

A FUDGE TALE
GLOOMBANE
MANOR



BY
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Welcome to Gloombane Manor

Welcome to the Gloombane Manor 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. 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 into parts making it easy to run in one sitting and 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** difficulty except for Armor Proficiency, Historical Knowledge, Local Knowledge, and Melee Proficiency (1.62). These four skills are considered **Hard**. This build also takes into 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, 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.

Blind Fighting

The ability to fight while blinded or in darkness with a reduce penalty, through the use of other senses such as sound, smell, and touch. The Gm may simply allow the reduced penalty automatically, or may require a Fair roll to determine the character's concentration. The GM may determine modifiers based on conditions other than the darkness itself; such as whether the characters other sense are affected - due to noise, for example. (86)

Distractable

The character suffers a penalty when engaged in a long-term task, such as performing researcher or keeping watch. The GM should use their discretion for this effect. (110)

Greedy

The character loves money, and will always attempt to obtain more. This may include dishonest methods, such as theft, and it may be necessary for the character to roll to avoid stealing something of value if the opportunity arises. (111)

Mountaineering

The ability to climb natural surfaces, traverse dangerous areas, and safely guide and transport others through mountainous

terrain and up rock faces. It may encompass climbing.

Roll once per difficult task attempt (such as climbing a rock face, or traversing a glacier).

The difficulty level will depend on the terrain. A sheer rock face might be of Good or Great difficulty, whereas glacier travel might be Mediocre or Fair. The GM may assign bonuses to other character's default (i.e. Poor) rolls by virtue of being led by an experienced mountaineer (e.g. +1 level for each level of relative degree). (97)

Overconfidence

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





The Little town below Gloombane

The manor of Gloombane looms over the small village of Breezewood. Primarily a self-sufficient town, they sometimes get traders passing through on their way towards the Forlorn Mountains. Lately, though, the city has faced an unprecedented challenge.

Women ranging from the ages of 16 to 25 have gone missing in the night with no signs of a break-in. The mayor has put out a request for help to find out what has happened to the mothers and daughters of the town.

The Player Characters (PCs from this point on) can get involved with by responding to the call for assistance that has been circulated through the county or stumbled upon the adventure while passing through Breezewood.

Mayor Ada Ibeth can be found in the center of town at the Council Chambers handling day to day business. If the players choose not to go immediately to her they can hear rumors of the case being discussed all around them.

The mayor will be very helpful and excited that adventurers have come. She is a fussy and overprotective woman who takes each and every citizen seriously. She will repeat multiple times that the town is so remote that any help is seen as sacred.

If the PCs accept the mission, the Mayor will take them to the local clinic as they just recently had a break in the case. At the clinic is a young girl **Beth Afela** who is still wearing a dirty nightshirt, her hair filled with bracken and dirt. She has a haunted look in her pale blue eyes.

BETH AFELA STORY

Beth Afela is the daughter of the local cobbler and had gone missing three nights earlier. All she remembers is that waking up walking through the fields being led by strange, pale forms.

She could not pull herself away or change her course from the Gloombane Manor. The next memory she had was being in a large room with geometric tiles on the floor and the feeling of energy and cold all around her. There are bodies of others and the sound of chanting. A strange rush of energy seems to be hissing in the room and stealing her strength.

She remembers that something happened that weakened whatever was holding her and Betha rushed out blindly. The girl escaped into the fields and were found by a shepherd before whatever had taken her could find her again.

Name: Betha Afela

Strength: Poor

Charisma: Mediocre

After each question that is asked, The GM should check her mental state. If the player rolls higher than her, then she becomes stressed. If too much stress is applied, she'll refuse to talk. If she has already told them everything she knows, she'll refuse to talk.



Another is taken

As soon as the GM decides that the PCs have had enough time to question the young woman, a village constable bursts in to inform the Mayor that another girl has been taken. The Mayor asks the PCs to come investigate.

If the players agree, they will be taken to the house of a blacksmith on the edge of town and both the mother and father are there. It is not any use to question them as they have no clue of what happened. Their daughter has always been a quiet, studious girl with hopes to going to the royal college.

Her room is a small place up in the attic and there the heroes can investigate. The room is a bit chilly as the window is not shuttered and a faint trace of cinnamon and another strange odor float in the room. Anyone who is learned can do a knowledge check on the smell. With a **Good** roll, the character will know that the smell is of cinnamon and death, a roll of **Great** or more will recognize the combination as a substance used in burials all over the land.

Magical players, with a roll of **Great**, can sense the aura of magic that has long left the room. If the roll is **Superb** or higher, they can recognize the aura as something undead.

There are also physical signs of disturbance and the appropriate checks at the GM's discretion show that something came through the window and carried the young girl off. From the looks of it, in the direction of Gloombane Manor.

Gloombane Manor

Gloombane Manor sits on the top of a tall hill and overshadows the rest of the town. It has been abandoned for quite a number of years and has become infested with all manner of creatures. As the majority of the creatures remain within the manor's property lines.

The town's garrison will have an annual hunt to help clean out the infestation and the hunt happened three months earlier. There was nothing of note except some giant rats and a ghoul or two.

Approaching Gloombane

For the adventurers, everything seems to be pointing to Gloombane. Though they can question the mayor, the garrison, and the town, the information is about the same. The place is abandoned and there was nothing worse up there than a few annoying creatures and pets.

The path up to the manor is in disrepair and the players could slip on the loose dirt and mud from the rains. It would take a **Fair** agility to keep from falling and hurting them.

Upon arrival, they will come up to a large two story house that is barely standing. Cobwebs and shattered glass are all that greets them plus the moaning of the wind blowing through dead trees in the courtyard. The courtyard itself is surrounded by a black iron fence.

Courtyard (1)

The courtyard was once a wonderful place but it has since been overrun by underbrush and unkempt trees. The wind here is



still but rustling can be heard at times, faint in the poplar trees high up.

A **Good** scouting roll will show that there was human activity in the courtyard including the body of a giant rat long eaten by insects and mold. Searching the rat's body will allow them to find a few scattering of gold coins dropped from someone's pocket.

The windows are too stained and dirty to be able to peer in so the only way to see what is going on is to enter the house itself.

The door itself is locked but the old rusty lock does not look that strong. The players can either try to unlock the door or knock it down. *If you have a player with the ability to teleport, that player will be unable to as there is a very strong energy barrier keeping him out. The only way to detect it is to try to teleport.*

The PCs will need a **Great** with disable device to unlock the door or a Strength roll of **Good** to knock the door down. If the players choose to knock down the door, it will alert all creatures inside the house on the ground floor. It will be **Impossible** to sneak or ambush.

Entryway (2)

The entryway is in much worse shape than the outside of the building. The owners had left it in a hurry leaving their jackets, canes, and hats on their racks. They have since been consumed by moths and rodents.

Anyone with a **Good** perception will be able to spot the strange symbol glinting on the wall below ankle height. A magic user with a **Fair** knowledge check will recognize it as a warning sigil. It would take a

Disable Device of **Superb** from a magic user and **Impossible** for a non-magic user to disable. It can be avoided with a minimum Agility of **Good**.

If the warning sigil is tripped, it is like a loud bell in the spirit world. All creatures in adjacent rooms will know they are there and come looking for them. The PCs will be unable to hide as it acts as a homing beacon. The Sigil's effect lasts **1d4** hours.

Foyer (3)

The foyer was once grand but it the giant crystal chandelier has since fallen from the ceiling and shattered on the floor. To the north there are two staircases joined heading up to the second floor but any attempts to do so will be futile. There is a **spell of eternity** applied to it and so anyone climbing the stairs will feel like they are climbing but get no closer. It is **Impossible** to break.

There are four **Pitiful Souls** in the room and dependent on their status will set the options available.

Smoking Room (4)

The old smoking room has a burnt red appearance and old relics of their by-gone owners. The key pieces of furniture are two sofa chairs and a foot stool set up by the fireplace. The fireplace itself burns bright blue with **mage fire**.

Upon entering the room, a magical shield goes up keeping the PCs from leaving and the two chairs and footstool come alive.



PITIFUL SOUL

ODF: 0

~Attributes~

DDF: 0

Scale: 0

Strength: Fair

Stamina: Fair

Agility: Good

Charisma: Poor

Intelligence: Poor

Perception: Good

~Skills~

Melee Proficiency: Good

Sneak: Good

~Gift~

Pitiful Cry (Player must roll Great or higher to not be stunned for two rounds).

~Fault~

Mindless

~About~

Pitiful souls are creatures that can naturally be created when humans die from unnatural causes or by necromancers ripping the life force out of mortal beings.

Pitiful souls are stuck in the shadow realm with no memory of who they were and wish to feed on other life forces. They can be commanded by the necromancer that made them.

The chairs are blind so they will hunt based on the sound that the players make in the room. The primary goal of the furniture is to keep the PCs from entering the Dining Room.

Dining Room (4)

The dining room is fancy with a long oak table that was set with dishes at one time. Whoever was occupying the room now had pushed all the tableware to the side and set up a lab of some type. Ingredients and chemicals are scattered around in bowls, vials, and bags.

A **Fair** roll will tell magic users that the setup is that of a necromancer. An alchemist with the same roll will recognize the tools of an alchemist. A **Good** perception will allow players to discover 2 complete potions of **Ethereal Light** on the table.

If the GM chooses, Alchemists or magic users can take the time to create any spells or potions that they might know.

Red Sofa Chair ODF: 0

Strength: Good **DDF:** +1

~Skills~

Armor Proficiency: Good

~Gift~

Thundering Kick (Player may get kicked and stunned for a round).

Wooden Foot Stool ODF: +1

Agility: Good **DDF:** 0

~Skills~

Melee Proficiency: Good

~Gift~

Snarling Bite (Stool will latch on player extremity and hold on.)



The Study (6)

The study is a two part room where they see an ethereal mist. A **Great** knowledge check will tell the character that the mist is not really there but it does mean that the mortal plane has intersected with the Shadow plane. Anyone who has been trained to see through planes or to ignore illusions or has drunk the potion of ethereal light will see the room as empty except for a large hulking spirit, the **Bereft Shade** watching and waiting.

It knows they are present and will speak to them. It will tell them that he has been bound by **Dia Kelera** who is trying to summon **The Sapphire Enchantress**. He will give them a choice. He will allow them to use the Shadow plane to bypass the spell of eternity on the stairwell in trade for one of the women so he can use her life force and return to his world. If the players refuse, the Bereft Shade will be resigned to it and try to kill the players as he feels other adventurers will be open to the deal later.

Ballroom (7)

Past the steps with a spell of Eternity, the PCs will find the ballroom. Upon entering, it is easy to see that it has been converted into a work chamber with tables strewn everywhere with different items on them.

In the center of the room is a glowing blue sphere and in a circle around it are women of different ages sprawled out on the ground. Energy tendrils are connected to their bodies from the sphere in the center. **Dia Kelera** stands there with his back to the PCs while holding an amulet up to the sphere. He is saying, "*Return, My lady! Return to*

The Shadow Plane

The Shadow Plane is a pale, dead copy version of the mortal plane where the unnatural spirits reside. This world can be accessed by powerful mages or through natural occurrence.

To those who are untrained, the intersection looks as if filled with mist which causes a -2 on all perception based skills and attributes.

Potion of Ethereal Light

This potion allows the consumer to temporarily fade into the Shadow plane. This allows them to interact with whatever in the plane including inflicting damage of creatures that are fully enshrouded. The ability lasts for 10 combat rounds.





BEREFT SHADE ODF: +1

~Attributes~

DDF: +1

Scale: 0

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

~Skills~

Melee Proficiency: Good
Armor Proficiency: Good
Sneak: Fair
Survival: Great

~Gift~

Enshrouded. (No mortal weapon can harm it but it is still susceptible to magic and ghost steel).

~Fault~

Relentless (Will not stop fighting unless killed)

~About~

One of the more powerful unnatural spirits that can be created, the bereft shade is nothing to trifle with. Enshrouded in the shadow plane, the bereft shade can siphon off the life force of others and turn them in to pitiful souls.

Like many unnatural spirits, it is still vulnerable to magic attacks and weapons constructed of ghost metal.

~Spells~

Siphon

the living world and take back the life force stolen from you.”

Players Wait until Spell is complete.

If the players wait until the spell is complete to see what happens, The 7 women in the room will turn into pitiful souls and a beautiful woman will appear. Dia Kalera will fall to his knees in respect but she will look directly at the PCs.

“You shouldn’t have hesitated dear ones.” She says.

With a flick of her wrist, the tendril of blue energy will grip Dia Kalera and he will be drained and turned into a Bereft Shade sent on the players.

Players do not wait for spell completion.

As soon as the players enter the room, an angry, silky female voice booms out of the sphere. *“Unwanted guests, my dear Dia, kill them before they can stop you.”*

The necromancer will attack the player with all his might. If he is very wounded and not incapacitated, he will turn on one of the prostrate women and drain them of their life force erasing his very hurt. He will do this until defeated or does not have any more prisoners.

Upon his defeat, the sphere will vanish and a beautiful woman will be replaced. She seems out of breath but stares at the players with a hint of amusement.

“You may have saved them, dear ones, but I’m still free.”

She will then vanish before the players can attack her.



If a Deal with struck with the Bereft Shade

If the players had agreed to the deal proposed by the bereft shade, it will appear at this time demanding its payment. Even if all the women are drained in combat against Dia Kalera, It will select a young 20-year-old girl named **Lysa** that he claims is sick with a terminal disease and had survived. If the players agree to continue with the deal, it will drain her life turning her into a pitiful shade and then vanish.

If the players refuse the deal, the Bereft Shade will attack them.

Ending

With the Sapphire Enchantress loose, the PCs have no choice but to return with the survivors back to the town.

If All the Women & Lysa survive

The players are welcomed as conquering heroes and are given double their reward. Their reputation with the town of **Breezewood** will become Heroes.

If half the women survive & Lysa

The mayor will thank them for risking everything to save what they could. The survivors will return to their homes and the PCs will be rewarded their pay. Their reputation with the city will become friendly.

If only Lysa survives.

The Mayor will be sad that only one, young girl survived. The mayor will pay them but their reputation does not change.

If Lysa dies in any scenario.

The town will know what happened, either by the PCs telling or an NPC followed

them and saw the deal. The PCs will be accused of being murderers even though they may have saved some. They will be run out

DIA KOLERA

ODF: +1

~Attributes~

DDF: +2

Scale: 0

Strength: Mediocre

Stamina: Good

Agility: Good

Charisma: Good

Intelligence: Superb

Perception: Good

~Skills~

Melee Proficiency: Good

Armor Proficiency: Great

Sneak: Fair

Survival: Great

~Gift~

Magical

~Fault~

Insane (will not negotiate or see reason)

~About~

Dia Kolera is a necromancer who has been obsessed with bringing back the Sapphire Enchantress. Though not much is known about his past, he will stop at nothing to bring her back.

~Spells~

Summon Creature (Pitiful Souls)

Firebolt

Siphon



of town with no pay and the reputation set to enemy.

Notes for the GM

At the end of this adventure, your PCs may have questions of who the Sapphire Enchantress was and where she had gone. The little town of Breezewood has never heard of her and she will return again in a future title **A Fudge Tale: The Sapphire Enchantress**.

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.

Summon Creature: The ability to summon a creature from alternate dimensions or through re-animation. For ever two levels above Fair (rounding up), one extra creature arrives. (E.g. Sorcerer rolls a Superb, two skeletons appear instead of one).



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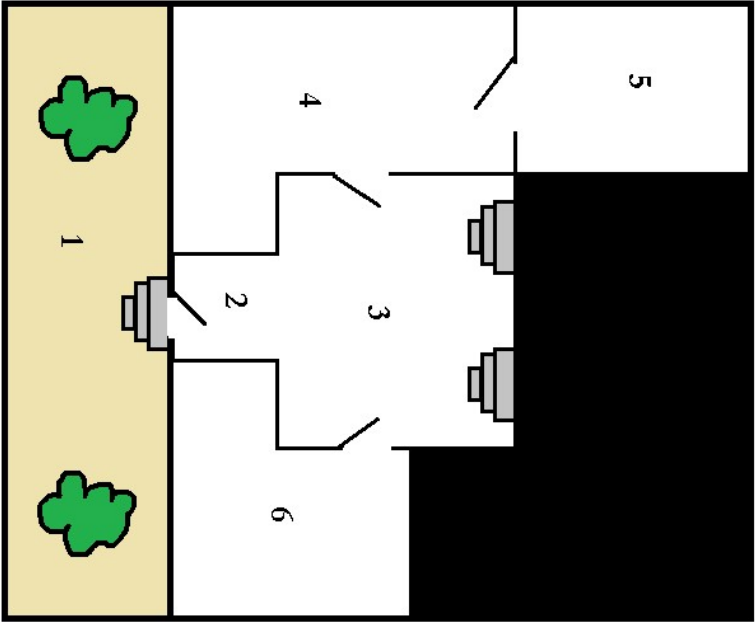
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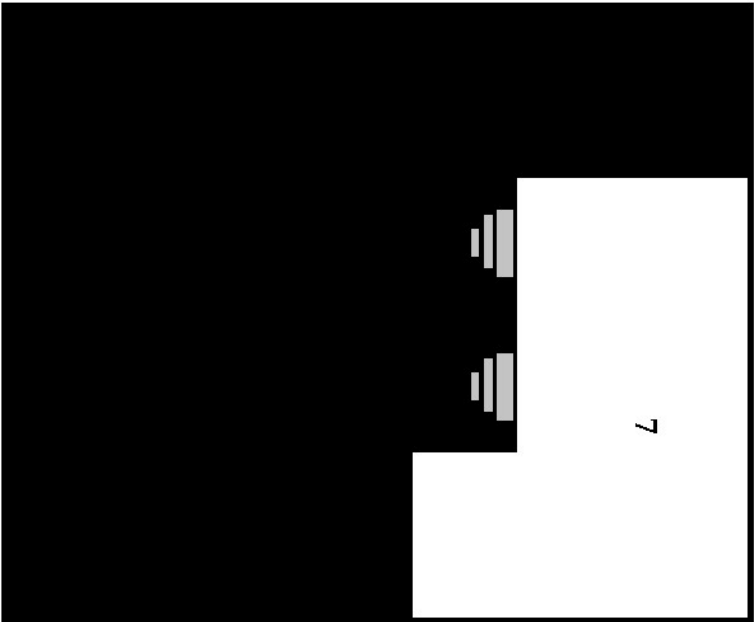
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Ground Floor



1st Floor

CHARACTER SHEET



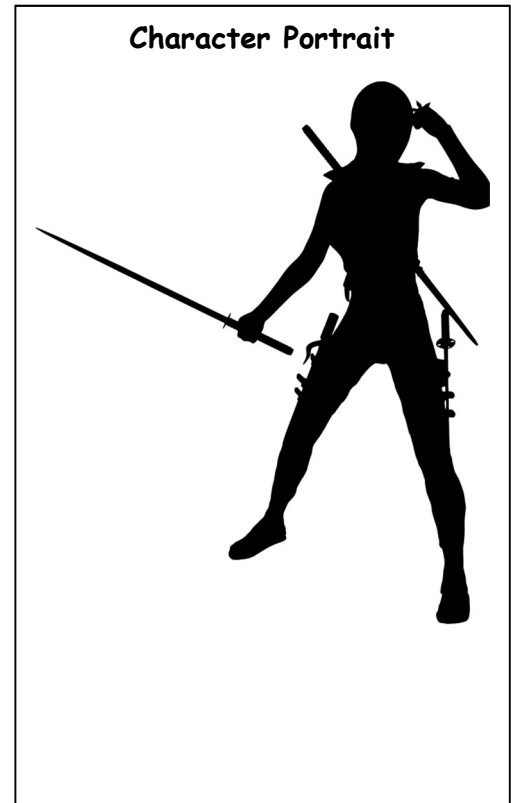
-BASIC INFORMATION-

Name: Jessa Akava

Race: Human

Player: _____

Fudge Points: 4



-ATTRIBUTES-

-LEVELS-

Strength	Mediocre
Stamina	Fair
Agility	Superb
Charisma	Fair
Intelligence	Fair
Perception	Good

-SKILLS-

-LEVELS-

Armor Proficiency	Fair	GIFTS
Bluff	Fair	
Disable Device	Fair	
Scouting	Fair	Blind Fighting
Sneak	Great	
First Aid	Fair	FAULTS
Historical Knowledge	Mediocre	
Local Knowledge	Mediocre	Overconfidence
Melee Proficiency	Superb	
Sense Purpose	Fair	
Survival	Good	
Persuasion	Fair	

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-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: Ingor Okimar

Race: Human

Player: _____

Fudge Points: 4



-ATTRIBUTES- -LEVELS-

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

-SKILLS- -LEVELS-

Armor Proficiency	Great	GIFTS Mountaineering
Bluff	Fair	
Disable Device	Fair	
Scouting	Fair	
Sneak	Fair	FAULTS Distractible
First Aid	Fair	
Historical Knowledge	Mediocre	
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: Iris Idilik

Race: Human

Player: _____

Fudge Points: 4



-ATTRIBUTES- -LEVELS-

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

-SKILLS- -LEVELS-

Armor Proficiency	Fair	GIFTS
Bluff	Fair	
Disable Device	Good	
Scouting	Good	
Sneak	Fair	
First Aid	Fair	FAULTS
Historical Knowledge	Fair	
Local Knowledge	Fair	Greedy
Melee Proficiency	Fair	
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		
First Aid		FAULTS
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
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-CHARACTER HISTORY-

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