

A FUDGE TALE
THE SECRET OF
LUMBER HILL



BY
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Welcome to Secret of Lumber Hill

Welcome to the Secret of Lumber Hill 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 in to 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 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, 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 characgter to roll to avoid stealing something of value if the opportunity arises. (111)

Mountaineering

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

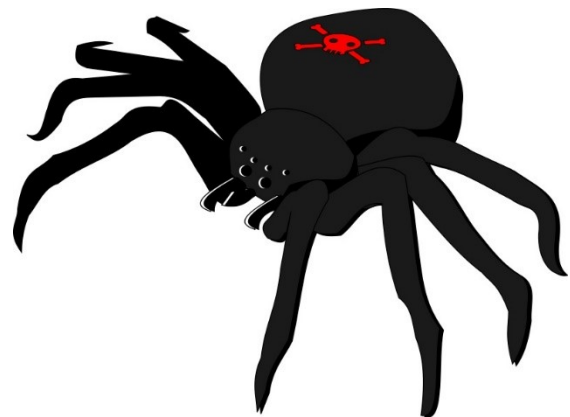
trterrain and up rock faces. It may encompass climbing.

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 glavier 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 overabudnacne 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)





Introduction to the Story

The adventure begins with the heroes in the middle of downtown Spiderwood City when they stumble on a flyer that is pinned to a notice board by the very popular tavern Maiden's Laugh. It is a call to investigate the local lumber mill north of the city. If the heroes want to participate, they should speak to the North section magistrate.

The **Magistrate Arl Rukal** is a short, diminutive fellow with gray hair and eyes to match. He is rather tired and close to retirement so the office is in much more disarray than government offices should be. He will guess correctly that the heroes are there to take up the city on the request for assistance.

The Magistrate will inform them that the city recently decided to expand on their lumber production, two weeks in to the construction, the workers discovered an ancient catacomb underneath where the lumber mill had been built and fled the area do to **Plague Spiders** coming out. A **Fair survival check** will let the player know that plague spiders are large, spiders with a nasty bite and common around old grave sites.

If pressed, players will need a **Good diplomacy check** or better to convince the magistrate to tell them that another team had gone out two days before them and they have failed to return.

The Lumber mill on Christina's Hill

The mill sits alone on the top of a grassy gnoll and the trees that used to stand around it have been cleared out for about three hundred feet. Only the stumps remain to show that they were even there in the first

place. There are between 3 to 6 plague spiders hiding around the mill, dependent on the party size and at initial glance, the place looks like it is empty. Players will need a **Great perception check** to spot the hiding spiders due to the amount of time they have had to prepare their hiding spots.

Plague Spider

ODF: 0

~Attributes~

DDF: +2

Scale: -1

Strength: Good

Stamina: Fair

Agility: Fair

Charisma: Mediocre

Intelligence: Poor

Perception: Great

~Skills~

Melee Proficiency: Fair

Survival: Good

Sneak: Superb

~Gift~

Natural Armor (+2 DDF)

~About~

Plague spiders are large, black arachnids with a distinct red skull pattern on its abdomen. Highly intelligent, they prefer to remain around tombs and catacombs due to feeding on the larger animals that hide there and sometimes undead if the catacomb is magical.

Plague Bite: Make one unopposed 4df roll per turn and apply -1 scratch to the player for every roll below **Good** against the player's Charisma attribute. This lasts for six rounds or if a Great First Aid check (Good if medical kit present) is made. *The bite attack DOES NOT suffer scale penalty.*



The heroes are forced to face down plague spiders, but once they are defeated, they will have the place to themselves. Upon examination of the lumber mill, they will find where the workers were building a new basement and where they broke through in to something below. A **Good Historical knowledge** check will let the adventurers know that the workers broke in to an ancient catacombs, favorite places for plague spiders.

If the heroes choose to explore the mill, they will find that the majority of the place is empty except upstairs in the little storage room. A **Great perception roll** will allow the players to discover two scrolls of healing that have been stuffed in to a corner.

The entrance to the pit is deep, but not so much that they cannot jump down safely. If they do so, it will take a **superb agility** roll to climb back up if they do not fasten a rope or other device before going down. At the bottom they will find the carcass of three workers, stripped of flesh by the plague spiders. There is nothing of value on them.

Catacomb Entrance (Room A)

The catacomb entrance is a hollowed out hole that collapsed in to a long passage dug out of the earth. It's not quite tall enough to stand up completely (Any character over 5'7" will have to stoop). There is only one way to go in the area. As the heroes get closer to the main hallway (2), the floor

starts to change from dirt to carved stone and continues to slop downwards.

The first trap is located in this hallway (1). A Rusty blade trap is active and hidden in the floor to attack from below (*See Rusty blade Trap for stats*).

The Grand Hallway (2)

The Grand hallway is much larger than the main passage that the heroes came through. They have proceeded quite a few feet underground allowing for a carved roof that resembles a vaulted ceiling. The passage is

wide in a way that would allow three people side by side to walk down unhindered and all the walls old, unrecognizable tapestries hang in tatters. There are three plague spiders in the dark ceiling out of the way of any torch light. There are unburnt torches near the front entrance if the players did not bring any along with them with a

bit of flint and steel discarded so that they can light it.

The spiders will wait until they are over the players before dropping down on them to attack.

A **Superb Perception** roll will allow the players to find a little cubby hold hidden behind one of the old, dilapidated wall hangings that once adorned the walls. Inside it there will be a gold ring and a Potion of Magical Obfuscation in an old, smoky glass vial (*See Page 6*).

Rusty Spear Trap (ODF +2)
Type: Mechanical (automatic reset)
Min. Detect level: Good
Min. Disable level: Great
Melee Proficiency: Great

About:
 Upon triggering, the rusty spear trap will shoot out small metal blades from the floor or the wall in the direction of approach. These razor sharp edges can slice through many different materials. It will take Good agility to dodge. If the character rolls below a Fair, the attack is unopposed.



Storage Room (B)

The storage room is a medium sized room stuffed with odds and ends of all different types. The majority of it seems to be someone's household property that had been discarded a long time ago. The person in question used to be rich due to the excellent wood and metals the falling apart furniture had been made of. There are a few human skeletons laying on the floor here. If the heroes search any of the items or do anything to disturb the room, the skeletons will stand and fight the heroes.

Once defeated, a **Good perception** will reveal a few gold coins and a ruby ring among the room's items.

Coffin Room (C)

The coffin room is a small room that houses a sarcophagus where the lid has landed on its side and disintegrated over the ages. An examination of the room will show that whatever was in the coffin had broken out and tunneled out of the room in to the great hallway. A Superb historical knowledge roll will alert players that some

Skeleton Soldier

ODF: +1

~Attributes~

DDF: +1

Scale: 0

Strength: Fair

Stamina: Good

Agility: Superb

Charisma: Poor

Intelligence: Poor

Perception: Fair

~Skills~

Melee Proficiency: Good

Armor Proficiency: Good

~Fault~

Mindless

~About~

A magically created being, the skeleton is one of the more common magical creatures found within dungeons and catacombs. They have no conscious or soul and have been used to guard tombs for as long as people can remember. They are very agile for dodging attacks. *(Use Agility for opposed actions when appropriate)*

Potion of Magical Obfuscation

This blue, sparkling fluid is an area effect that last for **six** rounds. Upon breaking, it releases a cloud of blue mist that evaporates quickly. Anything within a 50 yard radius receives a +3 DDF against any magical based attack. Any magical weapons immediately lose their abilities for the rounds the cloud is active.





magical creatures like Liches or Ghouls will do this to build an underground kingdom.

A **Good perception** roll will find a scroll on the floor tucked underneath rubble that had fallen on top of it. It is a scroll of lesser shielding.

The hallway leading to the coffin room (3) has a rusty blade trap defense (see page 5).

Running River Broken Through (D)

Upon approaching this room, the heroes will hear the sound of rushing water and inside will find where the digging and carving of this room stopped when they broke in on an underground river. The water rushes in large torrents and is extremely dangerous. The GM should make sure the heroes are aware of how dangerous it. If a hero demands to be allowed in the water, the river will carry them away and drown them with **no roll for survival**.

Four skeleton soldiers are here and will rise from the ground as soon as the heroes enter.

The Hall of the Lich (E)

The hall of the lich is a large and deep oval room carved out of the bedrock. Pillars have been carved out of the natural rock to give it the appearance of holding up the roof. In the center of this room is a stone throne and on it the **Dark Lich of Silas Mord**. He hovers there in a cloud of dark evil staring at the entrance where the players come in. He shrieks at them while drawing his sword and says the following, "How dare you intrude on my sanctum, vile creatures. You pollute my world and you will die for it!"

Silas Mord

~Attributes~

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

ODF: +1
DDF: +2
Scale: 0

~Skills~

Armor Proficiency: Great
Melee Proficiency: Good
Magic: Great

~Spells~

Lesser Shield
Summon Creature (Skeleton Soldier)

NOTES:

Silas Mord was a rich miser that used to live in Spiderwood city 200 years earlier. Fearing for his death, he created a spell that would turn him into a Lich after he passed away and was buried. He is driven with insanity and hatred for those who threaten his things and riches.

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.

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).



Ending

When the Lich is killed, it will explode in to Green fire (inflicting 1 hurt for anyone within 5 feet) and any remaining skeletons soldiers that have yet to be defeated will fall apart due to their magical source keeping them together no longer present. A Perception of Great will allow the heroes to discover a cache of gold coins. If this is part of a campaign, they can also find two scrolls of Lesser Shield that they can keep for their next adventure.

Returning to the Magistrate, he will pay them what he owes and thank them for their kind help. The hero's reputation in Spiderwood city will increase to friendly.



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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.

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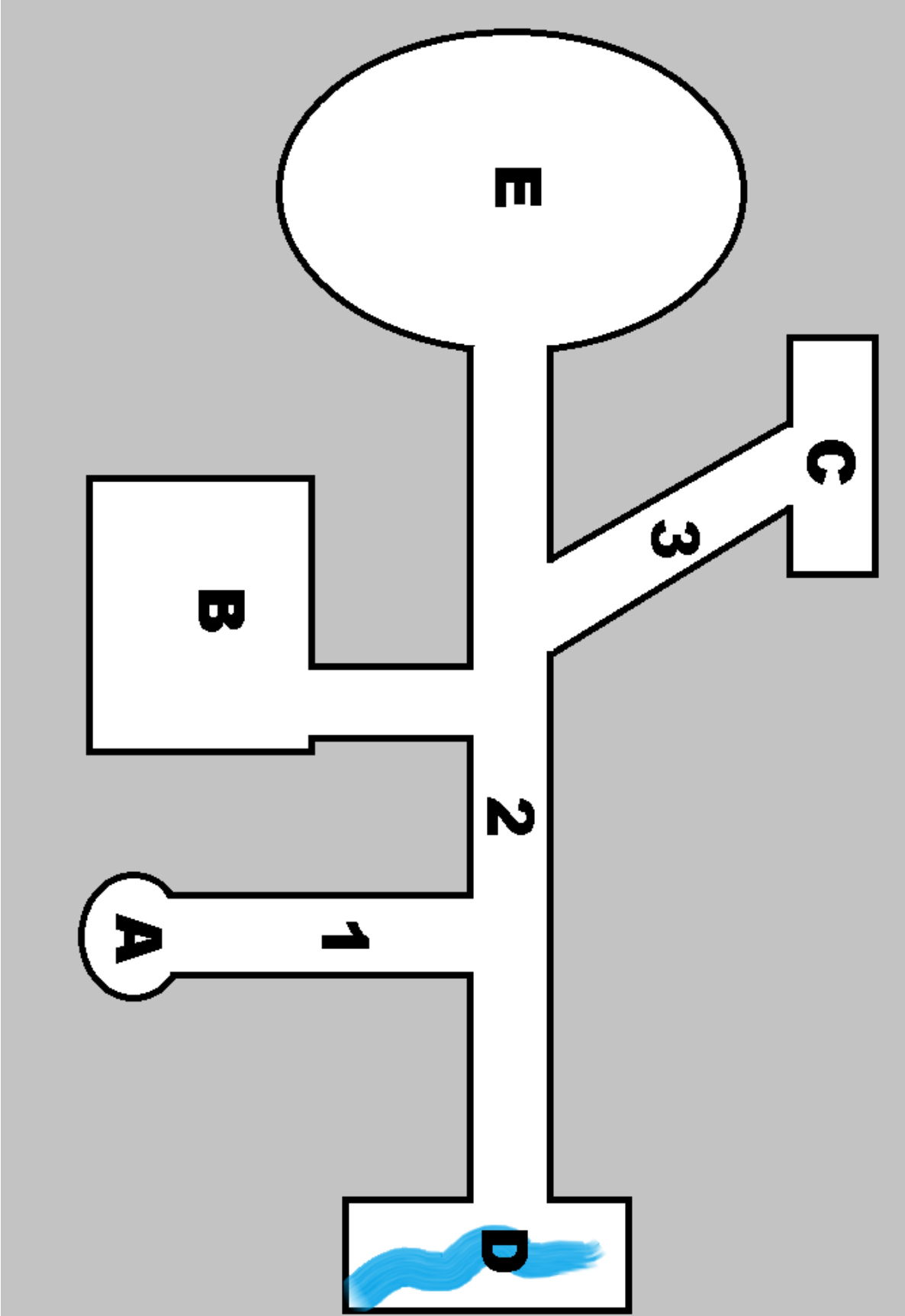
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CHARACTER SHEET



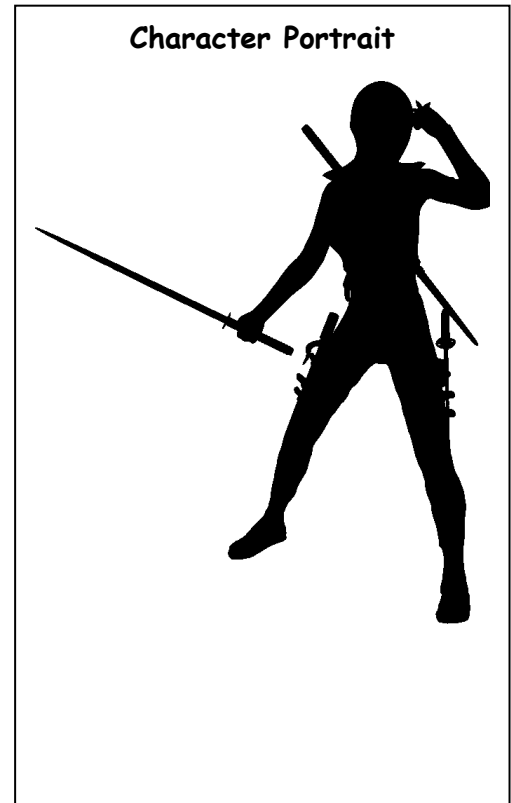
-BASIC INFORMATION-

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	Blind Fighting
Scouting	Fair	
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	
First Aid	Fair	FAULTS Distractible
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 Attractive (+2 social interactions)
Bluff	Fair	
Disable Device	Good	
Scouting	Good	
Sneak	Fair	FAULTS Greedy
First Aid	Fair	
Historical Knowledge	Fair	
Local Knowledge	Fair	
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-

-NOTES-