

The Full Moon Ransom

This content can be used to support the RPGCrate™ September adventure, “*The Full Moon Ransom*”. Although this content isn’t essential to the adventure, it provides additional detail for GMs to use in preparation for the scenario.

The Albret Family

The Albret clan was once a wealthy and prominent family that lived amongst the farmers and simple folk of the area. They were kind people and used much of their wealth to help neighbors and friends in times of need. Many families in the region spoke highly of the Albret family, as their generosity and humanity were well known.

One clan despised the Albrets, mainly due to jealousy and the locals’ love of the family. The Korak clan were known to dabble in the black arts and use magic to gain prosperity or influence over others. The head of the Korak family, Nemsada the Third began a systematic beguiling of the locals, attempting to discredit and undermine the Albrets. Merchants and farmers started to unintentionally and unknowingly disassociate themselves from the Albrets. Locals gossiped and spoke poorly of the clan. The Albret clan could not understand the slow transformation that was occurring with their friends and neighbors.

Frulgar Albret, the head of his clan, discovered the plot too late, long after the irreversible damage was done. His family was asked to leave the town and he decided to comply. They left the small hamlet and moved to the

the current area (Deren), founding and creating the small village of Albretsville.

The Koraks weren’t satisfied with running the Albrets out of town and wanted to outright destroy the family. On the day the Albrets left, Wanda (Nemsada’s wife) cursed the departing family, placing an unnatural death spell upon each and every member. The hex would guarantee that each Albret would die before their natural time.

Early Albretsville

The Albrets chose a fertile valley several days south of their old home, founding Albretsville on a warm summer day. Frulgar and his two eldest sons, Ensicando and Hanfel, built a large manor house while hired hands tilled fields and planted crops. Frulgar’s wife Nanacia visited distant neighbors, setting up trade and building friendly relationships. Within a year, several families had moved into the small village, building new homes and working the unusually rich soil. Albretsville thrived and all seemed well for the family in their new village.

Tragedy Strikes for the Albrets

The family’s good fortune turned sour in their second year in Albretsville. Ensicando was the first child to die, tragically impaling himself on his own dagger while practicing swords with his brother Hanfel. A few weeks later, the Albret’s youngest son Gusdesto fell from his pony into a stream and drowned. Although times appeared bleak, the Albrets were spared any further pain until the next year...

At a time when the family was mourning their losses, a handsome and kind young soldier wandered into Albretsville. Both he and the Albret's daughter Hallessa were instantly smitten with each other; before the year ended, Timnathy and Hallessa were engaged.

A spring wedding returned joy to Albretsville, and within weeks, a new home was erected for the young couple. Crops were bountiful and trade between neighboring towns flourished.

War!

Within three months of the Albret wedding, war broke out in the far east. Inactive soldiers were called to duty and Timnathy left for the jungles of Nolgur-Wul. Several younger men from the village also enlisted and went east to protect the borders of the realm from the horrors of the vile jungles beyond.

Word of Timnathy's death reached Hallessa a month later. Heartbroken, the Albret's only daughter perished in her sleep after a long, deep depression. At this time, neighbors began to feel that the Albrets were cursed with tragedy and began to avoid the family.

Less than two months after their only daughter passed, the Albrets lost their oldest and only remaining child. Hanfel died in a barn fire as he attempted to rescue the family's prized horses. With no remaining children and their neighbors increasingly distancing themselves each day, Frulgar and Nanacia each consumed a poisonous mix of tea and deadly Moonshade, ending the Albret family forever.

The Refounding, Deren

Villagers buried the last of the Albrets in their family tomb and permanently sealed the entrance. A unanimous town vote to rename the town to Deren helped the villagers to forget the tragic past. Life returned to normal in Deren as the crops continued to overproduce and flocks remained healthy. The thoughts of curses and hexes fell from the villagers' minds.

The Albret family properties were left empty for many years. New homes were built and the town grew to more than two dozen families. The first heavily laden merchant caravan arrived in Deren, as they were making their way across the southern part of the region along newly blazed trails. Soon after, merchants began passing through often, many looking for a better place to sleep beyond their cluttered wagons. One of the townsfolk, Brulle Nansator, decided to reopen the Albret family manor as a tavern and inn, naming it the Frosted Falcon. Timnathy and Hallessa's small home eventually became the Deren Outfitter.

Deren residents built a village graveyard over the Albret family tomb, hoping that future generations would either forget or never learn about the cursed family buried below. Only a handful of the older residents recall the stories from those dark times.

So What About the Koraks?

Shortly after the Albrets left town, the Koraks attempted to take the former family's place in the villager's eyes. Unfortunately for the Koraks, their thinly disguised masks were easily seen through by the locals, prompting an eventual town meeting. The Koraks infiltrated the secret meeting and revealed themselves just as the townsfolk voted to cast them out. Nemsada and his two sons attempted to strike down the town magistrate but quickly fell to guardsmen arrows. Wanda and her four daughters fled the town and were never seen from again.

Deren's Fertile Soil

Little is known about the fertile fields of Deren, and how they remain so rich and bountiful year after year. The local priest Tro-mas claims that Etu, the Goddess of Life is responsible for keeping the fields productive for Deren; this is partially true. An older god enriched the soil in this small valley, long before Etu came into being. Departing older gods passed their knowledge and powers to newer deities, including Etu, and entrusted their realms to the young immortals. Etu has continued to bless Deren's soil but her powers in this realm are waning. The fertile valley will cease to produce an overabundance of fruits and vegetables in the coming generations. In fact, the enchantment in the area is settling into the earth, deeper each year, until it falls well below usable soil. Deren is safe for now, but will start to see changes in twenty to thirty years.

Deren Today

The town of Deren continues to prosper to this day, the tragedies of the Albret family long forgotten. Wanda Korak's curse successfully ended the Albret family but did no further damage to Deren's other residents.

Several prominent families have lived in the town, having several generations and offspring to carry the family names onward.

The Nansator family has always owned the town's inn and tavern, the Frosted Falcon, since its initial opening dozens of years ago. The current owner and operator Kelli Nansator, is a shrewd and intelligent business owner. She charges fair rates for food and drink, and always has rooms for weary travelers. She is unmarried and rejects all courtiers.

Voldorf Sornen is the latest in a long line of Deren blacksmiths. As long as anyone in town can remember, a Sornen was crafting tools and working the small forge. Voldorf has a wife and three young sons. There is likely to be several more Sornens in the forge before long.

Like the local blacksmith, Magistrate Olun D'Traboyles has followed in the footsteps of his forefathers. Several D'Traboyles have been magistrates including Olun's father and grandfather. The magistrate position is elected by town vote each year, but no opposition has run against Olun for several seasons. He has served Deren well, even through this most recent crisis.

Where to Find Information in Deren

Most of Deren has forgotten the details of the Albrets and the early days of the village. Those that still remember the family and their history may have trouble recalling accurate details of the past. There are a few residents that have a bit of knowledge of the past.

Kelli Nansator, owner of the Frosted Falcon, has a bit of knowledge of the Albrets, passed down from previous generations. She'll know the history of both Albret homes and have fragments of information about the family tragedy.

The Magistrate keeps records for the deceased in a small room in his home. He will likely let the characters go through the old scrolls if they insist on looking for information about the gravesite. The scrolls and tomes of previous years are haphazardly stacked and unorganized. It will take characters 1d4+4 hours to find anything about the Albret history. It is up to the GM to determine how much of the story is revealed in this manner.

Tromas, the priest at the Church of Etu, also has a bit of information on the Albrets. The church library has decent documentation on prominent family histories in town. A book entitled "*Early Albretsville*", found on a dusty shelf in the back of the library, will reveal much of the story of the Albrets.

Between the town records, the book in the church library, and the cloudy memories of a few residents, the characters should be able to piece together the Albret's story.

Lady Hallessa — Fifth Edition

The Full Moon Ransom Appendix section suggests that GMs create a Fifth Edition version of Lady Hallessa by combining Mummy and Zombie statistics. We've added a suggested stat block here as well.

Lady Hallessa (custom)	
Armor Class: 13	Hit Points: 61 (7d8 + 21)
Speed: 20 ft.	Challenge: 4 (1000 XP)
STR16 (+3) DEX10 CON16 (+3) INT13 (+1) WIS10 CHA15 (+2)	
Saving Throws: WIS +4	Immunities: as Mummy
Senses: Darkvision 60 ft	Passive Perception: 10
Abilities: Multiattack (fist or throw, plus Glare)	
Actions: Dreadful Glare, +3 to-hit	

Lady Hallessa, Alternate Ending

Although Lady Hallessa will try to destroy the characters when they enter her chamber, there is a change that the encounter can end without conflict. Lady Hallessa's mind is warped and confused, but she remains somewhat intelligent and can interact with the adventurers. She is particularly susceptible to compliments about her "beauty" and may pause to listen to favorable words from charismatic characters.

Any references to Timnathy, her parent's suicide, or the villager's plight to end the ransom will infuriate her. Enough successful checks (compliments or offers of help) may suspend the monthly ransom until the characters find a solution or at least allow the characters to leave unharmed. How the players help her (either through permanent death or resurrection) is left up to the GM.

Credits

This downloadable document can be used for the adventure “*The Full Moon Ransom*” or any campaign set in Terra Minor™, a ThrowiGames™ world. The Terra Minor World Guide can be downloaded for free from the company website at <http://throwigames.com>.

Deren is not found on the large Terra Minor map in the world guide, but future publications will further detail the southern region of Sivona. Deren is approximately 50 miles southwest of the Helmsrow Mountains, the range that splits Sivona and Wynhelm.

Additionally, the entire pantheon of the “new gods” can be found in the world guide, including more information on Etu, the Goddess of Life.

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- *Thom Wilson, owner ThrowiGames LLC*

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