

Kings Parish:

Part One: The Emerald of Courage

A Module for the Donjon RPG System

Written by Anthony Deming

Preconstructed Items

| | | |
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| Boomerang | Stun 3 (+6) | worth 6 |
| Bomb | Explode 1 (+ 2) | worth 2 |
| Mobile Bombing Unit | Explode 1 (+2) Move Forward 2 (+4) | worth 6 |
| Slingshot | DR1 | Worth 1 |
| Stone | Stun 1 (+2) | worth 2 |
| Lens of Truth | See Hidden 3 (+6) | worth 6 |
| Bow | DR2 | Worth 2 |
| Megaton Hammer: - | Smash 2 (+4) DR 3 | worth 7 |
| Hookshot | Pull Light Object Toward Heavy One 1 (+2) | worth 2 |
| Longshot | Pull Light Object Toward Heavy One 3 (+6) | worth 6 |
| Fire Arrow | Burn 1 (+2) DR 1 | worth 3 |
| Ice Arrow | Bone Chill 1 (+2) DR 1 | worth 3 |
| Light Arrow | Illuminate 1 (+2) DR 1 | worth 3 |
| Gem of Flame | Friendly Fire 2 (+4) | worth 4 |
| Gem of Protection | Protect From Harm 5 (+10) | worth 10 |
| Gem of Transport | Warp Back 3 (+6) | worth 6 |
| Short Sword | DR 1 | worth 1 |
| Giants Knife | DR 2 | worth 2 |
| Dwarven Sword | DR 3 | worth 3 |
| Sword of the Storm | Push 3 (+6) DR 0 | Worth 6 |
| Wooden Shield | DR 1 | worth 1 |
| Steel Shield | DR 2 | worth 2 |
| Mirror Shield | Reflect Light 1 (+2) Illuminate Evil 2 (+4) DR 2 | worth 8 |
| Ranger Tunic | Run Fast 2(+4) DR1 | Worth 5 |
| Dwarven Tunic | Resistant to Fire 3 (+6) DR 3 | worth 9 |
| Tunic of the Fish Folk (yes I stole this one from the core book) | Swim like a Fish 4 (+8) Breathe Underwater 3 (+6) DR 3 | worth 17 |
| Iron Boots | Increase Weight 3 (+6) DR 2 | worth 8 |
| Winged Heels | Light as a Feather 3 (+6) DR 2 | worth 8 |
| Dwarven Gauntlets | Increase Strength 2 (+4) | worth 4 |
| Silver Gauntlets | Increase Strength 4 (+8) | worth 8 |

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| Gold Gauntlets | Increase Strength 8 (+16) | worth 16 |
| Silver Scale | Dive Deep 3 (+6) | worth 6 |
| Gold Scale | Reach Bottom 6 (+12) | worth 12 |
| Stone of Agony | Shake When Near Hidden Things 3 (+6) | worth 6 |
| Catapult | Area Attack 3 (+6) DR8 | Worth 14 |
| Ballista | Pierce Anything 2(+4) DR 7 | Worth 11 |

Kings Parish Town Description

Kings Parish is a thriving town just inside the castle gates. The population is mostly friendly, and is a mix of the local races (Fish Folk, Human, Elves, and Dwarves).

Resources:

Weapons & Armor: 4

Markup: 2

Description: Weapons in Kings Parish are of moderate quality due to the close proximity to the local barracks. However, the King applies a small tax to all sales of martial equipment to discourage brigands. Never the less, the people love a good story, and will give a discount to anyone with a good story to tell.

Provisions: 7

Markup: 4

Description: Due to its centralized location, close proximity to the castle, and the abundance of resources nearby, just about anything one might look for can be found in this town.

Hospitality: 10

Markup: 8

Description: The town's accommodations are top notch, however due to the abundance of wealthy merchants from afar you will likely pay a good margin for any time spent in local inns.

Goal: Retrieve the Emerald of Courage from the ancient ruins.

Environments:

Parish Field: A vast expanse of field with scattered bushes the size of men, and well trod roads leading to all the major cities.

Forest of the North: Dense woods, with many dark corners, and the well lit Great Halls of the Elven Captains built into the very forest canopy above.

Forest Maze: Trees here grow so densely that they form walls. There are no dead ends (that we know of) but many a traveler has lost his way and found himself in a completely different territory.

Ancient Ruins: An ancient palace in the middle of a great, dark forest.

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| Chapter 1: Journey Across Parish Field. |
| LEVEL 1 |
| Opponent: Wolves, Rogues, Adventurers |
| Scene: As the sun sets, and the draw bridge rises behind the characters, they are set upon by a pack (2x characters) of level 1 wolves. If they run, they spot The Ranch and have a chance to escape by running inside. |
| Scene: As the players leave the trail, they notice what appears to be a shortcut to the Forest. If they walk through, they find themselves falling into a trap. They are ambushed by level 2 Rogues (2x characters). 5xp if they stop to examine the apparent shortcut before walking through (Easy Difficulty). If this happens they see the rogues and catch them off guard (first round uncontested). |
| Scene: As they near the forest they spot a group of (Num = num characters) Adventurers who have been sent by the other side. If they manage to take one prisoner they will gain a hint about the Big Bad. |
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| Chapter 2: Village of the Forest Elves. |
| LEVEL 2 |
| Opponent: Elven Guards, Shrub Warriors |
| Scene: As they enter the Forest they are attacked by Shrub Warriors (2). Having defeated the first, it runs. When they defeat the second, it tells them of a shortcut through the forest maze (Left Right Straight Right Left Left Right Straight). |
| Scene: They see something moving through the forest. It turns out to be 4 Elven Guards. They are taken prisoner. They are taken up into the forest canopy from where they are able to see the environment as well as the direct path to the maze. If they are able to convince the Elves that they are here to do good (Roll Sociality + Any Applicable Abilities Vs. Elves Discernment + Applicable Abilities at a Medium Difficulty), they will be told where to take the emerald for it to be safe. 5xp if successful. |
| Scene: They find a small treasure cache (including emeralds). It is rigged with a pit trap. If they check for traps (Discernment + Abilities vs. Medium to find Medium to avoid), they will discover this and get 2xp. If not, they fall in the pit and have to climb out (Adroitness + Abilities vs. Hard). They only get the treasure with a successful discovery of the trap (Treasure level = Donjon Level + 3). |
| Scene: They find a pack of horses (number = number of characters). If they scare the horses they will have to fight them. 6xp if they successfully capture the horses (Adroitness + Abilities vs. Horse Level). Only those with an ability to ride horses get to ride one, but they get to take the horses either way. |
| Scene: They find siege weapons. They will get to carry one siege weapon per 3 horses possessed. If they don't have the horses, the siege weapons will crumble when they try to move them |

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| Chapter 3: Through the Forest Maze. |
| LEVEL 3 |
| Opponent: Rogues, Wolves, Shrub Warriors |
| Scene: They make a wrong turn and find themselves surrounded by shrub warriors. If they defeat the warriors, the last one will tell them the right way back. If they try to buy something off of the shrub warriors they don't have to fight them. Hospitality equals donjon level, markup is 1 from shrub warriors. |
| Scene: The characters see a secret passage way. It leads to the Shrub Market Place. Anything can be had here. Hospitality is donjon level, markup is 2. In the marketplace they will see Elves, Ogres, and Shrubs buying and selling. |
| Scene: The characters pass into the next leg of the maze and find a treasure horde in front of them. While trying to open the chest (adroitness + abilities vs. Medium Difficulty), they are ambushed by a rogue. When they defeat him, he admits to having been lost in the maze for a long time. He gives them the treasure horde in exchange for directions on the way out. 5xp if they give him directions. If they give him the wrong directions, they run into him on the way out. |
| Scene: As they come around the corner they find themselves running into a pack of 6 wolves on the way out of the ruins. If they search around them they find a path up to the top of the maze (discernment + abilities vs. Hard Difficulty), 5xp for this solution. If they sneak around the wolves (Adroitness + abilities Vs. Medium Difficulty) 3xp. If they fight, no additional XP. |
| Scene: From the top of the maze, they see the path directly over to the ruins. There is a tree tilted over the edge towards the way out. If they try to climb it, it falls down over the area they just left. If they climb over the top, it will only hold one person at a time (Hard Difficulty) 3xp. If they climb through the inside, it will support up to two at a time (Medium Difficulty) 5xp. |

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| Chapter 4: Ruins (Ground Level) |
| LEVEL 4 |
| Opponent: Wolfkin, City Guardian Golems |
| Scene: When they enter the ruins, they find themselves in a room with 4 City Guardian Golems. There is a large pit in the center of the room. If they maneuver the golems into the pit (Medium Difficulty) 4xp, but they will have to face them in the underground level. If they defeat the golems, a path opens up that leads to a treasure horde. |
| Scene: The walk into a room and see footprints leading to either side. As they enter the room they find themselves walking into an ambush of wolfkin (Same number as there are PC's) these wolfkin will try to get back to tell the group. |
| Scene: As they smash their way through a wall, they find a room with wolfkin and Golems. On one side there is a wall with a series of words. If the characters read the words out loud (Cerebrality + abilities Vs. Hard Difficulty), 8xp these words will stop the golems in their tracks. The wolfkin will then speak and help the characters on their way. If the characters don't read the words, they will have to fight the whole pack. |

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| Chapter 5: Ruins (Underground) |
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| LEVEL 4 |
| Opponent: Wolfkin, City Guardian Golems |
| Scene: The ground caves in beneath them. They fall into the underground level. When the dust settles they find themselves surrounded by wolfkin. There will be 4 + however many wolfkin escaped before. If they spoke with wolfkin on the other level the wolfkin will be friendly. |
| Scene: They enter and find a room with no floor. There is an inscription on the other side (discernment + abilities Vs. Easy Difficulty). IF they choose to read it (Cerebrality + abilities Vs. Hard Difficulty), they will be given the advice to toss some rocks across the path to see where their invisible path lies, 8xp. if they try to jump the chasm, they miss and fall to the right side of the bridge, and find themselves too far down to get out without a rope (Very Hard Difficulty). |
| Scene: The characters see a large door with strange writing on it. Elves can read it (discernment + abilities) and will see that it mentions the Emerald of Courage. |
| Scene: The characters find themselves in a room with spikes coming down at them from the ceiling. (Discernment + abilities) to see a switch by the door they entered at to turn the spikes off. (Virility + Abilities) to hold the ceiling up while the others escape. |
| Scene: As they open the last door they find that they have been beaten to the stone room. The Big Bad is standing there with STEVE. They have a showdown with him. When they beat him he disappears in a cloud of black smoke. |

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| Chapter 6: Race Back to the Tree. |
| LEVEL 3 |
| Scene: Any run ins with people they left behind. |
| Scene: A meeting with the forest elves. Upon mentioning that they have the emerald, the elves provide them with horses, as well as riders for those who don't have a skill. There they are told by their guide that the only safe place for the emerald is inside the tree. |
| Scene: They get to the tree, and see a place on the trunk that looks made for the stone (discernment + abilities Vs. Easy Difficulty). When they place it there the emerald is swallowed by the trunk. At this time the tree talks to them and tells them that they have protected the emerald, for now. |

Non-Player Character Write-ups

Wolf

Level 1

Attributes

| | |
|--------------------|---|
| <i>Virility</i> | 3 |
| <i>Cerebrality</i> | 1 |
| <i>Discernment</i> | 4 |
| <i>Addroitness</i> | 3 |
| <i>Wherewithal</i> | 3 |
| <i>Sociality</i> | 4 |

Saving Throws

| | |
|--|---|
| <i>Vs. Illusion & Confusion</i> | 2 |
| <i>Vs. Poisen Polymorph & Transmogrification</i> | 3 |

Flesh Wounds 2

Abilities

| | |
|--------------|---|
| Tracking | 4 |
| Tooth & Claw | 4 |
| Pack Attack | 3 |
| Howl | 3 |
| Camouflage | 3 |

Notes: These are you average wolves.

Camouflage is a test against Discernment. Pack Attack provides a bonus when fighting alongside another wolf. This bonus only applies to battles with more than one wolf fighting. Wolves will call for help if they get into more trouble than they can handle, will tend to work as a group, and will run if the battle seems to be going badly to get reinforcements.

Rogue

Level 1

Attributes

| | |
|--------------------|---|
| <i>Virility</i> | 2 |
| <i>Cerebrality</i> | 2 |
| <i>Discernment</i> | 3 |
| <i>Addroitness</i> | 5 |
| <i>Wherewithal</i> | 2 |
| <i>Sociality</i> | 4 |

Notes: The Rogue will try to steal whenever possible. If he can, he will try to talk his way out of a fight. He will always try to escape before being killed. Backstab wors only when attacking from behind. Pick Pockets allows him to loot a living person.

Equipement

| | |
|---------------|--------|
| Billys Club | (DR 2) |
| Wooden Shield | (DR1) |

Saving Throws

| | |
|--|---|
| <i>Vs. Illusion & Confusion</i> | 2 |
| <i>Vs. Poisen Polymorph & Transmogrification</i> | 2 |

Flesh Wounds 2

Abilities

| | |
|--------------|---|
| Sneak | 4 |
| Backstab | 5 |
| Hear Noise | 2 |
| Pick Pockets | 3 |
| Ambush | 3 |

Adventurer

Level 2

Attributes

| | |
|--------------------|---|
| <i>Virility</i> | 5 |
| <i>Cerebrality</i> | 2 |
| <i>Discernment</i> | 2 |
| <i>Addroitness</i> | 3 |
| <i>Wherewithal</i> | 4 |
| <i>Sociality</i> | 3 |

Saving Throws

| | |
|--|---|
| <i>Vs. Illusion & Confusion</i> | 2 |
| <i>Vs. Poisen Polymorph & Transmogrification</i> | 3 |

Flesh Wounds 5

Abilities

| | |
|-------------------------|---|
| Beat People | 3 |
| Run and Charge | 2 |
| Knock Down Doors | 3 |
| Intimidate with Muscles | 2 |
| Take Combat Damage | 2 |

Equipment

| | |
|--------------|------|
| Chain Shirt | DR 2 |
| Steel Shield | DR 2 |
| Broadsword | DR 3 |

Notes: Adventurers will always try to intimidate an opponent first. For this roll either Intimidate with muscles or Beat People can be used. If they are not intimidated then the Adventurer will fight them, specifically to the death.

Elven Gaurds

Level 4

Attributes

| | |
|--------------------|---|
| <i>Virility</i> | 4 |
| <i>Cerebrality</i> | 3 |
| <i>Discernment</i> | 3 |
| <i>Addroitness</i> | 5 |
| <i>Wherewithal</i> | 3 |
| <i>Sociality</i> | 5 |

Saving Throws

| | |
|--|---|
| <i>Vs. Illusion & Confusion</i> | 3 |
| <i>Vs. Poisen Polymorph & Transmogrification</i> | 2 |

Flesh Wounds 4

Abilities

| | |
|-------------------|---|
| Ranger Scouting | 4 |
| Speed of the Deer | 5 |
| Forest Magic | 2 |
| Shooting a Bow | 3 |
| Ranged Dodge | 3 |

Magic Words

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|---------|
| Ensnare |
| Vine |
| Hedge |

Equipement

| | |
|---------------|-----------------------|
| Elven Longbow | DR 3 |
| Ranger Tunic | DR 1 |
| Elven Horn | Call Reinforcements 3 |

Notes: The Elven Gaurds will do whatever they must to defend their forest home. If defeat is near, they will sound their Horn, notifying other Elven Gaurds in the area that an intruder is near. When fighting a battle defense of fellow elves is always their top priority.

Shrub Warriors

Level 1

Attributes

| | |
|--------------------|---|
| <i>Virility</i> | 1 |
| <i>Cerebrality</i> | 1 |
| <i>Discernment</i> | 5 |
| <i>Addroitness</i> | 6 |
| <i>Wherewithal</i> | 2 |
| <i>Sociality</i> | 3 |

Saving Throws

| | |
|--|---|
| <i>Vs. Illusion & Confusion</i> | 1 |
| <i>Vs. Poisen Polymorph & Transmogrification</i> | 1 |

Flesh Wounds 2

Abilities

| | |
|-----------------|---|
| Sell Anything | 6 |
| Haggle | 5 |
| Hurl Stones | 2 |
| Eat Wood | 3 |
| Be Hurt By Fire | 2 |

Equipment:

Stones DR 1

Notes: Shrub Warriors put business above all else. When confronted with an opponent they will haggle and attempt to sell them something. If something appears dangerous, they will try to run away.

Wolfkin

Level 3

Attributes

| | |
|--------------------|---|
| <i>Virility</i> | 5 |
| <i>Cerebrality</i> | 2 |
| <i>Discernment</i> | 2 |
| <i>Addroitness</i> | 5 |
| <i>Wherewithal</i> | 3 |
| <i>Sociality</i> | 3 |

Saving Throws

| | |
|--|--|
| <i>Vs. Illusion & Confusion</i> | |
| <i>Vs. Poisen Polymorph & Transmogrification</i> | |

Flesh Wounds

Abilities

| | |
|--------------|---|
| Tracking | 4 |
| Tooth & Claw | 3 |
| Howl | 2 |
| Pack Attack | 3 |
| Camouflage | 1 |

Notes: Wolfkin will always try to intimidate an opponent before starting a battle. They will always go in for close combat. If the battle is going badly they will attempt to warn the pack either by getting away or by calling for help with a Howl.

City Gaurd Golems

Level 2

Attributes

| | |
|--------------------|---|
| <i>Virility</i> | 7 |
| <i>Cerebrality</i> | 0 |
| <i>Discernment</i> | 3 |
| <i>Addroitness</i> | 1 |
| <i>Wherewithal</i> | 0 |
| <i>Sociality</i> | 1 |

Saving Throws

| | |
|--|---|
| <i>Vs. Illusion & Confusion</i> | 1 |
| <i>Vs. Poisen Polymorph & Transmogrification</i> | 1 |

Flesh Wounds 3

Abilities

| | |
|----------------------|---|
| Take Physical Damage | 4 |
| Fall Into Pits | 4 |
| Obey Commands | 3 |
| Smash Foes | 2 |
| Flail Wildly | 2 |

Equipement:

Stone Club DR 3

Notes: City guard Golems were created with two purposes. First, to guard the city. To this end they will do whatever is necessary without thinking. Second, to Obey Commands. Fortunately for our PC's no one told them *whose* commands to follow. If they feel threatened they will fall into the nearest pit.

Big Bad Bob

Level 4

Attributes

| | |
|--------------------|---|
| <i>Virility</i> | 2 |
| <i>Cerebrality</i> | 6 |
| <i>Discernment</i> | 5 |
| <i>Addroitness</i> | 3 |
| <i>Wherewithal</i> | 4 |
| <i>Sociality</i> | 2 |

Saving Throws

| | |
|--|---|
| <i>Vs. Illusion & Confusion</i> | 2 |
| <i>Vs. Poisen Polymorph & Transmogrification</i> | 1 |

Flesh Wounds 3

Abilities

| | |
|---------------------------|---|
| Spell Casting | 4 |
| Control Sentient Swords | 3 |
| Wherewithal For Successes | 2 |
| Sword-Wizardry | 3 |
| Without A Trace | 1 |

Magic Words:

Madness, Fiery, Shadow, Hail, Gnawing, Cold, Rise

Equipement:

Steve the Sentient Sword
Shield of Superb Strength

Notes: Big Bad Bob will flee if it will save his life. He is willing to make sacrifices for the sake of victory, and any weapon he weilds will require some sacrifice to be truly powerful. He will always wield the most potent weapon available. If he fails a roll, he can temporarily sacrifice a number of wherewithal dice equal to his Wherewithal for Successes score to try to round up extra successes. Dice sacrificed in this fashion are not available again until after combat has finished. His Equipement will be handled on the next page.

Steve The Sentient Sword
DR 4

Abilities

| | |
|--------------------|---|
| Control Wielder | 3 |
| Sap Strength | 2 |
| Absorb Wherewithal | 2 |
| Grant Strength | 3 |

Notes: Control Wielder is rolled at beginning of combat to see if the wielder can retain control of the sword. Failure means that he has lost control, and will either begin killing everything in his path, or will flee the battlefield, this is decided by evens/odds. If Control Wielder is failed, then the wielder may sacrifice wherewithal equal to successes on Absorb Wherewithal instead of losing control. Grant Strength adds strength equal to the number of successes. You may only roll the number of dice won through sap strength, but no more than the score of Grant Strength.

Shield of Superb Strength
DR 3

Abilities

| | |
|-----------------|---|
| Standing Strong | 2 |
|-----------------|---|

Notes: Standing Strong grants Virility Dice equal to its score. The score of this ability may be increased in place of the increase of one of the characters abilities.