section 8 “Identification” the following designate Open Game Content and Product Identity:

OPEN GAME CONTENT

The Bandit, Griffen Klaw, Brown Sleeper Snake, Lesser Shield and Firebolt (including their stats) are released under the open game content license.

PRODUCT IDENTITY

The Fudge Swoosh Dice and JTGames logo, and cover, and border are protected by standard copyright law.



GENERATED BY THE RANDOM WILDERNESS MAP CREATOR AT [HTTP://WWW.GOZZYS.COM](http://www.gozzys.com)

CHARACTER SHEET



-BASIC INFORMATION-

Name: Julan Bek

Race: Human

Player: _____

Fudge Points: 4



-ATTRIBUTES- -LEVELS-

| | |
|---------------------|----------|
| Strength | Good |
| Stamina | Fair |
| Agility | Good |
| Charisma | Mediocre |
| Intelligence | Great |
| Perception | Fair |

-SKILLS- -LEVELS-

| | | |
|----------------------|----------|--------------------------------|
| Armor Proficiency | Good | GIFTS Tactics |
| Bluff | Fair | |
| Disable Device | Fair | |
| Scouting | Good | |
| Sneak | Fair | FAULTS Code of Honor |
| First Aid | Fair | |
| Historical Knowledge | Mediocre | |
| Local Knowledge | Mediocre | |
| Melee Proficiency | Good | |
| Sense Purpose | Fair | |
| Survival | Fair | |
| Persuasion | Fair | |

-WOUND TRACK-

| | | | | | | |
|--------|------|---------|------|-----------|---------------|------------|
| | - | 0 0 0 | 00 | 00 | 0 | 0 |
| Damage | 0 | 1-2 | 3-4 | 5-6 | 7-8 | 9 |
| | None | Scratch | Hurt | Very Hurt | Incapacitated | Near Death |

-CHARACTER HISTORY-

-NOTES-

CHARACTER SHEET



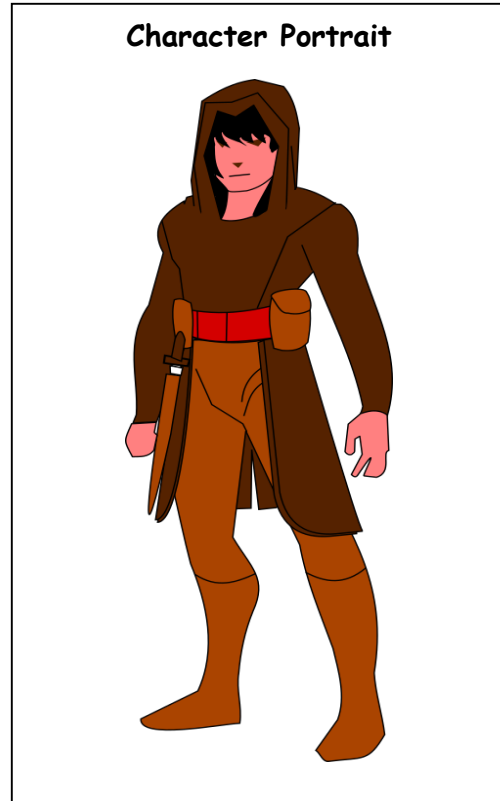
-BASIC INFORMATION-

Name: Topher Malagan

Race: Human

Player: _____

Fudge Points: 4



-ATTRIBUTES-

-LEVELS-

| | |
|---------------------|------|
| Strength | Fair |
| Stamina | Fair |
| Agility | Fair |
| Charisma | Fair |
| Intelligence | Fair |
| Perception | Fair |

-SKILLS-

-LEVELS-

| | | |
|----------------------|----------|----------------|
| Armor Proficiency | Fair | GIFTS |
| Bluff | Fair | |
| Disable Device | Fair | |
| Scouting | Fair | Break Fall |
| Sneak | Great | FAULTS |
| First Aid | Fair | |
| Historical Knowledge | Fair | |
| Local Knowledge | Good | |
| Melee Proficiency | Mediocre | |
| Sense Purpose | Fair | Overconfidence |
| Survival | Fair | |
| Persuasion | Fair | |

-WOUND TRACK-

| | | | | | | |
|--------|------|---------|------|-----------|---------------|------------|
| | - | 0 0 0 | 00 | 00 | 0 | 0 |
| Damage | 0 | 1-2 | 3-4 | 5-6 | 7-8 | 9 |
| | None | Scratch | Hurt | Very Hurt | Incapacitated | Near Death |

-CHARACTER HISTORY-

-NOTES-

CHARACTER SHEET



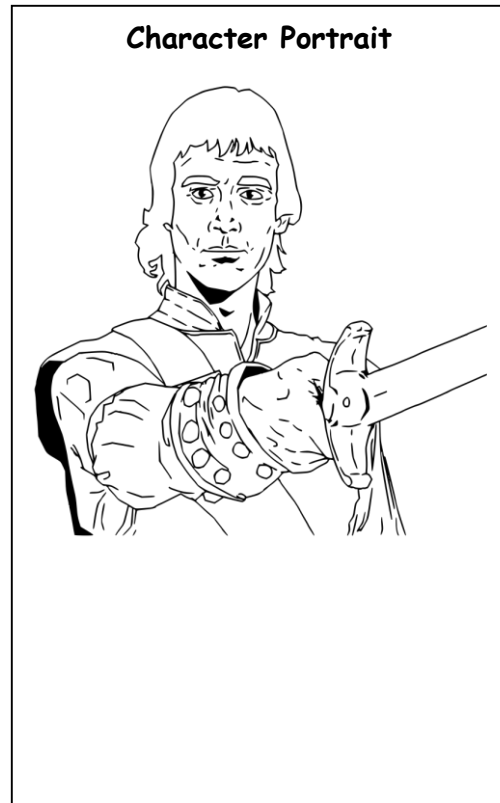
-BASIC INFORMATION-

Name: Adolphus Mare

Race: Human

Player: _____

Fudge Points: 4



-ATTRIBUTES- -LEVELS-

| | |
|---------------------|------|
| Strength | Good |
| Stamina | Fair |
| Agility | Fair |
| Charisma | Good |
| Intelligence | Fair |
| Perception | Good |

-SKILLS- -LEVELS-

| | | |
|----------------------|----------|-------------------------------|
| Armor Proficiency | Good | GIFTS Code of Honor |
| Bluff | Fair | |
| Disable Device | Fair | |
| Scouting | Fair | FAULTS Quixotic |
| Sneak | Fair | |
| First Aid | Fair | |
| Historical Knowledge | Fair | |
| Local Knowledge | Mediocre | |
| Melee Proficiency | Great | |
| Sense Purpose | Fair | |
| Survival | Fair | |
| Persuasion | Fair | |

-WOUND TRACK-

| | | | | | | |
|--------|------|---------|------|-----------|---------------|------------|
| | - | 0 0 0 | 00 | 00 | 0 | 0 |
| Damage | 0 | 1-2 | 3-4 | 5-6 | 7-8 | 9 |
| | None | Scratch | Hurt | Very Hurt | Incapacitated | Near Death |

-CHARACTER HISTORY-

-NOTES-

CHARACTER SHEET



-BASIC INFORMATION-

Name: _____
 Race: _____
 Player: _____
 Fudge Points: _____

Character Portrait

-ATTRIBUTES- -LEVELS-

| | |
|---------------------|--|
| Strength | |
| Stamina | |
| Agility | |
| Charisma | |
| Intelligence | |
| Perception | |

-SKILLS- -LEVELS-

| | | |
|----------------------|--|---------------|
| Armor Proficiency | | GIFTS |
| Bluff | | |
| Disable Device | | |
| Scouting | | |
| Sneak | | FAULTS |
| First Aid | | |
| Historical Knowledge | | |
| Local Knowledge | | |
| Melee Proficiency | | |
| Sense Purpose | | |
| Survival | | |
| Persuasion | | |

-WOUND TRACK-

| | | | | | | |
|--------|------|---------|------|-----------|---------------|------------|
| | - | 0 0 0 | 00 | 00 | 0 | 0 |
| Damage | 0 | 1-2 | 3-4 | 5-6 | 7-8 | 9 |
| | None | Scratch | Hurt | Very Hurt | Incapacitated | Near Death |

-CHARACTER HISTORY-

-NOTES-