

TEARS OF THE JUNGLE

A FUDGE Tale
By Jonathan Snyder



(1.0) Introduction

A Survival game in strange jungles with the cast of characters unable to remember who they are! This little adventure was originally designed to work with the Fudge on the Fly system from Fudge factor. The link can be found in the extras section of this document.

Characters are secretly assigned a Pregen build with two bonus skills and will be revealed as the characters begins to remember. The fun part of this story is that the characters start out not knowing who they are and through flashbacks will begin to remember their mission and who they are.

As the GM, once you have the amount of players that are going to play, you will secretly assign them on the admin cheat sheet what they really are. All the characters remember is their names. To add to the adventure, there is possible character death in the late game.

Characters start out with two three free attribute levels and for simplicity a simple wound system was used. Flashbacks should be given to the players when the GM feels the time is right.

Also in the story characters are considered to have one slot per hand (two slots total) for carrying weapons as later in the game it adds to the adventure when they cannot take the whole armory with them.

(1.1) Slots

This is a simple rule created to make sure players don't carry absolutely everything they can. Players are considered to have "slots" where they can put an item. What is recommended for this scenario is each hand is one slot while the belt is considered 1 slot. 3 special grenade slots are on the back of the belt that only grenades can be put in. Some weapons are considered Two slot weapons (ex. Shot gun) and will require both hands to use.

(1.2) Scale

Because of the size of the dinosaurs, scale becomes a factor when fighting them. In **Section 4.0 - NPCs** the scale section lists how big the animal is. A simple form of doing scale is to simply subtract from the attack the number for scale to reflect damage.

(ex. Bob shoots at a Megalosaurus who is a scale of 3. Bob rolls a Great (2), but subtracts 3 for scale and really got a mediocre (-1) against the large dinosaur.)

In turn when the large dinosaur attacks, add the number of scale to their attack rolls.

You can find more on Scale in Fudge RPG section **4.58** or in the Fudge RPG Tenth Anniversary Edition on page **48**.

(2.0)Story

The story is simple. A team has been put together to go in to the past through a time machine to find a extinct flower called a Jungle Tear. Humanity is at war with an alien race called the Kulangs who wants to completely iradicate the humans. The jungle tears has a chemical compound that can be synthesized as a cure. The Kulangs originally used the flower because they knew the humans could not come up with a cure. They did not expect the time machine.

The Team is sent back in to the past, but because of a power surge by a Kulang attack, they arrive off location in the prehistoric period with no memory of who they are except their names.

(2.1)Introduction

The smell of smoke wafts across your noses and the sound of screaming birds reach your ears. You slowly open your eyes and find yourself standing at the leafy tops of jungle trees. There branches blocking at least half the light coming from the sun.

(2.2)Scene#1 – The Encampment

There is a shredded tent here and a burned out fire. Boxes and containers litter the area as if thrown there hastily.

Boxes:

- A bunch of MREs ripped up and chewed like animals have gone through it.
- A bunch of broken scientific equipment.
- A metal device that is circular, palm size, with the LCD screen cracked.
- A leather bag.

There is a random amount of weapons scattered about. One revolver with only three shots, 2 machetes, and a spear made out of a very strong wood with a hand crafted stone spear.

Some of the things that can happen here is the arrival of a Compsognathus who, in it's teeth, has the main computer that the players need to not only find the location of the Jungle Tears, but also the transponder to get them back to their own time. Here the GM can also give them their first flashbacks.

Either by successfully getting the C-pad from the Compsognathus or it fleeing back to it's own home, the players will be steered toward the plains.

(2.3)Scene#2 – The plains

The plains are a big wide spread land with trees on the opposite side. There are large dinosaurs roaming back and forth. Stegosaurus, Brachiosaurus, and even some smaller creatures. There is a large river running down the plain separating them from the jungle on the other side.

Some of the notable things here is a sleeping diplodocus and a large mound of dirt which is the home of the Compsognathus. If they try to go after the Compsognathus it'll skirt across a sleeping Diplodocus which makes a temporary bridge and go to it's home.

If the home is approached the Compsognathus will attack in packs. (More on this dinosaur in **Section 4.3**).

The Compsognathus are curious and so either way they will come out to see what the players are up too. If the players have anything shiny the Compsognathus may go for it. At this point it is the GM's call.

Swimming the water will need a strength of Great because of the undercurrent. Anything else they will make it, but all suffer a -1 on their stats for two rounds. There are also two Archegosaurus swimming in this water and may come after the swimmers.

This is also a time the GM can give the PCs their second flashback.

(2.3.1) The C-Pad

Once the C-Pad is finally retrieved, activating it will show their landing location and also an X that marks the location of something. It is pointing to a stray weapon's capsule that did not land with the rest of the team.

On arriving to the capsule, the map will be updated to point to the lagoon where the Jungle Tears are located.

(2.4) Scene#3 – Sleep and Surprise on Awakening.

Once they have crossed the river it should be getting close to night time and the GM can either make them exhausted to continue or give the PCs a suitable penalty if he wants too. There is a clearing in this area that they can setup camp. On awakening the next morning they will find that velociraptors have entered the camp looking for food. They are more curious than hostile at the moment. They will not attack unless threatened. There is a total of five though on initial looking only two can be seen as they scavenge through the camp.

Leave it up to the players how to get past these dinosaurs, but on success they will be able to find the weapon's capsule now and activate it.

The following message will play:

"[LEADER PC]. I was informed that the Time Vortex System had malfunction when you and your team were teleported to the time frame. The Kulangs are hitting harder than ever and we need you to recover the specimen of flowers called Jungle Tears as soon as possible. This project is already at risk and since this species of plant is extinct in our time frame you are humanities last hope to cure the genetic disease our enemy created. Inside the container are weapons for you. Jungle Tears has a very pungent and sweet odor that makes animals feel happy and so may attract wildlife. Be care and get home. Remember, you must be in the same place you started to be returned properly. Admiral Logan—out"

This would be another good place to give the PCs their third flashbacks.

(2.4.1) Weapon's Capsule

The Weapon's Capsule is a long silver cylinder stuck in the ground. When any of the players touch it, it will open the top half to show a computer screen and they will be identified by the computer.

The capsule will then open its lower section and display the weapons available. (See **Appendix 2**).

Please refer to **Section 1.1 Slot** for the recommended way of carrying items.

(2.5)Scene#4 – The Jungle Tears

They lead in to the forest to the west and discover a dark glade where the trees are so thick that very little light gets through. Shadows are cast everywhere. The Jungle tears, a beautiful red flower that floats on the top of the lagoon. There are extremely thick shrubs surrounding the lagoon though parts of it seem to be thinner and flattened down.

With a Perception roll of Legendary, they will be able to see the sleeping T-Rex amidst all the brush in the far corner of the glade. There is also a nest here that has three T-Rex babies who aren't interested in doing anything, but playing.

There are two places that the PCs can get the Jungle Tears. Either by swimming in to the lagoon or by entering the nest of the T-Rex. Doing either is considered dangerous as the playful T-Rexes will come over to play and if they get upset their call will awaken the sleeping male.

In the Lagoon, three Archegosaurus swim waiting for food and they will come after the players that swim in.

When they successfully get the flowers, they will run in to the female T-Rex and begin a chase trying to hunt them down. This is the last major confrontation. If they can hide from her the T-Rex will try to acquire them with her perception three times before giving up and leaving. If for some strange reason one of the PCs has successfully captured a T-Rex baby. She will not give up, will be angrier and will get a +3 on all her rolls because she smells her baby.

The survivors must get back to their original location to activate the device! It will succeed and transport everybody within 15 feet. Will not transmit non-marked for recalled animals. So they don't have to worry about the time travel pulling the dinosaurs with them.

(2.6)ENDING

The survivors will stumble back in to the futuristic dome with the flowers and be welcome as heroes. Though this doesn't end the war with the Kulangs, it does give them a way to fight the disease that they have been infected with. The PCs are hailed as heroes. At this time the GM can assign Fudge Points and experience points if he so wishes.

(3.0)Flashbacks

The Flashbacks is a way for the Game Master to give the players some of their memory back as they don't remember who they are. In the above story there are marks when it is recommended handing the information to the player. Though as the GM will be in control of the whole story he/she should know the best time to handle it.

See **Appendix 3** for the flashbacks.

(4.0)NPCS

The following section is a list of all the NPCs that you could have the player encounter on their journey in search of the Jungle Tears.

(4.1) Velociraptor

Attributes:

Strength	Fair
Agility	Good
Toughness	Good
Perception	Superb



Scale: 0

About: Quick and Deadly. Usually two or more.

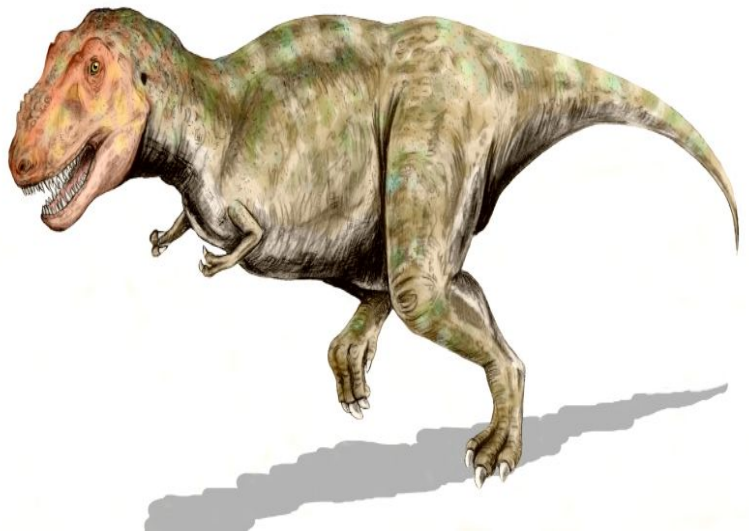
NOTES:

The scientist understands dinosaurs and so if he has identified it he'll know that they are in packs and will get a +1 bonus on his roll.

(4.2) Tyrannosaurus-Rex

Attributes

Strength	Legendary
Agility	Mediocre
Toughness	Superb
Perception	Fair



Scale: 4

About: The King of dinosaurs, though a scavenger, loves the thrill of a hunt. His weakness is he can't see very well and cannot see anything moving though excessive movement gives him a good advantage.

Research: The King of dinosaurs, though a scavenger, loves the thrill of a hunt. His weakness is he can't see very well and cannot see anything moving though excessive movement gives him a good advantage.

NOTES:

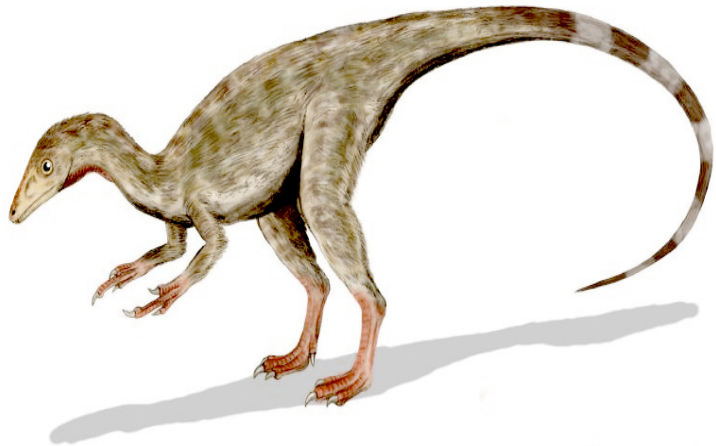
This is the late game villain who lives in the swamp with the Jungle Tears. He likes the smell of them. They will stumble in on him when they leave the area with their samples.

The Perception of the T-Rex is modifiable depending if the characters are moving or not. What is set in the attributes is for normal movement. They get a +2 bonus when the prey is fleeing, and a -2 when the prey is standing still.

(4.3)Compsognathus

Attributes

Strength	Terrible
Agility	Good
Toughness	Mediocre
Perception	Great



Scale: -3

About:

Compsognathus is a small pack like dinosaur of extreme intelligence and love of all things shiny. They will attack in packs of 5 to 10. For every 5 it is +1 on their attack.

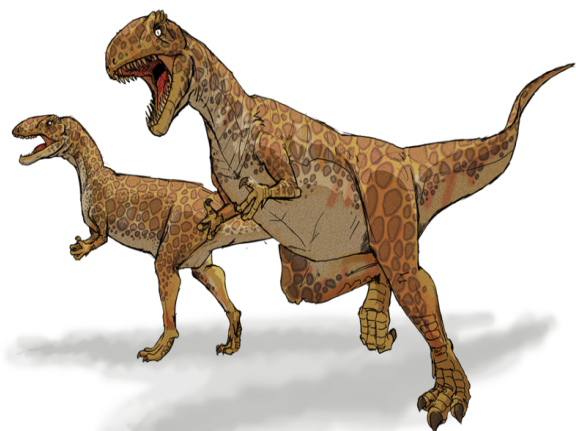
Research:

Compsognathus is a small pack like dinosaur of extreme intelligence and love of all things shiny.

(4.4)Meglosaurus

Attributes:

Strength	Good
Agility	Great
Toughness	Fair
Perception	Superb



Scale: 3

About: Large and Silent

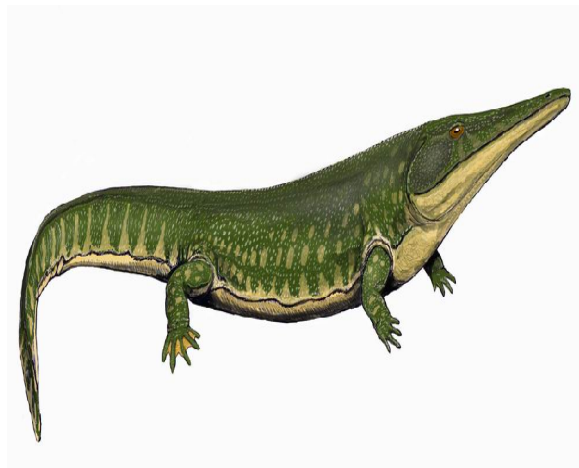
NOTES: The Megalosaurus is a large dinosaur with a surprisingly talented ability to hide even with it's

size. The Megalosaurus is a solitary predator who usually waits for it's prey to pass before jumping out at it and killing it.

(4.5) Archegosaurus

Attributes:

Strength	Fair
Agility	Great
Toughness	Fair
Perception	Good



About: Swimming Predator

Scale: 1

NOTES: The Archegosaurus is an amphibian that lives in large water bodies hunting animals like the modern day alligator. There is a good chance that any body of water in a jungle will contain a few of them.

(5.0)About Fudge

This adventure is written for a Role playing Game system called FUDGE that is published by Grey Ghost Games. Though you can adapt this to any other system (and you are more then welcome to), it was written with this game system in mind.

To find more about fudge I insist you visit: www.fudgerpg.com

(5.1)Thank you!

My biggest thank you goes to Jonas Susara who also is known as the fudgebob on the Fudge IRC chat. He not only helped me out with my very first GMing (which was this story), but gave advice on how to work with the players and also taught me the intricacies of being an evil GM!

Also like to thank Shyann for her playing in the test run of the game and taking over Olivia. She helped a lot showing where I had holes in the story and keeping me on my toes.



APPENDIX 1 - Sample Characters

Character Name: Bobby

Character Type: Adventurer

Fudge Points: 3

Strength	Fair
Agility	Fair
Toughness	Good
Reasoning	Fair
Perception	Good
Willpower	Fair
Charisma	Good

CHARACTER SHEET (white = standard, gray = Unused, aqua = Bonus Skill)

Superb	Swordfighting				
Great	Firearms		Outdoorsman		
Good	Running	Demolition		Tactics	
Fair					
Mediocre					

SUPER SIMPLE WOUND SIMPLE

(The GM will tell you your status and the number is the penalty for all actions.)

[] Fine 0

[] Injured (-1)

[] Severely Injured (-3)

[] Incapacitated.

Character originally created by Jonas "Fudgebob" Susara.

Character Name: Olivia
Character Type: Scientist
Fudge Points: 3

Attributes

Strength	Fair
Agility	Good
Toughness	Fair
Reasoning	Fair
Perception	Good
Willpower	Fair
Charisma	Fair

CHARACTER SKILLS (white = standard, gray = Unused, aqua = Bonus Skill)

Superb					
Great			Mechanics		
Good	Computers	Firearms		Prehistoric Knld.	
Fair					
Mediocre					

SUPER SIMPLE WOUND SIMPLE

(The GM will tell you your status and the number is the penalty for all actions.)

- [] Fine 0
- [] Injured (-1)
- [] Severely Injured (-3)
- [] Incapacitated.

Olivia was originally created by "Shyann"

Appendix 2 - Game Master Cheat Sheet

The Adventurer:

The Scientist:

The Doctor:

The Mercenary:

[illegible]

Weapon Capsule Contents:

- 4 Pulse Pistols (1 slot, 10 shots per clip, 3 clips)
2 plasma shotguns (2 slot weapons - five rounds per clip, 3 clips)
12 energy grenades (1 slot each. Box is steel so to heavy to carry.)
12 smoke grenades (1 slot each. Box is steel so to heavy to carry.)

Player Slots:

- 2 slots (Left hand/Right Hand)
1 slot (belt)
3 Slot (special grenade only)

Appendix 3 - Flashbacks

The Adventurer's Flashback!

Flashback#1: Pictures flash through your mind. Something smelling like death and burning bodies. A flash of you standing among dying people. You remember feeling pain for the loss of so many, but hope for the rest because of...something.

Flashback#2: A Dome! You remember a Dome! Clear and beautiful, but showing the outside which is barren, gray, massive lightening storms across the country side. Ruins of cities. You feel sad.

Flashback#3: A memory comes. Standing in front of a black man who is tall and wearing a uniform. He is high ranking and has asked you to go on a dangerous mission. You remember the words, "You will be completely out of your time."

Flashback#4: You are remember more of the mission. It was important. The future of mankind was at stake. They...were coming and they were killing humans indiscriminately. You remember the feeling of hatred as you saw the videos of their atrocities. The Kulangs would pay for their horror!

Flashback#5: All the pieces are fitting together. You know your name and that you were a Major in the Earth Space Marines. The race that your people had found had slaughtered your people and [SCIENTIST] knew how to stop them. You were the leader of the expedition.

The Scientist's Flashbacks

Flashback#1: A flash of memory returns to you. The feeling of hope and excitement for something you discovered. Something important. A plant you must find. You must find it! It will save....something.

Flashback#2: You remember a lab. Beautiful, high tech, with a lot of technology at your disposal. It is your home. The place you spend your life

Flashback#3: You remember that you had constructed something...a device...something that would...that would move a group to...to somewhere. You can't remember what it actually did or why you even felt that you had to move.

Flashback#4: The cure was in your reach. You remember the sleepless night rushing to the lab in your bathrobe, but what you need was not there! It did not exist anymore. That's what this whole mission was about. The something that was gone!

Flashback#5: You know your name and the mission. You had designed the time machine...that was it. It was a time machine! The things were attacking and you designed the time machine to go back and collect the plant that [DOCTOR] needed. You had a breakthrough and you came back in time! The plant you needed is Jungle Tears!

The Doctor's Flashbacks

Flashback#1: A flash of Memory! You know THE SCIENTIST you've worked with him before on something that is really important. Humanity needs it, but you can't quite remember why. Something about cures.

Flashback#2: The smell of anti-septic. The moan of patience. You can see the guards with futuristic weapons standing at the door eye the patients. Something is wrong with the patients and you have to take care of them!

Flashback#3: A memory surfaces. You watching a mother holding on to a child who is dying of something...an illness...that's it! A plague. A plague that has been hurting earth and killing her inhabitants. They sent it...but who were they?

Flashback#4: Your Friend, THE SCIENTIST had figured it out. You remember that much. A plant was important, but for some reason he could not find it. You remember feeling empty inside as if life would go extinct and your people would never see the light of day any longer.

Flashback#5: You had found a cure! That was what it was. The Kulangs had assaulted earth with a retro-virus that was killing off all the humans. You discovered that the enzyme in a plant on record called Jungle Tears would cure it, but alas it had gone extinct millions of years ago! You are now out to collect it!

The Mercenary's Flashbacks

Flashback#1: A flash of memory. You feel happy. You remember seeing the quite large amount of money registering on your personal computer screen. Enough to make you retire...if there was a place to retire too. You signed on to help to do...something.

Flashback#2: The smell of dirt and destruction. The feel of blood pumping through your body as adrenalin moves you. Your firing your weapons for some reason! Then the memory fades.

Flashback#3: Their bodies are laying on the ground. Huge eyes and a featureless face. You remember your disgust, your hatred for them. You remember spitting on one of the corpses. You had protected the Dome City...You had protected Last haven from them. But why?

Flashback#4: You remember that whatever these lab types wanted, it was stupid and small to you, but you were paid a good amount to make sure the mission was done....the mission, that was it. You were protecting them...from what though?

Flashback#5: You were a paid mercenary. The memory hits you hard. The Earth Confederacy paid you a lot of money to go back in time with the scientists and provide the muscle for the group. The Kulangs hated your guts because you slaughtered them relentless and the plague seemed to not harm you.

CHARACTER SHEET

Character Name:

Character Type:

Fudge Points: 3

About:

Strength	
Agility	
Toughness	
Reasoning	
Perception	
Willpower	
Charisma	

CHARACTER SHEET (white = standard, gray = Unused, aqua = Bonus Skill)

Superb					
Great					
Good					
Fair					
Mediocre					

SUPER SIMPLE WOUND SIMPLE

(The GM will tell you your status and the number is the penalty for all actions.)

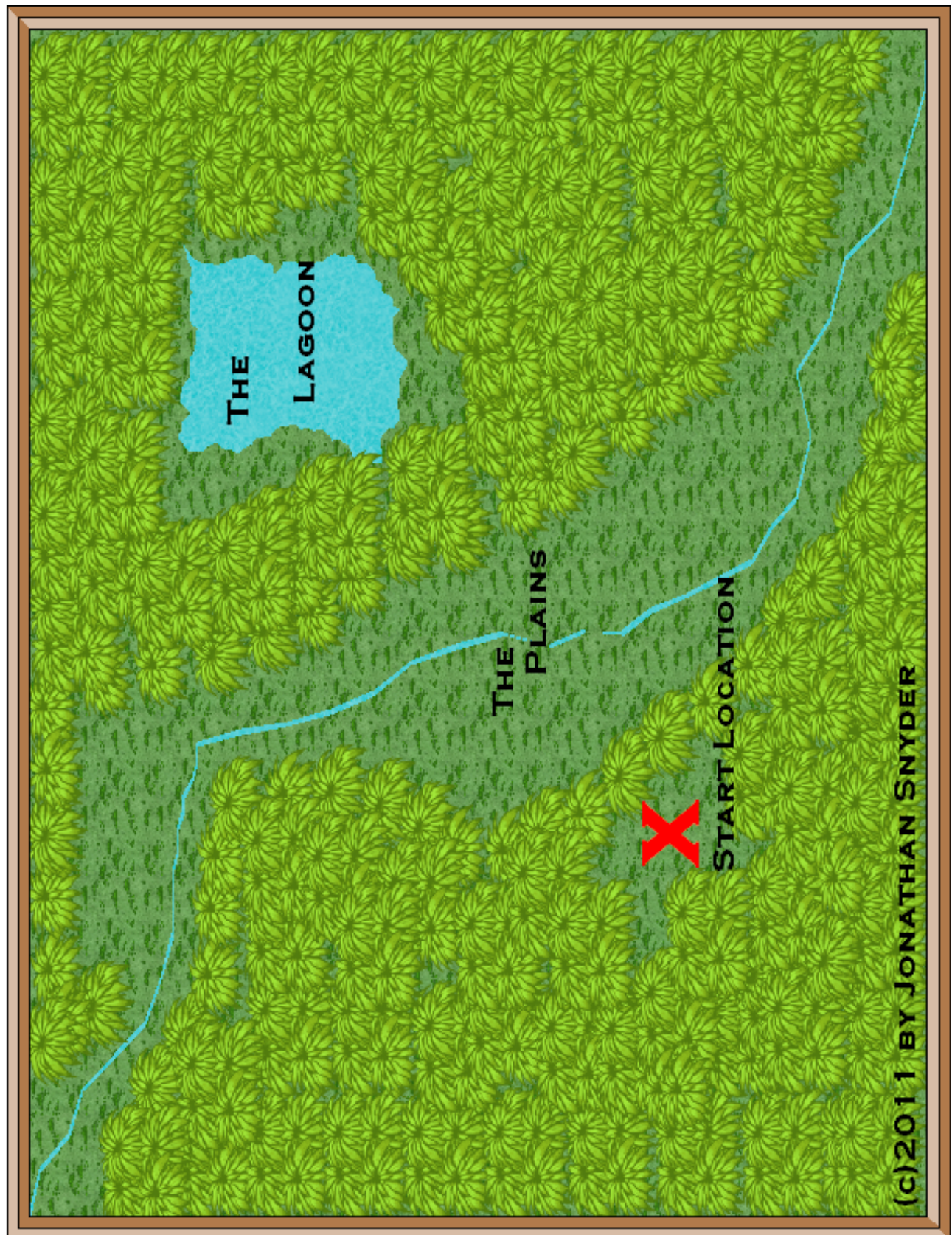
[] Fine 0

[] Injured (-1)

[] Severely Injured (-3)

[] Incapacitated.

Appendix 5 - Map of the Prehistoric Area



Appendix 6 – Open Game License

About This Fudge Roleplaying Game Document:

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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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