Polar Fudge Medieval Adventures

Tales of heroes and dark magic in the age of the Zombie Prince Duncan Rebellion.

Polar Fudge Medieval Adventures
Art and Text by Polar Blues Press

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ABOUT FUDGE

FUDGE is a role-playing game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design. The basic rules of FUDGE are available on the internet via anonymous ftp at oz.plymouth.edu, and in book form or on disk from Grey Ghost Press, Inc., P.O. Box 838, Randolph, MA 02368. They may be used with any gaming genre. While an individual work derived from FUDGE may specify certain attributes and skills, many more are possible with FUDGE. Every Game Master using FUDGE is encouraged to add or ignore any character traits. Anyone who wishes to distribute such material for free may do so — merely include this ABOUT FUDGE notice and disclaimer (complete with FUDGE copyright notice). If you wish to charge a fee for such material, other than as an article in a magazine or other periodical, you must first obtain a royalty-free license from the author of FUDGE, Steffan O'Sullivan, P.O. Box 465, Plymouth, NH 03264. You must include at the beginning of each derivative work the following disclaimer, completed with your name, in its entirety

DISCLAIMER

THE KINGDOM WAS IN TURMOIL

"The Kingdom was in turmoil. When the King's eldest son, the popular Prince Duncan, died, the people were sad. When the King himself died shortly afterwards, the people were worried. The next in line, Prince Roderick "The Craven" was neither liked nor trusted.

In the first few years of his reign, Roderick proved himself to be a terrible king. So much so that a group of conspirators sought to bring Duncan back to life. They succeeded but, truth be told, the Prince Duncan they brought back wasn't quite right.

*Under the banner of **Zombie Prince Duncan,** a rebellion arose. The barons now faced the hard choice of siding with the current, detestable king or supporting the pretender who, despite technically being the eldest son, was also undead and given to eating his enemies' brains.*

"The civil war is now in its fourth year, with no end in sight. And while the armies of the nobles fight, The Kingdom increasingly descends into chaos."

Polar Fudge Medieval Adventures is a fantasy adaptation of **Polar Fudge Adventures**. The setting describes a feudal world with supernatural and comedy elements but you can use the rules for any fantasy setting you wish. Polar Fudge Adventures is also available separately at the following link below.

https://ukrpdc.wordpress.com/2022/07/24/polar-fudge-adventures/
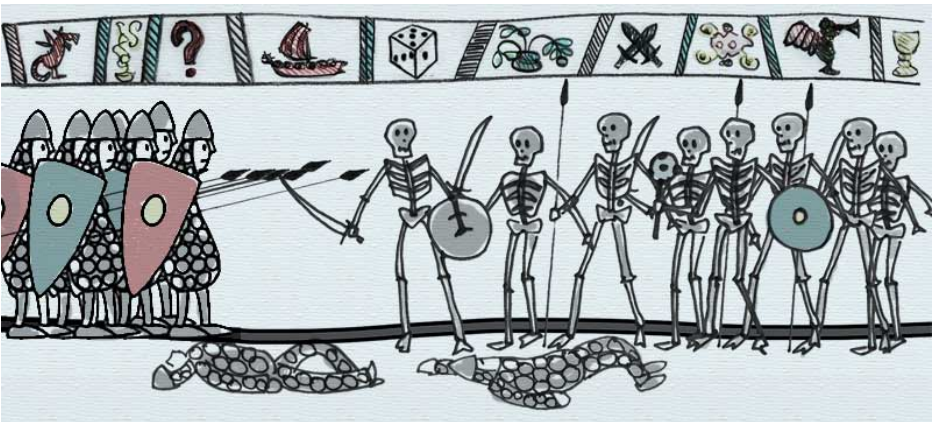
Polar Fudge Adventures

WHAT IS POLAR FUDGE ADVENTURES?

Polar Fudge is a simple variant of the Fudge roleplaying game, similar to that used by other Polar Blues Press games such as **Cyberblues City, Lawmen v Outlaws** and **Bounty Hunters of the Atomic Wastelands**. You should really check those games out.

HOW TO PLAY

Characters have a set of **Attributes** like **Think** and **Fitness**. These Attributes are given a value on the following scale:

Terrible	Mediocre	Fair	Good	Great	Superb	Amazing	Legendary
-1	0	1	2	3	4	5	6

Note how each Rank on this scale has an adjective and a number. You can use either. We mostly use the adjective.

Characters also have a bunch of other traits such as Gifts, Flaws and Think Points. These are explained in the next chapter.

Actions are resolved using **Tests**. In a Test, the gamemaster **(GM)** assigns a Difficulty Rating **(DR)** to a task ranging between TERRIBLE to LEGENDARY. Players roll the dice and add the result to their most relevant Attribute. The task succeeds if this total meets or beats the DR. The degree by which the result beats the DR is called Margin of Success **(MoS)** and can be important.

This game uses Fudge dice. Rolling 4 Fudge dice (**4dF**) yields results ranging from -4 to +4. If you don't have Fudge dice, use regular six-sided dice (**d6**). You'll need two different coloured dice, one to act as your positive die, the other as your negative die. Adding them together will yield results between -5 and +5. It's not the same as 4dF, but it's close enough. If you are using d6s, read any rule that specifically mentions +4 as +5.

In a game of Polar Fudge, each player will control a character like one of the example characters presented in this book. The GM will manage the rest of the world and all the other people in it (referred to as Non-player characters, or **NPCs**). Together, you go on adventures.

CHARACTER CREATION

> **Character Creation Summary**
> 1. **Attributes:** 9 points for Attributes
> 2. **Defence:** Average of Fitness and Focus (rounded up)
> 3. **Hit Points:** Fitness +4
> 4. **Think Points:** Think +2
> 5. **Gifts:** 3 Gift Points to spend on Gifts
> 6. **Flaws:** Choose any

ATTRIBUTES

Think
Think represents your intelligence and education. Use for knowledge or logic-based Tests. Think affects your allocation of Think Points.

Talk
Talk covers all interpersonal skills. Use for Tests involving persuasion or intimidation.

Fix
Fix is your mechanical aptitude and manual dexterity. Use for locking picking and other mechanical tasks.

Fight
Fight is what you use when fighting with fists, swords or bows.

Fitness
Fitness is your physical strength and agility. Use for running, sneaking, lifting stuff or riding horses. Fitness affects your Defence score and your Hit Points.

Focus
Focus is your perception, mental discipline and willpower. Use for Tests involving searching, tracking or facing your fears. Focus affects your Defence score and is important for casting and resisting magical spells.

You have 9 points to allocate between the Attributes with the following restrictions:

- The maximum you can spend on one Attribute is 3 (GREAT).
- The minimum you can spend on an Attribute is 0 (MEDIOCRE).
- Only one Attribute can be raised to GREAT.

DEFENCE
Defence is used to avoid getting hit. It's derived from the average of Fitness and Focus, rounded up.

HIT POINTS
Hit Points are a measure of how much abuse you can take in a scrap before things get serious. Your Hit Points equal your Fitness score +4.

THINK POINTS
Think Points are a reflection of your character's resourcefulness and forward planning. Your Think Points are equal to your Think score +2. Spend a Think Point to:

- Add a +2 bonus to a Test even after the dice have been rolled. This can only be done once per Test.
- To do something a little special that bends or even breaks the rules, subject to GM approval.
- Cover special expenses like staging a tournament or bribing a nobleman. Bigger expenses may cost more Think Points, but you can spread the cost between the players and between sessions.

You can earn Think Points during play. Gain 1 Think Point whenever:

- Your character does something really cool.
- Something totally not-cool is done to your character.
- You roll +4 on a 4dF roll.

Think Points reset to your starting total between sessions. Unspent Think Points are not carried over.

GIFTS & FLAWS

A Gift represents a specialisation, natural aptitude or other edge possessed by your character. You get 3 Gift Points to spend on Gifts. Gifts are covered in more detail in the next chapter.

A Flaw is a weakness or hindrance. 'Bad Liar', 'Afraid of Dogs' and 'Superstitious' all count as Flaws. Flaws are intended as roleplaying hooks to make characters more interesting.

A good use for a Flaw is to refine the scope of your Attributes. For instance 'Clumsy' might be a useful Flaw if you see your character as physically strong (GOOD Fitness score) but lacking coordination.

You can have as many or as few Flaws as you like, even none. There are no rewards for picking Flaws but we like them.

BACKGROUND & FREE STUFF

Background describes a key aspect of your character. Suitable backgrounds include knight, squire, ranger, witch, druid, rogue, peasant, bard and more. Backgrounds don't affect Tests directly; a 'warrior' with a low Fight score is just a lousy warrior.

Free Stuff refers to everyday equipment. Characters in Polar Fudge Adventures are assumed to be equipped with whatever makes sense for them to have. This includes a horse, clothes, everyday spending money and assorted personal items.

Free Stuff may include common (FAIR) weapons. FAIR weapons, from clubs to swords and crossbows have a +1 damage bonus. Better weapons can be unlocked with Gifts.

Record any Free Stuff you feel is important on your character sheet. See the sample characters for inspiration.

SAMPLE CHARACTERS
These are a few sample characters ready to play or just as inspiration.

DEIRDRE OF BLEMISHALL
```
BACKGROUND:    BARD
THINK:         FAIR
TALK:          GREAT
FIX:           GOOD
FIGHT:         FAIR
FITNESS:       FAIR
FOCUS:         FAIR

DEFENCE:       FAIR
HIT POINTS:    5
THINK POINTS:  3
```

Gifts
Talent - Storytelling (1 GP)
Talent – Pickpocket (1 GP)
Talent – Sneaking (1 GP)
Flaws
Never Takes Anything Seriously
Free Stuff
Fancy cloak, lute, flask of ale, short
sword, book of poems

TWIG
```
BACKGROUND:    DRUID
THINK:         GOOD
TALK:          MEDIOCRE
FIX:           FAIR
FIGHT:         GOOD
FITNESS:       GOOD
FOCUS:         GOOD

DEFENCE:       GOOD
HIT POINTS:    5
THINK POINTS:  4
```

Gifts
Talent – Ye Olde Ways Lore
(1GP)
Magical Training (GOOD 2 GP)
        Known Spells:
        Speak With Trees,
        Heal, Illusion, Dispel
Flaws
Illiterate (druidic traditions learned orally)
Free Stuff
Ancient oak staff, smelly ointments, robe made of bones and
leaves

SIR BALDWIN DE MOSTELLE

```
BACKGROUND:   KNIGHT
THINK:        FAIR
TALK:         GOOD
FIX:          MEDIOCRE
FIGHT:        GREAT
FITNESS:      GOOD
FOCUS:        FAIR

DEFENCE:      GOOD
HIT POINTS:   6(8)
THINK POINTS: 3
```

Gifts
Armoured (1 GP)
Prestige Vehicle – Destrier (1 GP)
Talent – Heraldry (1GP)
Flaws
Vainglorious
Free Stuff
A variety of weapons like lances,
swords, maces carried on spare
horse, land.
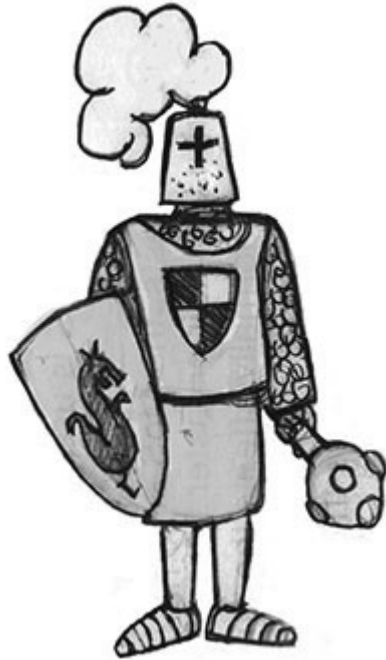
ELINOR ASH

```
BACKGROUND:   RANGER
THINK:        FAIR
TALK:         MEDIOCRE
FIX:          FAIR
FIGHT:        GOOD
FITNESS:      GOOD
FOCUS:        GREAT

DEFENCE:      GREAT
HIT POINTS:   6
THINK POINTS: 4
```

Gifts
Follower – Wolf (3 GP)
Flaws
Distrusts city folk
Free Stuff
Short sword, rations, bow, pendant with
the portrait of a lost relative

CAMILLA, THE RAVENSTORM WITCH

```
BACKGROUND:   Witch
THINK:        GOOD
TALK:         GOOD
FIX:          MEDIOCRE
FIGHT:        FAIR
FITNESS:      FAIR
FOCUS:        GREAT

DEFENCE:      GOOD
HIT POINTS:   5
THINK POINTS: 4
```

Gifts
```
Magic Training (GREAT 3 GP)
      Known Spells: Froggmorpyh,
      Zap, Fog, Curse
```
Flaws
```
Irritable
```
Free Stuff
```
Broom (acts as a FAIR weapon), a
collection of strange occult
objects, black pointy hat, pet raven
```

AELRED "MOUSEY" EVANS

```
BACKGROUND:   WIZARD APPRENTICE
THINK:        GREAT
TALK:         FAIR
FIX:          GOOD
FIGHT:        FAIR
FITNESS:      MEDIOCRE
FOCUS:        GOOD

DEFENCE:      FAIR
HIT POINTS:   4
THINK POINTS: 5
```

Gifts
```
Magical Training (GOOD 2 GP)
      Know Spells: Zap, Nuke,
      Stun, Grab,  Light,
      Calm
I Have A Plan (1 GP)
```
Flaws
```
Talks too fast
Allergies
```
Free Stuff
```
Dagger, Annotated book with
spells, personal diary, exotic puzzle game
```

GIFTS

The Gifts available in Polar Fudge Medieval Adventures are described below. Standard Tags are used to identify commonly used rules.

Standard Tags

Area: Indicates the effect from a single Test can be applied to multiple targets in close proximity of each other. If it is not obvious which targets might be affected roll 1d3+1 to determine the maximum number of possible targets. Each of the potential targets gets to defend. See the chapter on Combat for details.

Cooldown: The ability cannot be used on consecutive combat rounds, only every other round. This may be because it is slower or requires more preparation or concentration than more regular combat action.

Multiple: You can select more than one instance of this Gift.

Single use: The item is consumed when used. It will get replaced or recharged between sessions.

Suppressed: Target can't take any actions that would require a Test on its next turn. Depending of the specific nature of the effect, this may also affect the target's ability to see or talk. The target's Defence is not affected unless it is also Vulnerable.

Persistent: The effect lasts a variable number of rounds or end of the scene. At the end of the target's turn roll 1df, on a '+', the effect runs its course. Depending on the nature of the persistent effect, there may other ways to remove the effect.

Vulnerable: Target's Defence is lowered by one Rank for one round.

Upgrade: This Gift can be upgraded by spending additional Gift Points, as you gain Rep Points (see below).

If your character has magical powers, you may want to read the chapter on Magic before choosing your Gifts.

FAIR GIFTS (1 Gift Point)

Armoured
You have a suit of armour, helm and shield (or any such combination of items) and the training to use them. Increase your Hit Points by 2.

Dual Wield [Cooldown]
You are trained to fight with two weapons, one in each hand. This is subject to Cooldown. So, for instance, if on the first round of a combat you chose to attack with both weapons, on the following round you would only be able to attack with one of these weapons, and so on.

Heavy Weapon [Upgrade]
You have a GOOD quality personal weapon that comes with a +2 damage bonus. You decide exactly what kind of weapon. That, in turn, determines fringe benefits like range, how easily it is to conceal or whether it just makes you look cool. Upgradable to Really Heavy and Absurdly Heavy Weapon.

I Have a Plan
Spend a Think Point to give everyone on your team (including yourself) +1 bonus to their next action. Using this Gift does not count as an action.

Martial Arts
You get a +1 damage bonus when making unarmed attacks.

Prestige Vehicle
You own a high-end horse like a destrier, wagon or boat. The vehicle comes with its own, dedicated Think Point that can only be used by the owner for Tests involving the vehicle.

Smoke Bomb [Multiple][Persistent][Single Use]
Creates a smoke screen for you and anyone nearby. In combat this acts as cover, providing a +1 Defence bonus and a -1 Fight penalty.

Talents [**Multiple**][**Upgrade**]

Talents provide a +1 bonus to Tests related to a narrowly focused, non-combat related area of expertise. Talents are not tied to a specific Attribute. Forgery can provide a bonus to Fix for crafting fake documents and to Focus for spotting a forgery.

You can buy multiple Talents, for instance selecting both the Gambling and Heraldry. You can also upgrade a Talent, raising the bonus by 1 for each Gift Point spent; however the effective Rank for the Test (Attribute + Talent bonus) is capped at SUPERB.

Some example Talents include: *Acrobatics, Acting, Alchemy, Animal Handling, Arcane Lore, Area Knowledge, Artist (pick one art form), Astrology, Astronomy, Bluff, Camouflage, Climbing, Contortionist, Cooking, Cryptography, Dancing, Disguise, Falconry, Farming, Fishing, Forgery, Gambling, Geography, Heraldry, History, Hunting, Intimidate, Juggling, Jumping, Knot-making, Law, Lip Reading, Lockpicking, Merchant, Mimic Animal Noises, Musical Instrument (pick one), Navigation, Negotiate, Philosophy, Pick Pocket, Pilot (select one of Boats or Wagons), Riding, Rope Use, Running, Shadowing, Singing, Sneaking, Streetwise, Swimming, Taxidermy, Theology, Tracking, Ventriloquism, Wilderness Survival*

Wealthy

Your Think Points are worth double when used to make purchases.

GOOD GIFTS (2 Gift Points)

Gladiator Net [Persistent][Suppressed]

You cast a net that will entangle an opponent for the duration of the effect or circumstances change. Casting the net requires a Fight Test.

Healing Potion [Multiple][Single Use]

A Healing Potion removes the Wounded status (see chapter on Combat) from a character. It also removes any ongoing damage from poisons, fire or other sources and restores the target's full Hit Point.

Leadership [Cooldown]

You can re-roll initiative (see the chapter on Combat). The re-roll counts even if the result is less favourable.

Lucky
You can invert the result of a dice roll and, for instance, turn a -3 4dF roll into a +3. You can do this free once per session, further uses cost Think Point.

Magical Training [Upgrade]
You have magical powers. See the chapter on Magic for details.

Really Heavy Weapon [Upgrade]
You have a GREAT quality weapon that has a +3 damage bonus. Your GM may determine that GREAT or better ranged weapons are too bulky to use in narrow spaces or (for ranged weapons) at close quarters. Upgradable to Absurdly Heavy Weapon.

GREAT GIFTS (3 Gift Points)

Absurdly Heavy Weapon
You are a nutcase. You own a SUPERB quality weapon that has a +4 damage bonus. GM may determine that SUPERB weapons are illegal, hard to conceal or awkward to use in tight spaces.

Advanced Magical Training
You have even more magical powers. See the chapter on Magic for details.

Follower
You have an NPC that is loyal to you. It can perform simple tasks and fights at your side. Its rating is FAIR, it has +1 damage bonus with whatever means it uses to fight and 5 Hit Points. Any Test performed by the follower is rolled by its player but it does not count as the player's action.

MAGIC

Magic is real in the world of Polar Fudge Medieval Adventures. Characters with the appropriate Gifts can cast spells. To use a magical power you must have the Gift Magical Training. The Rank of your Magical Training determines how many Gift Points it costs and how many **Spell Points** it gives.

Gift	Gift Points	Spell Points
Magical Training	2	4
Advanced Magical Training	3	6

Spell Points limit how many of your spells you can cast during a session. Each spell has a Spell Cost. When you cast a spell, you spend that many Spell Points. Spells with 0 Spell Cost can be cast as often as you like. Spell Points refresh between sessions.

During character generation, you also need to select which spells your character has mastered, your Known Spells.

Number of Known Spells = Think score +2

The Spell Cost doesn't matter with regards to learning spells.

Example: Rosie Doomweaver's Think score is GOOD (2) granting her 4 Known Spells (2+2). Her Magical Training (GREAT) Gift grants her 6 Spell Points. She chooses to learn the Spells: Illusion, Zap, Calm and Stun.

In any one session she could cast Stun twice (Spell Cost 3) or Stun once and Calm (Spell Cost 1) three times. There is no limit to how many times she can cast Zap (Spell Cost 0).

List of Spells

All spells are presented with the following, standard notation. They are presented with both their generic and formal names.

Usage: Describes what is required to use the spell, usually a Test. If it says Auto it means the spell does not require a Test, but it still counts as your action during a combat round.

SC: Cost in Spell Points.

Target Other: The spell must used on another character, friend or foe.

Target Self: The spell can only be used on oneself.

Target Any: Target is Other or Self.

Target Area: Indicates the effect from a single Test can be applied to multiple targets in close proximity of each other. If it is not obvious which targets might be affected roll 1d3+1 to determine the maximum number of possible targets. Each of the potential targets gets to defend.

Target None: There is no target for the spell.

Duration Instant: The effect is created and resolved instantly or shortly after in the case it is applied to an ally. There is no duration.

Duration Persistent: The effect lasts a variable number of rounds or end of scene. At the end of the target's turn roll 1df, on a '+', the effect runs its course. Persistent effects can be cancelled by the caster or removed using the Dispel spell.

Duration Ongoing: The effect of the spell lasts as long as it is needed, within reason.

Duration Special: See the specific spell for duration guidelines.

Duration Summon: Summoned items last up to an hour before dissipating unless:

- The caster cancels the summon.
- The item is physically destroyed.
- The caster summons something else.
- The caster moves too far from the item (beyond speaking distance).

Specify: Where <specify> appears next to a spell it means that spell has several variants. You need to choose a particular variant during character generation or select the spell multiple times to access different variants.

Vulnerable: Target's Defence is lowered by one Rank for one round.

Suppressed: Target cannot act on its next turn.

Calm *(Soothing Winds of Begerath)*
(Usage: Focus vs Focus, Target: Other, Duration: Instant, SC: 1)
Target is hit by a momentary wave of calm and serenity. It is Suppressed on its next turn.

Concerto *(Magical Fairy Madrigal)*
(Usage: Auto, Target: None, Duration: Summon, SC: 0)
Summon music from nowhere that matches the caster's mood or needs.

Curse *(Curse of the Seven Idols)*
(Usage: Focus vs Focus, Target: Other, Duration: Persistent, SC: 2)
Target is suddenly very unlucky. It is Vulnerable until the effect wears off.

Detect <Specify> *(Rhool's Rite of Revelation)*
(Usage: Focus vs DR, Target: None, Duration: Instant, SC: 0)
You have the power to detect the presence of something, like an energy signature, within a 5 metre radius. Options include Life, Ghosts or Magical Energy.

Dispel *(Rhool's Rite of Reversal)*
(Usage: Focus vs DR, Target: None, Duration: Instant, SC: 1)
Remove an effect caused by a hostile spell.

Fear *(Vision of the Seven Idols)*
(Usage: Focus vs Focus, Target: Area, Duration: Instant, SC: 2)
Send a wave of dread among your foes. Targets are Suppressed on their next turn as they briefly cower and hide.

Fly *(One With the Sky)*
(Usage: Auto, Target: Self, Duration: Ongoing, SC: 2)
You can float through the air at a brisk, walking speed.

Fog *(Mystic Mists of Concealment)*
(Usage: Auto, Target: None, Duration: Persistent, SC: 1)
Raise a bank of fog that reduces visibility around the caster and anyone nearby. In combat this acts as cover, providing +1 Defence bonus and -1 Fight penalty.

Grab *(The Crushing Chains of Conformus)*
(Usage: Focus vs Defence, Target: Other, Duration: Persistent, SC: 2)
Target is grabbed by a ghostly chain. It is Suppressed until the effect wears off. You can only have one instance of Grab at any one time.

Heal *(Blessed Balm of Begerath)*
(Usage: Auto, Target: Any, Duration: Instant, SC: 3)
Removes Wounded status and ongoing damage from poisons, acid or other sources and restores the target's full Hit Points.

Impersonate *(Devora's Devious Deception I)*
(Usage: Auto, Target: Self, Duration: Ongoing, SC: 2)
You can transform your appearance to look like someone else. You need to see the target to duplicate its appearance, clothes and mannerisms. You don't duplicate their knowledge or abilities.

Illusion *(Devora's Devious Deception II)*
(Usage: Auto, Target: None, Duration: Summon, SC: 2)
Create a mirage like that of a person or object. The illusion has no substance and makes no sound. A Focus vs Focus Test is required to fool a target into thinking it is real in instances where the illusion stands out as unusual or out of context.

Invisibility *(Chimeric Charm of Concealment)*
(Usage: Auto, Target: Self, Duration: Ongoing, SC: 2)
You can't be seen. This provides +2 Stealth and +1 Defence but you are at -1 on all other Tests as being invisible is rather disorientating.

Life Drain *(The Gift of Tenebrous)*
(Usage: Fight vs Defence, Target: Other, Duration: Instant, SC: 2)
On a successful unarmed attack regain Hit Points for each point of damage inflicted.

Lift *(Invisible Tendrils of Sar-Zak)*
(Usage: Focus vs DR, Target: None, Duration: Ongoing, SC: 0)
You can move small objects within visual range without touching them. The spell is good enough to knock down a glass from a table or pull a set of keys into a prison cell, not for anything that requires power or finesse.

Light *(Glowing Orb of the Navigator)*
(Usage: Auto, Target: None, Duration: Summon, SC: 0)
Summon a source of light equivalent to a torch. Also works as a compass.

Mega Zap *(The Humongous Floating Fist of Bazooma)*
(Usage: Focus vs Defence, Target: Other, Duration: Instant, SC: 2)
Crush your foes with this giant, ghostly fist that acts like a powerful single target ranged attack that inflicts MoS +3 damage.

Mighty Zap *(Blazing Bolt of Bazooma)*
(Usage: Focus vs Defence, Target: Other, Duration: Instant, SC: 1)
Greater mystical bolt that acts as a powerful single target ranged attack that inflicts MoS +2 damage.

Night Vision *(Sight of the Sorcerer)*
(Usage: Auto, Target: Self, Duration: Ongoing, SC: 0)
You can see in complete darkness.

Nuke *(Bazooma's Blazing Inferno)*
(Usage: Focus vs Defence, Target: Area, Duration: Instant, SC: 3)
Massive fireball that acts as an area attack that does 3 damage to each target it hits. Do not include the MoS when calculating the damage from an Area attack.

Paralysis *(Chilling Grasp of Tenebrous)*
(Usage: Focus vs Defence, Target: Other, Duration: Persistent, SC: 3)
Target seizes up and is unable to move. It is Suppressed and Vulnerable until the effect wears off.

Poison *(The Toxic Touch of Tenebrous)*
(Usage: Fight vs Fitness, Target: Other, Duration: Persistent, SC: 2)
On a successful unarmed attack (bite, scratch, kiss) you can poison a target as a secondary effect. The poison does an additional 1 point of damage each turn until it wears off or is healed.

Speak With <Specify> *(varies)*
(Usage: Auto, Target: None, Duration: Ongoing, SC: 0)
You have the ability to communicate with a particular type of creature or entity like horses ('Rite of Equineophony'), the dead ('Unholy Rite of Necrophony') or trees ('Rite of Arborophony'). Remember, just because you can speak with something, doesn't make them your friends. Some trees are just jerks.

Spotlight *(Sar-Zak's Eye)*
(Usage: Focus vs Defence, Target: Other, Duration: Instant, SC: 1)
Briefly make your target glow so that it's easier to target. The target is Vulnerable. Also, fun at parties.

Summon Construct *(Rhool's Rite of Material Conjuration)*
(Usage: Auto, Target: None, Duration: Summon, SC: 0)
Create a small, simple object out of thin air, like a container or rope.

Summon Food *(Bountiful Feast Of The Five)*
(Usage: Auto, Target: None, Duration: Summon, SC: 0)
Once a day summon a meal for up to five people.

Summon Skeleton *(Call of the Champion)*
(Usage: Auto, Target None, Duration: Summon, Cost: 2)
Summon a rickety skeleton. It is a FAIR Minion (see the section on Minions below) with 5 Hit Points. It can fight for you and perform simple tasks.

Summon Weapon *(Burning Blade of Bazooma)*
(Usage: Auto, Target: None, Duration: Summon, SC: 1)
Summon a large flaming sword that has a +2 damage bonus.

Stun *(Howl of the Seven Idols)*
(Usage: Focus vs Defence, Target: Area, Duration: Instant, SC: 3)
Project a loud, eerie cry that acts as an area attack that does no damage but all targets hit are briefly stunned. Targets are Suppressed and Vulnerable.

Transform Other <Specify> *(varies)*
(Usage: Focus vs Fitness, Target: Other, Duration: Persistent, SC: 3)
Transform the target into a small animal like a frog ('Froggymorph') or rabbit ('Bunnymorph'). The target's physical attributes are reduced to MEDIOCRE though, depending on the animal, their movement and senses might improve.

Ward *(Thou Shalt Not Pass)*
(Usage: Auto, Target: None, Duration: Special, SC: 1)
A ward can prevent a supernatural entity from entering an environment. It acts like an invisible summoned creature that has SUPERB Defence and 4 Hit Points. If creatures attack the ward, the caster rolls for the ward's Defence. The ward lasts 24 hours or until defeated. It does not require the caster to remain on site.

Zap *(Bazooma's Sting)*
(Usage: Focus vs Defence, Target: Other, Duration: Instant, SC: 0)
Lesser mystical bolt that acts as a single target ranged attack that does MoS +1 damage.

Customising Spells

Players can and should customise the provided spells. If you fancy playing an ice witch themed character, you could reskin the spell Grab as a block of ice rather than ghostly chains and make your version Summon Minion bring forth an ice elf rather than a skeleton.

Reskinning a power does not change the base effect of a spell but the way it is described can be important in play, especially when using Think Points to bend the rules a little.

Magical Items

Magical items are devices that can be used to cast a spell. They can be single use items like a Healing Potion which reproduces the effect of the spell Heal or unrestricted use items, like a flying carpet which is based on the spell Fly.

Magical items can be purchased by players as Gifts using Gift Points during character creation or as they gain Rep. Single use items bought this way get replaced or recharged between sessions. The cost in Gift Points for single use magical items should be based on the spell's Spell Cost.

Single Use Gadget Cost
0-1 Spell Cost = 1 Gift Point
2-3 Spell Cost = 2 Gift Points

Magical items with unrestricted use need to be carefully vetted by the GM. As a rule of thumb, set the Gift Point cost to the Spell Cost +1.

Single use magical items can also be used as treasure or rewards as part of an adventure.

Innate Abilities

Characters and creatures in a fantasy setting may be born with special abilities, like night vision. These should be treated much the same as a magical item with unrestricted use.

PLAYING THE GAME

ACTION RESOLUTION
The core mechanic of Polar Fudge is the Test. It was described in the introduction. This section looks at Tests in more detail.

Tests Are For Players
Tests are always resolved from the player's point of view. The GM never rolls dice for NPCs. If an NPC does something that affects a player character, the player makes a Test to resist the action.

Capped Results
Results from Tests are capped. They cannot be worse than TERRIBLE or better than LEGENDARY.

Setting The DR
The GM sets the DR for Tests. For Tests that are actively resisted by someone, like when fighting or sneaking past a guard, base the DR on Rank of the opposing NPC's most relevant Attribute. For all other tests use your judgement. If in doubt, set the DR to GOOD + 1dF (a single Fudge die). This will provide an even spread of FAIR, GOOD and GREAT results and keep things interesting.

Situational Roll
A Situational roll is a Fudge dice roll with no target DR. It is a GM inspiration tool you can use when asked questions like 'How is the weather?' or 'Is the town's doctor available?'. A negative roll indicates an unfavourable outcome for the players. A result of 0 or more is generally favourable to the players. More extreme rolls may suggest more extreme outcomes.

Assisting Tests
You can help another player with a Test. This requires passing a Test at a related task. If successful, the assisted player gets +1 to their roll. If not, the assisted player is 'helped' with a -1 penalty to their roll. Only one player can help on any one Test.

Player vs Player
If a player character attacks another player character, the Test is resolved by the defending player who gets to roll the dice.

Best of Three Contests

Best of Three Contests are used to simulate tasks with dramatic potential such as chases (on foot or in vehicles) and interrogations. In a Best of Three Contest the task at hand is resolved over the course of up to three Tests. The player needs to succeed on at least 2 of the Tests to accomplish the task. Additionally, during a Best of Three Contest:

- If you fail a Test, the DR is raised one Rank.
- If you beat the DR by 2 or more, the DR is reduced one Rank.

The three Tests don't necessarily all have to involve the same skill, or be performed by the same person in the party. A Best of Three Contests may also have failure conditions. Depending on the situation, failing a Best of Three Contest could result, for instance, in an alarm being triggered, a piece of equipment breaking or a trap going off. A character can avoid the failure condition by abandoning the contest before it is complete. Giving up on disarming a trap does not stop the trap going off but it may allow you to get out of its blast radius.

Chases

Chase scenes use the Best of Three Contest. The DR for the contest should be set to GOOD + a modifier depending on the initial distance at the start of the chase, on whether there is a significant speed difference between parties (for instance horseback vs on foot) or whether the chase occurs at night or under other conditions of reduced visibility. Pick the most significant modifier, do not add them up. As always, if in doubt, just go with GOOD +1df.

The first and third Test in the contest must always be a speed related Test like running or riding. The second Test of the contest is open. Players can choose to focus on speed or try a different approach, like making an area knowledge Test (Think) to find a shortcut or shooting an arrow (Fight) at the other party. A successful Fight Test in this instance would not result in damage, it just adds to the Best of Three Contest results tally.

At the end of the contest, either one party will have made a clean getaway or one party will have caught up with the other, which in many cases can turn into a combat scene.

REPUTATION & ADVANCEMENT

Successful characters earn Rep (Reputation) Points. Rep is an informal measure of a character's overall professional standing and renown. At the end of each session the GM should award players Rep Points adding up the scores for these three criteria:

Achieving goals	Between 0-4 Rep Points
Overcoming adversity	Between 0-2 Rep Points
Doing it in style	Between 0-2 Rep Points

Treasure, whether as a reward for services rendered or just looted, counts towards Achieving goals. So even though the game does not track money, 'liberating' a dragon's treasure hoard or holding an enemy knight for ransom is still worthwhile.

For every 20 Rep Points earned your Reputation goes up one Rank. Depending on the Rank obtained you can gain a Think Point, a Gift Point or even an Attribute Rank increase.

Rank	Rep	Rank Bonus
FAIR	0	Initial
GOOD	20	+1 Think Point
GREAT	40	+1 Gift Point
SUPERB	60	+1 Gift Point
AMAZING	80	+1 Gift Point
LEGENDARY	100	+1 to an Attribute

COMBAT

Combat in Polar Fudge Adventures revolves around Tests. Additional rules and concepts are explained below.

INITIATIVE

The initiative roll determines which side – the player characters or their NPC opponents – acts first on any one round.

At the start of each round the GM rolls 1d6.

- On an odd result, the opposing side acts first
- On an even result, the players act first in any order they prefer
- Additionally, on a result of '1', the opposition gets a boost, like a fresh NPC joins the opposing side or one that was previously taken out gets back up with full hit points
- Additionally, on a result of '6', all the players get a free '+1' bonus to all Tests that round.

Repeat until one side is defeated, driven off or both sides come to an amicable understanding.

COMBAT TESTS

To make an attack you roll your Fight Attribute. The DR is your target's Defence score. The attack succeeds if it meets or beats the DR.

To defend from an attack, you roll Defence. The DR is the Rank of the attacker's Fight (the GM does not make an attack roll). If your roll meets or beats the DR, the attack misses.

On a successful attack, the damage inflicted is the sum of the MoS plus any bonus damage from the weapon being used. Damage inflicted comes off the target's Hit Points.

Occasionally, especially with magic, the Attributes used to attack or defend may vary.

Example: Sir Oswald swings his two-handed sword at a Skeleton Skirmisher. Sir Oswald has a Fight Attribute of GREAT and rolls +4. The result of the Test is LEGENDARY (GREAT +4 would go one Rank beyond LEGENDARY but results from Tests are capped). Furthermore he gains a Think Point for the +4 roll which he can use later in the game.

The Skeleton Skirmisher's Defence Attribute is GOOD. As LEGENDARY is four Ranks above GOOD, the blow hits with a MoS of +4.

Sir Oswald's sword has a +2 damage bonus so the total damage the critter takes is 6 (4 for MoS +2 for the weapon). Ouch!

THE PLAYERS DID... WHAT?

Creative players during combat may want to try out clever tricks, manoeuvres and tactics designed to distract, confuse, immobilise or otherwise disadvantage an opponent. The simple way to handle this is for the GM to set a DR based on the proposed action and its desired outcome.

If you want a more structured approach for handling these cases, look at the Standard Tags described in the chapter on Gifts like **Suppressed, Vulnerable, Area** or **Persistent.** A feint can make the target Vulnerable, covering fire can be seen as a combination of the Area and Suppressed Tags. The more Tags the player wishes to incorporate in the outcome, the higher the DR.

As a general rule, combat tricks and manoeuvres should be hard, or at least harder than what could be achieved with an appropriate Gift.

Aimed Shots

Another thing that players may wish to try is aiming for a target's vulnerable spot, like the head, with a view towards doing more damage. The key thing to remember is that this is already factored into the default attack roll. When you make an attack roll, the MoS (in effect, the accuracy of the attack) is added to the damage. Players can always use a Think Point to gain +2 on an attack roll when they wish to simulate a precisely aimed shot.

Cover

Cover is stuff you can hide behind while fighting. Improvised cover, like ducking behind a cart, gives you +1 Defence but reduces your attack by -1. A prepared, fortified position can provide better bonuses as determined by the GM.

WOUNDS AND HEALING

Damage sustained in combat or from other hazards is temporarily taken off the target's Hit Points. As long as a character's Hit Points are not reduced to zero, these are automatically restored in full at the end of the scene.

Characters whose Hit Points are reduced to zero are **Wounded**. They are knocked unconscious and can take no further action that scene. At the end of the scene, they recover only half their Hit Points (rounded up) and they keep the Wounded status until they can get some medical attention.

Characters with a Wounded status whose Hit Points are again reduced to zero are dead. They regain no Hit Points at the end of the scene, or ever.

NPCs don't get Wounded. When they go down they stay down. They may be in fact dead or they might eventually make a full recovery, settle down somewhere nice and start a family.

Healing

In the field, you can remove the Wounded status and restore all lost Hit Points of a character with the appropriate Gift related item (Healing Potion) or spell (see the chapter on Magic). Alternatively you will have to seek whatever passes as proper medical attention in one of the larger settlements.

EXPLORATION MODE

Exploration Mode can be triggered when characters enter a particularly perilous location like a classic fantasy dungeon, a trap-filled maze or a haunted forest infested with undead creatures.

Whereas in the normal course of play the characters can simply fast-forward from a scene in a tavern to one in the manor house without worrying too much of the exact route taken, in Exploration Mode this is all be tracked with each segment of the journey from tavern to the manor house potentially triggering an event.

In Exploration Mode, the location to be explored or just traversed is subdivided into discreet zones, like a room, a corridor or a clearing.
Each zone may contain a unique event, a combat situation, clue, treasure, trap or maybe just a bit of background colour. Movement from one area to the next can trigger an event. A map or other system is likely required to track both the location of the party and of the events.

Characters do not regain lost Hit Points between encounters (unlike in normal play) unless the zone the characters are currently in explicitly allows the party to rest. In effect the entire location is treated as one scene. On exiting the location, the party also exits Exploration Mode and normal play resumes.

You can find an example of how to set up a location for Exploration Mode in the adventure seed **The Siege of Rottingham Castle**, below.

MINIONS

Minions are disposable NPCs, the sort that tend to appear in fight scenes, usually in numbers. A 'Blackwater Forest Bandit' is a Minion, as is an 'Ogre Ravager' or a 'Frenzied Black Bear'.

Minions are mechanically simpler than player characters. They just have an Attribute called Rank and some Hit Points. Rank describes all of a Minion's Attributes, subject to what makes sense for a particular type of Minion. A Rank SUPERB Feral Dog will have SUPERB Fight, SUPERB Fitness, SUPERB Focus and so on. However it is still just a dog. It will only have SUPERB Think by dog standards and can still only do things a dog can do.

Rank and Hit Points are not linked. Nor to do Minions of the same type necessarily share the same Rank. As such, a group of three 'Zombie Squirrels', might look something like this:

> Zombie Squirrel #1 Rank: GOOD, Hit Points:2
> Zombie Squirrel #2 Rank: FAIR, Hit Points: 6
> Zombie Squirrel #3 Rank: FAIR, Hit Points: 1

You can set the Rank and Hit Points for each Minion as you see fit or use the Minion Machine (see below) to generate these randomly.
Minions may also have their Gifts and Flaws and are assumed to have +1 damage bonus weapons (natural or otherwise). See the list of sample Minions below.

Important NPCs can have a full set of Attributes, Gifts and Flaws though they are not bound by the same restrictions as player characters. Their traits are whatever they need to be.

The Minion Machine

The Minion Machine requires a bunch of multicoloured, six-sided dice and an opaque jar. The colour of the dice should match that of the standard Ranks. The table below shows the suggested number of dice of each colour required when using a 10 or a 50 dice pool. These are just guidelines, use whatever dice you have.

Dice Colour	Rank	10 Dice Pool	50 Dice Pool
GREEN	MEDIOCRE	2	9
BLUE	FAIR	2	13
WHITE	GOOD	3	14
YELLOW	GREAT	2	9
RED	SUPERB	1	5

Place the dice in the jar. To generate an encounter, blindly draw some dice. Each die drawn this way represents one Minion. The colour of that die represents the Minion's Rank, the value rolled its Hit Points.

The dice drawn from the Minion Dice Pool also make for great improvised miniatures. When the Minion takes damage, flip the die to reflect its current Hit Points. For particularly large Minions you can use multiple dice to represent its Hit Points.

If you don't have enough dice for the Minion Machine, print out the Minion Chits at the end of this book and use those instead.

Use of the Minion Machine is highly recommended.

SAMPLE MINIONS

Minions are easy to create. The rules are designed so that you can create your own Minions on the fly to suit your adventure by just giving them a snazzy name and maybe a Gift or Flaw. Here are some examples to get you started.

Unless stated, all sample Minions are assumed to have a Rank between MEDIOCRE and SUPERB (assigned randomly or set by the GM) and have 1d6 Hit Points. Minions come equipped with +1 damage bonus weapons. If a Minion has access to spells do not track its Spell Points but assume each spell has the Cooldown Standard Tag.

Typical Human Fighter
Guards, soldiers, outlaws
Rank: Varies
Hit Points: 1d6
Gifts: None
Flaws: Low morale

Typical Human Knight
Rank: Varies
Hit Points: 1d6+2
Gifts: Armoured
Flaws: Restricted peripheral vision

Typical Ogre
Rank: Varies
Hit Points: 2d6
Gifts: Giant club +2 damage
Flaws: Dimwitted and clumsy

Typical Townsfolk
Rank: Varies
Hit Points: 1d3 (1d6/2)
Gifts: Profession related Talents
Flaws: Timid - recoils from violence unless part of a mob

Typical Undead
Zombies, skeletons, ghouls...
Rank: Varies
Hit Points: 1d6
Gifts: Immune to fear or any form of persuasion
Flaws: Slow, always lose initiative in combat

Typical Undead Champion
Better zombies, skeletons...
Rank: GREAT+1dF
Hit Points: 1d6
Gifts: Immune to fear or any form of persuasion
Flaws: Prone to melancholy

Lesser Sorcerer
Rank: Varies
Hit Points: 1d3 (1d6/2)
Gifts: Magic (can cast Curse, Dispel and Mega Zap)
Flaws: MEDIOCRE Fighting

Typical Bear
Rank: Varies, never MEDIOCRE
Hit Points: 1d6+2
Gifts: Claws +2 damage
Flaws: None, bears are awesome

MONSTERS

Monsters are one-off fantastical creatures that you can craft an entire adventure around. They are still Minions, just better (or worse, depending on what side of the GM screen you are sitting). You can create your own monsters or use the guidelines below for inspiration.

Name: Monsters need a unique name. It makes them sound special. Monsters are often identified by their location, like 'The Loch Ness Monster' or 'The Dragon of Wantley'. If you can't think of a cool name for your monster, try one of following combinations:

> The <monster type> of <location>
> The Beast of <location>
> The <location> Monster / Terror / Beast
> The <location> <monster type>

Rank: The Rank of a monster should be GREAT or SUPERB depending how mean you feel.

Hit Points: 2d6

Monster Type: You can create whatever unique monster you like. Setting appropriate monsters include **wyrms**, **giants**, **unicorns** and, of course, **dragons**. Alternatively, create your own unique, weird monster rolling twice the table below to mash together the features of different of animals

d6	Feature 1	Feature 2
1	Lion	Snake
2	Dog/Wolf	Eagle
3	Bear	Human
4	Ram	Ferret
5	Horse	Lizard
6	Boar	Lobster

Choose one or more Monster Gifts from the table below (or roll 2d6). Monster Gifts marked with [C] are subject to the Cooldown Standard Tag.

2d6	Gift
2	Damage Resistance (-1 to all damage taken)
3	Natural weapon (+2 damage from bite or claw)
4	Tail Swipe (second attack with +1 damage) [C]
5	Fire Breath (like spell Nuke) [C]
6	Aura of Terror (like the spell Fear) [C]
7	Life Drain (like spell Life Drain)
8	Invisible (like spell Invisibility)
9	Poisonous Sting (like spell Poison) [C]
10	Flight (like spell Fly)
11	Petrifying Gaze (like spell Paralysis) [C]
12	Acid Spit (like spell Mega Zap) [C]

THE UNDEAD

Undead creatures were comparatively rare until the Zombie Prince Duncan rebellion. Now, zombies and animated skeletons swell the Prince's armies. Undead creatures require ongoing maintenance by a necromancer to preserve their higher functions like talking and thinking clearly. Without this, they go feral and often end up infesting woods and feeding indiscriminately. Other living creatures like boars or stags can turn into zombies too.

Ghosts are real. They are rare and mostly harmless, though seeing one can be a frightening experience. They can make a nuisance of themselves, especially if they have access to the spell Lift. Sometimes ghosts appear to issue a warning, sometimes they just have

unresolved business which, if so inclined, the characters can help sort
out.

DOG-HEADED PEOPLE
Dog-headed people, or Cynocephali as the scholars refer to them, are
just people with dog heads. They live in small villages in the more
remote regions and rarely interact with people-headed people. They
understand the common tongue of The Kingdom but can only
communicate in barks. They are not usually hostile.

*T*HE *K*INGDOM

The game takes place in The Kingdom. The Kingdom is a bit like Plantagenet England, but it is not Plantagenet England. Always refer to this kingdom as The Kingdom. If pressed, you may refer to it as The Kingdom of Loszland, but that is best avoided as it raises the question of what other kingdoms are out there. Keep the focus on the here and the now.

The Kingdom is organised on feudal principles. The King rules above all through his noble vassals. These in turn run their fiefs and rule over the peasants. Medieval politics are dirty and transactional. Over the course of the civil war, various nobles have switched their allegiance from King Roderick and Zombie Prince Duncan and vice versa, some more than once.

The civil war itself is not the focus of the game. It is a good source of intrigue and helps spread chaos, all of which creates adventure opportunities. Player characters can freely choose which side to support or keep out the civil war altogether. Some campaign options include:

- Knights and other adventurers at the service of a specific lord
- Mercenaries that pick up work from whoever has the coin
- Outlaws in the mould of Robin Hood, or not as nice
- Independent adventures on a personal quest

Magic exists and is known to exist. A very small minority of people are born with The Gift. Magic is poorly understood, but that hasn't stopped wise and learned men coming up with theories. Training can help harness The Gift. Magic is too rare to have a wider impact on the economy or society (other than of course the necromancy that brought Prince Duncan back to life and his undead armies).

Religion is an important part of society. Most people are part of The Church. The Church is a bit like the Roman Catholic church in the Middle Ages but it is not the Roman Catholic church. It serves the same cultural, political and economic role in the setting as it did in medieval Europe but it is not an exact replica. Joining the clergy does not grant you magical powers, but you can join couples in marriage.

Some people follow The Old Ways, the ancient religion that preceded the Church. The two religions live side by side. Followers of the Old Ways who were born with The Gift often cast themselves as druids or witches and have colourful theories about where their powers come from.

Necromancy is not tolerated among the followers of King Roderick but is actively embraced and encouraged in Zombie Prince Duncan's camp.

ATLAS OF THE KINGDOM
Polar Fudge Medieval Adventures is geared towards pick-up-and-play gaming with the focus on making stuff up on the fly. As such while there are no maps of The Kingdom or a list of key locations and NPCs, there are tools to help you make these up on the spot and still sound like you know what you are talking about.

Places
The Kingdom is broken down into undefined number **Shires** and **Counties** (use both terms interchangeably) with towns and villages. To name a place, combine a Location Prefix with an appropriate suffix. Then, for fun, you can see how long it takes you players to figure that everywhere in the setting has a miserable-sounding name.

Location Prefixes			
Gloomy	Sullen	Abject	Woe
Bleak	Doleful	Glum	Foul
Sombre	Mournful	Grubby	Broody
Sorrow	Wretched	Dismal	Morose
Dire	Weep	Dread	Rot/Rotting

Shire or County Suffix	
-shire (pronounced 'sure')	-land (pronounced 'land')

Town of Village Suffix			
-brook	-ton	-ham	-chruch
-bury	-dale	-chester	-port
-borough (pronounced 'bahrah')		-ford (pronounced 'ferd')	

People

Refer to the nobles who run the Shires as **Barons** or **Earls**. For the purpose of the games, the two titles mean the same thing. Alternate between the terms when naming NPCs. Real world history is messy, mixing things up a little makes them sound more authentic.

The full title of a nobleman would hence be:

                    <Title> of <Shire Name>, or
                    <First Name>, <Title> of/de <Shire Name>

Alternate between using **'of'** and **'de'** to make some of your NPCs sound of Norman origin, not that the Normans actually exist in this setting.

A lesser noble, like a knight, would be called:

                    Sir/Lady <First Name> of/de <Location Name>

Commoners can be known as:

                    <First Name> <Surname>
                    <First Name> of <Location Name>
                    <First Name> <Surname> the <Profession Name>.

A list of names is provided below because I am nice.

Female	Male	Surname
Elizabeth	Edmund	Williams
Mary	Godric	Taylor
Anne	Oswald	Brown
Margaret	Wulfric	Davies
Alice	John	Evans
Joan	Thomas	Wilson
Agnes	William (Will)	Thomas
Catherine	Richard	Johnson
Susanna	Robert	Roberts
Dorothy	Roger	Robinson
Elinor	Guy	Thompson
Ellen	Hugh	Wright
Sarah	Edward	Walker
Frances	George	White
Grace	Henry	Edwards
Bridget	James	Hughes
Martha	Francis	Green
Margaret	Nicholas	Hall
Ellen	Matthew	Hughes
Rose	Christopher	Lewis
Marie	Anthony	Morgan
Judith	Samuel	Powell
Constance	Michael	Parry
Katherine	Peter	Watkins
Beth	Andrew	Howells
Rosalind	Gabriel	Pritchard
Matilda	Barnaby	Rogers
	Philip	Rowlands
	Henry	Marshall
	Will	Stevenson
	Geoffrey	Wilson
	Charles	Wood
	Matthew	Sutherland
		Campbell
		Stewart
		Anderson
		Kennedy

ADVENTURES SEEDS

The following are a series of short adventures that can be run in sequence or just as one-offs. In this instance, they assume the party is willing to work for the King's faction.

BELASCUS, THE ALCHEMIST

Background
Belascus is an Alchemist with a special interest in agriculture. His unique techniques produce massively oversized fruits and vegetables. For many years he was employed by the Baron de Sombervale, increasing the yields of the crops of his lands.

Belascus fell out of favour when, as a result of the Zombie Prince Duncan rebellion, the crown began to look at any magical tampering of the natural world with suspicion. The Baron chose to exile Belascus rather than draw the King's attention upon himself.

After two years of bad harvests, the Baron has decided to secretly recall Belascus. The party is tasked to find him and bring him back.

Key Facts and Incidents
- Any initial investigation will point to the village of Wretchedbrook, where Belascus originally came from.
- If the party go to Wretchedbrook, they find the villagers have all converted to a new cult, worshipping a giant, man-sized carrot.
- The giant carrot has drawn the interest of The Beast of Wretchedbook, a giant rabbit with a lizard tail.
- Some villagers know where Belascus lives (including his elderly mother), but need to be persuaded to share this information, either by driving off the Beast or some other means.
- Belascus cabin is surrounded by a vast orchard filled with oversized vegetables and guarded by very aggressive, animated scarecrows. The party must either deal with the scarecrows or draw Belascus out somehow.
- The party need to either persuade Belascus to come with them or overpower him and take him captive.

NPCS and Minions

All Minions have 1d6 Hit Points and Rank between MEDIOCRE and SUPERB unless otherwise noted.

The Beast of Wretchedbrook (Rank: GREAT, Hit Points: 8, Gifts: Bite (+3 damage bonus, Flaws: Carrot fixation)
The beast is a unique monster that looks like a giant rabbit with a lizard's tail.

Guardian Scarecrow (Rank: Varies, Gifts: Each scarecrow can cast Fear once, Cannot be persuaded or intimidated, Flaws: Cannot leave the orchard

Belascus the Alchemist

THINK: GOOD
TALK :   GOOD
FIX :   MEDIOCRE
FIGHT: FAIR
FITNESS: FAIR
FOCUS: GREAT
DEFENCE: GOOD
HIT POINTS: 5
THINK POINTS: N/A

GIFTS
Magic Training (GREAT 3 GP)
Known Spells
Turnip-morph (Turn someone into a Turnip), Zap, Fog , Curse
FLAWS
Dabbles in forbidden magic
FREE STUFF
Dagger (+1 Damage Bonus)

THE KNIGHT IN GREEN

Background
This adventure can be run as a follow up to Belascus, The Alchemist. Some time has passed since Belascus, the alchemist, was brought back to the Baron's court. With his help the barony has enjoyed a bumper harvest. Unknown to all, Belascus, bored with simply making vegetables larger, has been developing a race of Green Men (humanoid vegetables). The adventure starts at a jousting tournament hosted by the Baron in honour of the birth of his twelfth son. Among the guests are two close allies of King Roderick, Bishop of Wearyton and Sir Hugh de Fowlpitt. Inevitably Belascus' work is exposed, potentially placing the Baron's position with King Roderick in jeopardy.

Key Facts and Incidents
- Start with the tournament. Players can place bets on the jousting or just interact with any NPC if they wish to.
- Any players that wish to take part in the jousting can do so. Resolve the jousting with a Best of Three Contest
- When only one contestant is left, a mysterious knight in green armour rides up and wordlessly challenges the apparent winner.
- Win or lose, the Knight in Green's helmet will get knocked off, revealing a humanoid parsnip. The Knight in Green will attempt to flee the scene.
- Outraged, the Bishop and Sir Hugh demand answers and immediate action as this appears to be an unnatural creation in violation of the King's decree.
- The Baron will consult with the player characters to decide on how to proceed, whether to hand over Belascus or prevent the Bishop from reporting this incident.
- Belascus has a hidden cottage by the river in the general direction where the Knight In Green was seen fleeing. This is where he has been conducting his secret experiments. It is guarded by Green Men (see below) Minions, generated randomly (1 Minion per player. The cottage also contains Belascus's notes and a Healing Potion.
- If not persuaded or prevented, the Bishop and Sir Hugh will want to make their way back and report this to the King as soon as possible. They will travel in a carriage escorted by Sir Hugh's guards (1 Minion per player, randomly generated).

NPCS and Minions

Knight In Green (Rank: GREAT, Gifts: Armoured, Heavy Weapon +2 damage bonus, Flaw: Secret Identity)
Sir Hugh (Rank: GREAT, Gifts: Armoured, Flaws: Devoted to the Bishop)
Guards (Rank: varies, Gifts: None, Flaws: Low morale)

Green Men
Celery Stalk Men (Rank: MEDIOCRE, Gifts: Two Attacks Per Turn)
Eggplant Men (Rank: FAIR, Gifts: 1d6+2 Hit Points)
Onion Men (Rank: GOOD, Gifts: Stun at close range 'Overpowering Smell')
Parsnip Men (Rank: GREAT, Gifts: Heavy Weapon +2 damage bonus)
Tomato Men (Rank: SUPERB, Gifts: Mega-Zap, Flaws: 1 Hit Point)

THE SIEGE OF ROTTINGHAM CASTLE

Background
Rottingham Castle is a stronghold of Zombie Prince Duncan's faction and home to Lady Margaret of Rottingham as well as the necromancer, Master Cornelius. Some time ago, when the war seemed to be going in Prince Duncan's favour, the Baron de Sombrevale wrote a set of compromising letters to Lady Rottingham suggesting he may be willing to switch sides and join Prince Duncan's faction. This came to nothing as King Roderick's side recovered the initiative.

Now, castle Rottingham is under siege by Roderick's forces and the Baron is worried his letters may end up in the wrong hands should the castle fall. To that effect he tasks the party to sneak into the besieged castle, find and destroy these letters.

Key Facts and Incidents
- The party left to decide how to get into Rottingham Castle.
- There is a rumour that there may be a secret entrance to the castle via the sewers.
- Further research may suggest seeking out Lockwood of Robinshire, a now retired legendary bandit whose feud with the Sheriff of Rottingham has been immortalised in ballads.
- If the party succeed in finding Lockwood and persuading him to help, he will share a map with the secret entrance and layout of the Rottingham sewers, but he can't quite remember the correct exit point that leads into the castle.
- Use the Rottingham Sewers map and encounter tables below if the party choose to go this route.
- Once inside the castle, the party need to somehow blend in, avoid patrols of guards (standard human and/or undead minions), make their way to Lady Margaret's private study. find and destroy the letters.
- The study is guarded by two massive dogs (random Minions)
- While inside the castle, if party can also find a way sabotage the castle's defences and help Roderick's forces to storm the castle that is worth extra Rep.
- The necromancer Master Cornelius lab is a good target for sabotage. He has been using *Zombarium Zombaris* in his dark rites to bring back dead castle defenders.

Rottingham Castle Sewers
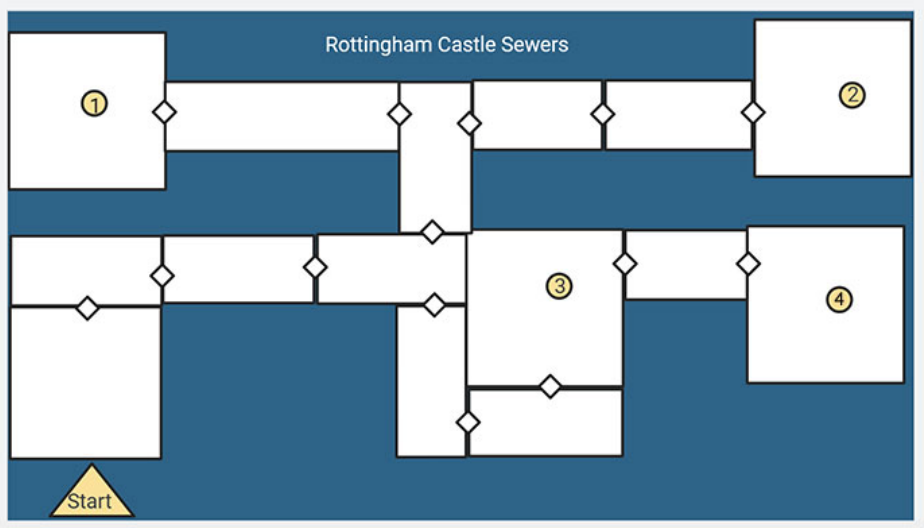
The map is not to scale nor a realistic representation of a medieval castle. The goal of this mini-dungeon area is for the party to sneak into Rottingham Castle. A necromancer in the castle has been dumping used canisters of toxic *Zombarium Zombaris* in the sewers. As a result the sewer is now infested with various undead critters.

The sewer system is composed of a series of narrow passages and larger rooms. Each counts as a zone. The narrow passages are only wide enough for two characters to walk side by side. The party may have access to this map, but won't know which exit (yellow circles 1-4 in the larger rooms) leads into the castle. The correct exit is determined randomly during play.

Each narrow passage has a 25% chance of a combat encounter with a group of undead critters from the table below.

Large rooms have a 100% chance of a combat encounter that includes an Undead Champion plus a group of random undead critters from the table below. All large rooms allow the party to rest and recover their Hit Points.
The first large room explored will contain canisters of Zombarium Zombaris (potential clue or just background information) and Fire Salamander Egg (one use magical item that acts as the spell Nuke).

The GM then can determine secretly which of the other large rooms contains the exit to the castle with a random dice roll.

D6	Undead Critter Encounter
1	Zombie Rats (1.5 per character)
2	Zombie Lobsters (1 per character)
3	Zombie Alligators (0.5 per character)
4+	Zombie Zombies (1 per character)

Use the Minion Machine Rank to determine the Rank and Hit Points of each Minion or assign whatever you see fit.

Zombie Rats (Rank: max GOOD, Gifts: Diseased - characters who are bitten must make a FAIR Fitness Test or are poisoned as per Poison Spell. The effect does not stack. Flaws: +0 damage bonus due to size)
Zombie Lobsters (Rank: varies, Gifts: Armoured)
Zombie Alligators (Rank: Minimum GOOD, Gifts: Armoured, +2 damage bonus bite)
Zombie Zombie (Rank: varies, Gifts: Immune to fear or any form of persuasion, Flaws: Slow, always lose initiative)
Zombie Undead Champion (Rank: GREAT+1df, Gifts: Immune to fear or any form of persuasion, Flaws: Prone to melancholy)

The Necromancer Master Cornelius

THINK:	GOOD	GIFTS
TALK :	MEDIOCRE	Magic Training (GREAT 3 GP)
FIX :	GOOD	Known Spells
FIGHT:	GOOD	Necrophony, Call of the Champion, Zap,
FITNESS: FAIR		Fear
FOCUS:	GOOD	FLAWS
DEFENCE: GOOD		Necromancer Nerd
HIT POINTS: 5		FREE STUFF
THINK POINTS: N/A		Human Bone Staff (+1 Damage Bonus)

MINION CHITS

Print out this sheet, cut out the squares and place in a hat or other container. When generating Minions, just draw randomly from the hat.

MEDIOCRE 2	MEDIOCRE 3	MEDIOCRE 4	MEDIOCRE 5
FAIR 1	FAIR 2	FAIR 3	FAIR 4
FAIR 5	FAIR 6	GOOD 1	GOOD 2
GOOD 3	GOOD 4	GOOD 5	GOOD 6
GREAT 2	GREAT 4	GREAT 6	SUPERB 4

POLAR FUDGE ADVENTURES CHEAT SHEET

Character Creation

Attributes: 9 points   **Gifts**: 3 Gift Points
Defence: Average of Fitness   **Flaws**: Choose any
and Focus (rounded up)   **Known Spells**: Think +2
Hit Points: Fitness +4   **Spell Points**:
Think Points: Think +2   Basic 4 / Advanced 6

Think Points

Spend to...	Gain When...
Add a +2 bonus to a Test	Your character does something really
Bend the rules	cool.
Special expenses	Something totally not-cool is done to
	your character.
	Natural +4 roll

Full Refresh between sessions. Excess not carried over.

Wounds & Healing

Current Hit Points	Status	At The End Of The Scene
Hit Points > 0	OK	Regain full Hit Points
Hit Points =< 0	Wounded,	Regain 1/2 Hit Points
	instant KO	(rounded up)
Wounded and	Dead	Regain No Hit Points,
Hit Points =< 0		also dead

    Healing removes Wounded status and restores full Hit Points.

Standard Tags

Area: 1d3+1 targets, if in doubt
Cooldown: cannot use consecutive turns in combat
Suppressed: target cannot act that turn
Persistent: effect last until target rolls + on 1dF at end of turn or end of scene
Vulnerable: target's Defence lowered 1 Rank

Terrible	Mediocre	Fair	Good	Great	Superb	Amazing	Legendary
-1	0	1	2	3	4	5	6

USEFUL LINKS

- The official home of **Polar Fudge Adventures** is on the UK Roleplaying Design Collective website, which can be found at https://ukrpdc.wordpress.com/category/polar-blues-press/. That's the place to go for adventures, news, updates and other free games.

- Get the original, complete version of the Fudge rules at the Fudge Roleplaying game website: http://www.fudgerpg.com.

- **Polar Fudge Adventures** was written under the assumption that its potential readers are likely to have some prior experience with roleplaying games. If you are feeling completely lost here is the Wikipedia entry for roleplaying games https://en.wikipedia.org/wiki/Role-playing_game.

Checkout these other free Fudge games from Polar Blues Press
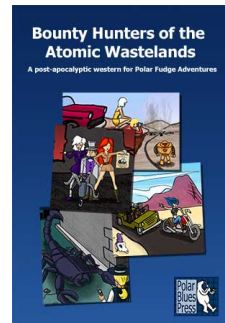https://ukrpdc.wordpress.com/polar-blues-press-downloads

Cyberblues City
Kind of like cyberpunk only more mellow

Polar Fudge Adventures
A prefab Fudge Build for any occasion

Lawmen v Outlaws
Play either lawmen or outlaws in the American Wild West.

Bounty Hunters of the Atomic Wastelands
Post-apocalyptic bounty hunting.

Polar Fudge
Adventures

Name . . . .

Background . . . .

Think . . . .

Talk . . . .

Fix . . . .

Fight . . . .

Character Portrait

Fitness . . . .

Focus . . . .

Reputation .. . .

Gifts . . . .
. . . .
. . . .
. . . .

Hit Points . . . .

Think Points . . . .

Defence . . . .

Flaws . . . .
. . . .
. . . .
. . . .

Free Stuff

. . . .

. . . .

. . . .

Terrible	Mediocre	Fair	Good	Great	Superb	Amazing	Legendary
-1	0	1	2	3	4	5	6

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