

The Full Moon Ransom

By Thom Wilson



An adventure for any
Fantasy Roleplaying Game
System!



Convenient Encounter

Stat Blocks for:

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And

Deren



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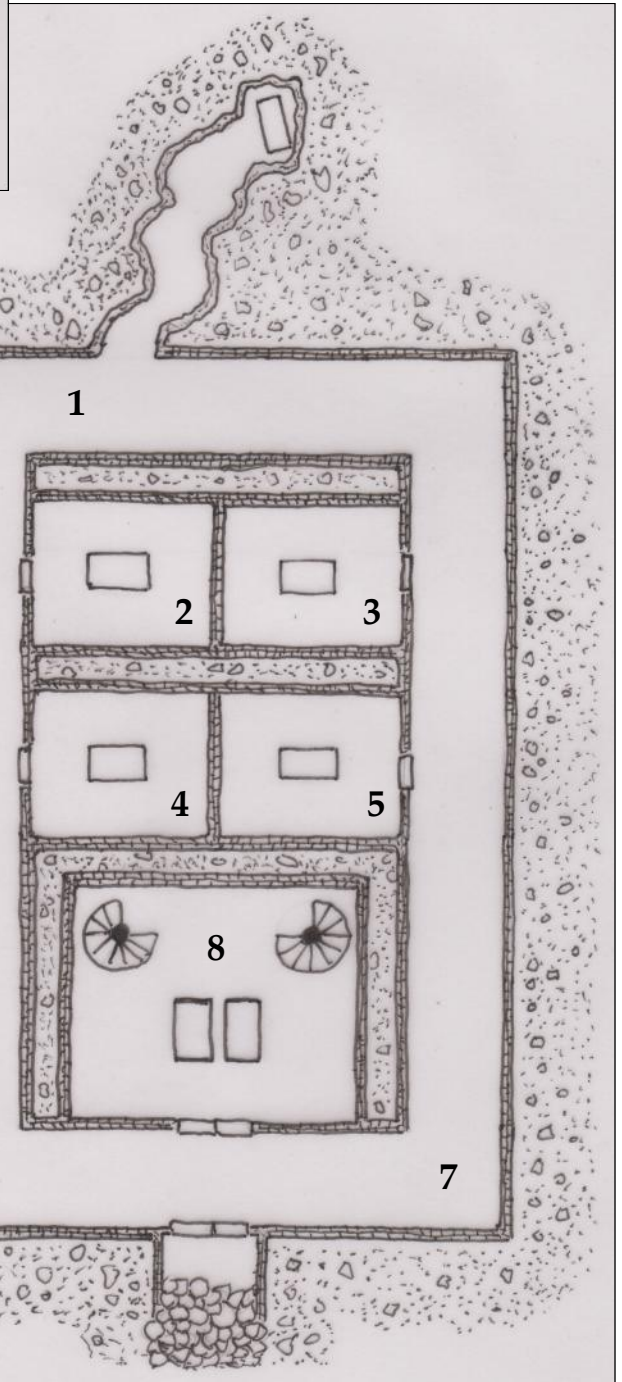
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Burial Vault of Family Albret



Vault Wandering Monsters

| Roll (d6) | Result |
|-----------|----------------|
| 1-3 | Nothing |
| 4 | 2d4 Giant Rats |
| 5 | 1d6 Zombies |
| 6 | 1 Grey Ooze |



Area 9

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Introduction

The Full Moon Ransom is a system-neutral, fantasy roleplaying game adventure set in the world of the game master's choosing. The setting and encounter areas can be dropped into an existing campaign or played as a standalone adventure.

This adventure was designed for 4-8 characters of little to moderate experience. The challenges within can be tailored to the adventurer's levels with a few simple changes by the game master.

An Appendix has been included in the back of the adventure booklet to give the game master sample statistics from common FRPG systems. Additionally, main encounter areas contain a scratch space to allow game masters room for their own notes.

Enjoy!

Thom Wilson, Owner of Nomad Gaming

The Adventure

When the first night of the full moon arrives each month, the villagers of Deren are paralyzed with fear. The nearby graveyard, older than the village itself, is the source of the problem, yet no one can solve their dilemma. At midnight on that awful night, a ghastly hand emerges from an unmarked tomb, palm upward. This decrepit appendage remains exposed, awaiting a ransom payment from the village. When payment fails to meet the hand's demands, a villager ends up dead. Insufficient or missing payment both trigger the

demise of the poor soul, seemingly selected at random although most often the messenger is targeted. Various attempts to avoid payment have failed. The Magistrate of Deren seeks help from the outside, brave individuals who can end the ransom once and for all.

Adventure Background

The town of Deren has been tormented by the Hand from the grave for over a year, losing nine villagers for insufficient payment along the way. Each month, the villagers have attempted to either pay the Hand's tribute, or flee the town during the full moon. If the Hand does not receive adequate payment, one villager is slain and the unmarked tombstone of the Hand's grave is awash in the victim's blood. On the few months where payment was sufficient, the tombstone remains free of blood and the villagers are spared.

In the last three months however, the Hand has been unsatisfied with the payment even though the villagers have correspondingly increased the volume of silver and gold jewelry each full moon. The Hand's demands are quickly stripping the villagers of their wealth. Almost no villager has any valuables left. Deren trades their surplus crops to nearby villages and towns for glittery baubles and trinkets. Soon, they may have to sell or trade needed crops just to satisfy the Hand's payment, leaving them without food.

Deren's Magistrate, Olun d'Traboye, has attempted several options to end the Hand's torment. Each has failed to work; see the table on the next page for the efforts and results.

Attempts to End the Hand's Demands

| Idea/Option | Outcome |
|--------------------------|---|
| Skip payment | Villager murdered |
| Flee town (everyone) | Villager murdered |
| Fake gold/silver jewelry | Villager murdered |
| Dig up grave | Empty Coffin! |
| Chop off emerged Hand | Villager murdered and a new hand emerges the next night / month |

Table 1-1

Villager's have refused to leave their village either because they love their homes, family and community, or more likely, the very special nature of the farmland around Deren (see details in the **Deren** section). The soil has always produced exceptional crops while surrounding areas have suffered from seasonal and occasional blights and plagues. The surplus crops have kept the Deren villagers fed and provided bartering options with neighboring villages and towns. Leaving the village is not an option for most.

So What is Really Happening?

Just over a year ago, an entombed noble was magically awakened in her burial vault under Deren's graveyard. Much to her displeasure, she returned to the world as an ugly, undead creature. Her mummified remains were barely covered in rotting bandages and stained wrappings. Wanting to be beautiful once again, she desired gold and silver jewelry to cover her ghastly appearance. She found that she had the power to awaken other deceased beings in the vault, bringing them from their eternal slumber to do her bidding. She could use the zombies to fetch her jewels!

Lady Hallessa formed a plan to demand a ransom from the villagers above, using one of her dead minions as her messenger. Crawling through dirt tunnels to an unmarked grave, the zombie moves through a false bottom coffin and extends a hand through the ground, palm upward. When the hand is filled with any weight, the zombie retracts the arm and returns to the lady with the ransom.

On the first full moon of her plan, the zombie hand held a blood-inked note with the lady's demands. Villagers, although too scared to follow the initial note's instructions, witnessed the first murdered resident, which had been clearly stated in the demands. From then on, the villagers attempted to either pay the ransom or outwit the Hand. The death of each villager thereafter proved they were incapable of avoiding the Hand's ransom demand.

Murdered villagers buried in the graveyard then become new zombies for Lady Hallessa, taking turns to act as the Hand on the full moon.

Encounter statistics for Lady Hallessa are found in Area 9 of the family's underground vault (page 12). Additional information about Lady Hallessa's family and their tragic demise can be found in the extra downloadable content found at the ThrowiGames company website.

Beginning the Adventure

The game master must find a way to lead the characters to Deren and get them involved in the storyline. Note that the Magistrate is offering a reward of 500 gold pieces to anyone who can end the monthly ransom.

Hand From the Grave begins when the adventurers arrive in Deren, just a few days before the next full moon.

Deren

Deren is a small farming community set in a fertile valley, well protected by mountains to the north, east and west. For years, their lands have produced more than enough crops for the families of their town and several nearby villages. In truth, their soil is enchanted, long ago blessed by an ancient and forgotten deity. This blessing increases the volume and growth rate of crops in most seasons to five times the normal rate, while still doubling output in poor seasons. Deren's lands are valuable to her residents, worth dying for to most who live here.

The enchantment in the soil is slowly waning, its effects falling deeper into the ground each year. This enchantment has awoken Lady Hallessa in the burial vault, its power reaching her crypt late last year. Deren has several more generations before the enchantment no longer affects their soil, returning it to average producing farmland.

Read the following passage to the players when their characters arrive in Deren:

The farm trail turns one last time, and you notice a small village ahead. Several one and two story homes cluster in a neat square, while people bustle to and fro. Children chase dogs and chickens about as men appear in the distance, tending to their crops. A low picket fence surrounds the village, and two capable looking guards stand near the entrance. Beyond the opening, a group of people crowd around a sign propped up against a large stone well in the center of the village.

If the characters appear unthreatening, one of the guards will dash off to find the magistrate (Area 1). The other guard will welcome the adventurers to Deren. He will answer any general questions about the village, leaving any related to their current plight for the magistrate to address. The magistrate enters into view a few moments after the adventurers arrive at the gate.

"Welcome! Welcome to Deren!" exclaims a well-dressed man entering into your view from the right. "I am Magistrate d'Traboyle but you may call me Olun, as most do here in the village. Why I must say, you look like a capable group of heroes! Are you here to answer our call for assistance?" His honest face looks troubled yet hopeful.

The magistrate will answer any direct questions about their current situation, hoping that the adventurers are truly there to help. If the characters are unaware of the ransom, he will try to tell the full story over the last year, including the attempts and failed outcomes.

He will spend only a few minutes answering questions and discussing matters before being pulled away for pressing town business.

Magistrate d'Traboyle will recommend that the characters stay at the Lodge of the Frosted Falcon until they can talk more either later or the next day. He will excuse himself, stating that the town business at this time is very important.

Area 1. The Magistrate's Home

A two story stone home, Magistrate Olun D'Traboyle uses the first floor for town business while using the second floor for his family. First floor offices surround a great room, used for town meetings and discussions. A back stairwell ascends to the second floor where Olun, his wife Gwenlynn, and their two young children reside.

Area 2. Lodge of the Frosted Falcon

Owned by Kelli Nansator, the Lodge of the Frosted Falcon has been the only inn in Deren since anyone can remember. Kelli's family has owned it just as long, having passed it down to male or female heirs each generation. Kelli is a strict owner and bartender, and allows no nonsense in her inn.

A large tavern room converts to a sleeping area each night, providing less wealthy travelers a cost effective space to lay their heads. Alternatively, eight second floor rooms each contain four single beds. The common room costs 1sp per night, while each private room costs 1gp each night.

The lodge serves common fare; nothing exotic or exquisite can be found on their modest menu. Likewise, their bar only serves local ales and wines. Prices for food and drink are based on the chosen system's average costs.

Area 3. The Shiny Anvil

Farming communities need blacksmiths who specialize in creating and repairing farm tools and common implements. Voldorf Sornen is a young yet talented smith, well trained in making shovels, picks and plows. His skills with swords and axes are rudimentary at best. He does have a few weapons in his shop, received in trade with various residents and travelers. His prices are more than fair for the common weapons (25% less than normal).

Area 4. Church of Etu, Goddess of Life

This three story stone structure is the tallest in Deren, its top floor open to the skies above. Etu, the goddess of life and creation, is an important part of the farmer's being; her blessings of bountiful crops and large families are critical to the survival of Deren's residents. Tromas, the old priest of Etu administers the sunrise prayer service.

The recent events of the Hand's ransom have torn the community in two. Some believe that Etu has provided all that the villagers need, while others think that Etu has abandoned them. There is constant discussion at the Lodge of the Frosted Falcon between farmers and merchants on the matter, often resulting in heated exchanges.

Although Tromas believes the ransom is not Etu's concern, he has consulted with other priests in nearby villages, searching for a solution. He desperately wants to find an answer for the town but lacks the experience and resources to help beyond offering prayer and funeral services.

Area 5. Deren Outfitter

Hrun Dowles and his wife Grenda run a small trading shop in town. Although mostly filled to the rafters with farming supplies, a few adventuring items can be found tucked away on back shelves. Hun will charge fair prices for the gear, looking to make room for more useful supplies with the sales. He and his wife live in the second story of the shop.

Deren Homes

Several one and two story homes surround the center square of the town. Nearly all the villagers are farmers, each family growing different types of crops than the others. The barter system is the economic system in Deren, each family trading to get what they need. The homes found along the inside of the square each have a small stand out front where trading and the occasional purchase occurs. Families will sell goods to outsiders if approached with coin, but prefer to trade for silver and gold jewelry. In fact, adventurers will find they can benefit from each trade by using jewelry instead of coins.

Area 6. Deren Town Well

Deren's town well is the source for the resident's water as well as their desired place to gossip. Additionally, a large wooden placard leans against the stone well and displays the latest news. Notifications for events, missing items, or odd jobs around town are posted on a daily basis. It is common to find residents making frequent trips to the sign board each day. When the characters arrive in town, a crowd of villagers will be at the sign board.

The Lottery

The day before the first full moon of the month, the notification for the Hand messenger selection is posted on the town square placard. It lists the time and place for the drawing and includes the names of villagers excluded from the lottery. Only children under the age of 16 and those already once selected are excluded from the selection. All other villagers are entered into the lottery.

If the characters approach the crowd of villagers, they will overhear conversation about the lottery, the full moon, and the Hand. Villagers will not likely engage in conversation with outsiders and will leave the area when approached. However, one woman at the well will answer questions. Felina d'Traboye, the magistrate's older and unmarried sister, will be fetching water when the characters enter the area. She was once selected as messenger and can answer many questions about the Hand and the cemetery on the hill.

The other villagers will not discuss the Lottery or the Hand with outsiders but will politely direct the characters to talk to the Magistrate. A few old farmers found at the Lodge of the Frosted Falcon after dinner may be willing to speak about the town's troubles if a mug of ale or a bit of mutton is purchased.

On the evening of the lottery, the entire town will gather at the well, awaiting the selection by Tromas, the Priest of Etu. He will select a name from a large woven basket, and call it out. The villagers will react as expected, with horrified exclamations as their loved one's or

friend's name is said aloud. The town guard will escort the chosen messenger to the magistrate's home to await their duty. Villagers will return to their homes, locking their doors and closing their windows to await the coming of morning. They will not open their doors for anyone, including the town guard or magistrate. The village will appear to be completely deserted. Even the Lodge will be empty except the owner, Kelli.

The Latest Messenger

The Drurdge family, multi-generation corn farmers, will hear their son's name called out at the lottery. Grigg Drurdge, a strapping youth of 17 will appear stern faced as he walks forward after his name is called. Although his mother and sisters will plead with the magistrate, Grigg will willingly walk forward, knowing that he must fulfill his duty.

If the characters haven't met with the magistrate yet, he will meet with them after the lottery. He will allow them to talk with Grigg before he is sent off with the bag of jewelry to the cemetery.



Graveyard on the Hill

About a half mile from town, Deren's graveyard sits atop a low, broad hill. Although dozens of generations have been buried here, there is still enough space for many more graves. A path from town leads directly to the gates of the graveyard.

A steep, worn path leads directly to an old iron gate set in a low stone wall. The gate is open, it's hinges appear rusty and corroded. Hundreds of tombstones and short monuments are arranged in straight lines, with the oldest graves appearing farthest away from the graveyard's entrance. A few of the closer graves look freshly dug.

Recently deceased villagers have been buried in the front of the graveyard. Hastily dug plots are barely covered as villagers were quick to bury the Hand's victims. If uncovered, the pine boxes will be found to be empty, their bottoms broken and filled with dirt. A careful search will reveal loose ground underneath the coffins. The tunnels used to fetch the newly dead villagers from their coffins are sealed and impassable.

The Hand emerges from one of the oldest graves in the burial site, found in the rear of the area (see A on the map).

A weathered tombstone, cracked with age and bleached from untold years of sun exposure stands before a low pile of earth. Little tendrils of grass emerge from the loose soil as if recently planted. Surrounding graves look undisturbed yet are of similar age. Something has moved the earth here recently, perhaps in the last several weeks.

Area A. The Grave

Although the soil is loose and appears recently disturbed, the area around this grave is ancient and overgrown. The tombstone is weathered and seems void of any writing or markings. Closer inspection reveals a faint, yet magical etching of two words and a three digit number. A successful investigation of the tombstone divulges the name “*Lady Hallessa*” and three numbers, “266” (the year of her death). There are no other markings on the tombstone on either side.

The soil of the grave is very loose and easy to move, as if recently disturbed. If the adventurers dig up the grave, they will find an ornate coffin roughly two feet below the surface. The coffin is unlocked and empty.

Adventurers who successfully search the coffin will find a hidden trap door that leads to a tunnel below the grave.

The Grave After Midnight

If the characters wait until midnight of the first full moon, they will eventually see a rotting hand and forearm push through the soil to await payment. If any weight is placed in the hand, it lowers back into the earth, firmly clutching whatever was placed in its palm. Cutting off the hand or arm causes it to retract as well. Use Table 1-1 on page 3 for likely results to these actions.

Digging up the grave while the hand is extended also causes it to retract. The Hand will only extend if the grave is intact and undisturbed by the villagers or characters.



If the characters can uncover the grave before the zombie can exit the coffin to the tunnels below, the zombie will attack instead of retreating.

Zombie (1): HD 2 (9 hp); AC 8 [11]; Atk: bony hand 1d8; Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.

Additional GM Notes:

Tunnel Below the Grave

A narrow tunnel under the coffin declines sharply, stretching over 20 feet before opening into a finished hallway (to Area 1).

The narrow tunnel ends in a dark, unlit space several feet below the surface of the graveyard. Smooth stone under your hands and feet tell you that you're in a place created by craftsman, perhaps stone masons. The sound of movement to your right immediately alerts your senses.

Burial Vault of Family Albret

Six family members from a forgotten noble family (the Albret clan) were buried in this hill long before the town of Deren was formed. Their vault was naturally sealed by time as the soil and stone shifted around the entrance throughout the years. The youngest daughter of the Albrets was fortunate enough to marry into a prominent family. Both families' lives were filled with tragedy, including premature deaths of many of the youngest members. After her death, Lady Hallessa was buried in her family's vault. (*Visit the company website for additional detail not printed here.*)

Zombies roam freely and aimlessly in the vault, awaiting the commands of their mistress. There is a 1 in 6 chance that the characters will encounter d3 zombies moving through the halls or open rooms.

Note that the entire level is unlit. The only room in the vault with light is Area 9.

Area 1. Tunnel Entrance Guardians

Four shambling creatures vaguely resembling humans move toward you, their outstretched hands grasping for you and your compatriots. Their eyes emit a slight yellow glow as they approach...

Most of the zombies are under the enchantment of the lady, their eyes acting as conduits for their master. Lady Hallessa can see what the zombies see, giving her the advantage of knowing the group's location, strengths, and weaknesses.

Enchanted Zombies (4): HD 3 (16 hp); AC 8 [11]; Atk: bony hand 1d8; Move 6; Save 16; CL/XP 3/60; Special: Immune to sleep and charm.

Additional GM Notes:

Area 2. Empty Burial Chamber

A decrepit wooden door hangs loosely on ancient hinges, opened enough to barely see what's beyond. A rectangular room appears empty, a lone stone block in its center. Nothing else of interest is seen from the hall.

This room was the original burial chamber for the family's youngest daughter until Hallessa's husband constructed a larger vault below (in Area 9). The stone block has the name "Hallessa" engraved on its side. The room is otherwise empty.

Area 3. Gusdesto's Vault

A steel-banded wooden door and large iron padlock keep this door closed and secure.

Gusdesto, the family's youngest son, is buried here, tragically killed after falling from his pony. The padlock is old but well made, making it difficult to open (*see Table A-1 in the Appendix for Unlocking Options*).

A single stone block stands in the center of the room, the mummified remains of the small boy laying atop it. Three dozen silver toys are piled beside his remains (each worth between 25 and 50 sp). Lady Hallessa has not been able to enter this area yet, and has not enchanted her brother's form.

Area 4. Ensicando's Vault

Broken pieces of a gilded wooden door clutter the entrance to this area. The faint noise of shuffling feet from within indicate that the room is not empty. Looking intently, you see tiny yellow lights in the rear of the dark room.

Ensicando was the first family member to perish, falling on his own dagger while practicing swords with his older brother Hanfel.

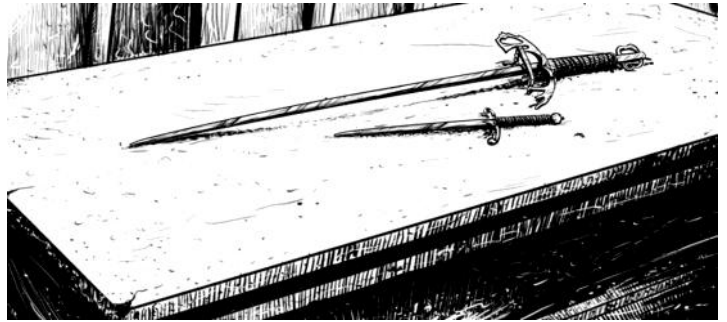
Three enchanted zombies shamble about the area, but quickly move toward any noise in the area or hallway outside the door.

Enchanted Zombies (3): HD 3 (16 hp); AC 8 [11]; Atk: bony hand 1d8; Move 6; Save 16; CL/XP 3/60; Special: Immune to sleep and charm.

Additional GM Notes:

Ensicando is missing from the stone slab, likely mixed in with the other zombies elsewhere in the family tomb. Lying atop the slab are two well crafted blades, a rapier and dagger. A bag of coins can be found behind a well hidden section of the stone slab (see *Table A-2 in the Appendix for Searching Options*). **125 sp** and **50 gp** are found within the leather sack. There is nothing else of value in this area.

Rapier of the Rogue, +1 rapier (magical longsword), doubles Delicate Tasks and Traps (or Detect Traps) percentage, up to 100% maximum, for Thieves and Assassins only.



Area 5. Hanfel's Vault

The once ornate steel door has suffered from the wet underground climate, displaying rust on nearly every inch of its face. A giant padlock prevents opening the portal. However, the bottom one quarter of the door is missing and may allow entry into the darkness beyond.

A grey ooze has disintegrated the bottom of the door and has made this area its home. It blends into the ceiling and awaits to drop on victims who may investigate the corpse laid upon the stone slab.

Grey Ooze (1): HD 3 (17 hp); AC 8 [11]; Atk: 1 strike, 2d6; Move 1; Save 14; CL/XP 5/240; Special: Immune to spells, heat, cold, and blunt weapons.

Additional GM Notes:

The last of the children to perish, Hanfel died rescuing the family horses from a barn fire. His embalmed body still lays upon the marble block in the center of the tomb. Several bags of gems, and coins are stacked around his corpse. A bag of rubies (100, worth 10 gp each) and a bag of emeralds (50, worth 5 gp each) are mixed with several bags of silver and gold coins (**250 sp** and **75 gp**).

Area 6 and 7. Zombie Mob

Both of these areas of the map are congested with several zombies, making the hallway impassable.

Several zombies fill the hallway, leaving no space to pass by without alerting the foul creatures. They stand, slightly swaying, and partially alert. You notice that the creatures are in various stages of decomposition, many without arms or hands.

Decayed Zombies (2d4+4): HD 1 (5 hp); AC 8 [11]; Atk: 1 strike 1d4; Move 4; Save 16; CL/XP 1/15; Special: Immune to sleep and charm.

Additional GM Notes:

Area 8. Tomb of the Albrets

A set of gilded double doors appear firmly closed, a raised house crest occupying the center of the portal. Three heads in the relief jut out behind a round blank shield; a falcon, a bear, and a wolf are clearly visible, their eyes gleaming red in the darkened hallway. There are no handles on the door.

The double doors are unlocked but trapped—when the doors are touched, an electrical shock pulses through the gilded metal, dealing 1d4 damage to anyone in contact. The trap can be disarmed (see Table A-2 in the Appendix for Disarming Traps Options). Otherwise, the trap emits the electrical impulse every other round until the doors are closed.

Both Frulgar and Nanacia Albret are buried in this chamber, lying side by side on two marble slabs in the center of the room.

Two raised marble blocks sit side by side in the center of the square room. Beside each is a large wooden chest, gilded much like the doors to the room. A staircase occupies the northwest and northeast corners of the area, descending to darkness below. Opposite your location, two pair of yellow eyes stare in your direction, unmoving and unblinking...

Lady Hallessa has raised her parents as zombies, enchanting their eyes for her remote vision. The pair are waiting in the back of the room until the doors close. They attack if the characters move toward the staircases or chests. Noise in the area may attract the zombies from below in Area 9.

Enchanted Zombies, Frulgar and Nanacia (3): HD 4 (21 and 20 hp); AC 7 [12]; Atk: 1 strike 1d8; Move 6; Save 16; CL/XP 4/120; Special: Immune to sleep and charm.

Additional GM Notes:

Each chest is unlocked and has been stripped of all the family jewelry by Lady Hallessa. She has left behind the rest of the family heirlooms, including dozens of silver and gold goblets, plates, and serving tools with the family crest. Additionally, there are 1,000 sp and 250 gp in the chests. A small wooden box contains a magical goblet.

Waterswitch, a magical goblet. When water is poured into the goblet, there is a 10% chance that it will transform into some other liquid. See the Appendix for options.

Area 9. Lady Hallessa

Descending the stairs, you immediately notice a brighter area, lit by several wall sconces around the rectangular room. Over a dozen zombies mill about the center of the room near a large sarcophagus. At the far end of the room, a lone form, wrapped heavily in old bandages, stares into a tall mirror. Above the wrappings, its arms, legs, head and torso are covered in silver and gold jewelry. Turning toward you, it speaks. "Who are you to disrupt my plans? Your meddling will be the death of you! Kill them! Kill them all!" With that, the zombies attack!

The zombies in this room are literally falling apart. As they attack, the group will see bits and pieces falling away from their bodies.

Decayed Zombies (13): HD 1 (4 hp); AC 8 [11]; Atk: 1 strike 1d4; Move 4; Save 16; CL/XP 1/15; Special: Immune to sleep and charm.

Additional GM Notes:

Lady Hallessa can use her magical ability to summon more zombies from upstairs (if any remain), or may throw her poisonous cloud potions at the group. She will avoid melee combat unless engaged or as a last resort.

The GM may elect to allow her to surrender, claiming that she was only trying to make herself more beautiful. She will tell the characters that she didn't ask to be returned after death and didn't know what else to do.

Lady Hallessa, Lesser Mummy: HD 5 (30 hp); AC 2 [17]; Atk: 1 throw potion or 1 strike 1d8; Move 6; Save 10; CL/XP 5/240; Special: Immune to normal weapons, magical weapons do half damage. Does not have mummy rot.

Additional GM Notes:

She has a supply of eight poisonous potions near her gazing mirror. Each potion affects a 20' square area—anyone caught within that range must save versus poison to avoid 1d4 damage and a -1 penalty to actions for 1d4 rounds.

She is covered in hundreds of rings, necklaces, earrings and chains, all made of silver and gold. Several items are family heirlooms but most are from the Deren villager's monthly tributes.

In addition to the jewelry, there is an iron chest near her sarcophagus containing 750 gp.



Adventure Conclusion

Neutralizing Lady Hallessa ends the adventure and frees Deren from the monthly tribute to the Hand. Magistrate d'Traboyle will reward the characters **500 gp** for ending the town's troubles, but would prefer to pay them after the full moon cycle completes (and no villagers perish).

Once the Hand has been eliminated, Magistrate d'Traboyle may have additional tasks for worthy heroes. Additional Deren adventures may be found in future RPG Crate™ subscriptions or at the ThrowiGames website.

Appendix

This section provides several options for game play, including ability checks for unlocking locks and searching areas. Of course, the GM can use their preferred system option instead. Additionally, a chart of adventure foes converted to newer systems is provided.

| Search Options | | | |
|----------------|-----------|-----------|-----------|
| Base Check | Easy | Moderate | Difficult |
| Thieves, Elves | 3d6 | 4d6 | 5d6 |
| Wizard Types | 2d6 + d8 | 3d6 + d8 | 4d6 + d8 |
| Everyone Else | 2d6 + d10 | 3d6 + d10 | 4d6 + d10 |

Roll result must be under or match Ability score.

Creatures in Fifth Edition

| Zombie (pg 316, MM) | |
|---|---------------------------------|
| Armor Class: 8 | Hit Points: 22 (3d8 + 9) |
| Speed: 20 ft. | Challenge: 1/4 (50 XP) |
| STR13 (+1) DEX6 (-2) CON16 (+3) INT3 (-4) WIS6 (-1) CHA5 (-3) | |
| Saving Throws: WIS +2 | Immunities: Poison |
| Senses: Darkvision 60 ft | Passive Perception: 8 |
| Abilities: Undead Fortitude | |
| Actions: Slam +3 to-hit; Hit: 4 (1d6+1) bludgeoning | |

| Grey Ooze (pg 243, MM) | |
|---|---------------------------------|
| Armor Class: 8 | Hit Points: 22 (3d8 + 9) |
| Speed: 10 ft., Climb 10 ft | Challenge: 1/2 (100 XP) |
| STR12 (+1) DEX6 (-2) CON16 (+3) INT1 (-5) WIS6 (-1) CHA2 (-4) | |
| Saving Throws: WIS +2 | Resistances: see MM |
| Senses: Blindsight 60 ft | Passive Perception: 8 |
| Abilities: Amorphous, Corrode Metal, False App. | |
| Actions: see MM | |

The GM can combine stats and abilities from a Mummy and Zombie to create statistics for Lady Hallessa, adjusted to the character's levels. A suggested 5E stat block is provided in the downloadable material.

| Unlocking Options | | | |
|------------------------|------|----------|-----------|
| Base Check | Easy | Moderate | Difficult |
| Unskilled [DEX] | 6d6 | n/a | n/a |
| Unskilled [DEX] | 5d6 | 6d6 | n/a |
| Skilled [DEX] | 4d6 | 5d6 | 6d6 |
| Skilled {DEX} w/ tools | 3d6 | 4d6 | 5d6 |

Roll result must be under or match Ability score.

Table A-1

The Full Moon Ransom

For 4-8 Adventurers of 2nd to 4th Level

Each month as the sun sets on Deren, the villagers hold their lottery to select a new messenger for the Hand. That night, under the full moon, the unlucky lottery winner takes the ransom payment to the graveyard, hoping that the tribute will be enough. In previous months, the bag of baubles was sufficient; recently, the Hand is unsatisfied with the measly payment. Messengers and villagers disappear when payment fails to please the ghastly appendage. The Magistrate is tired of the ransom, and losing family members and friends. It is time to end the monthly tribute! Can the adventurers help? Can they stop the Full Moon Ransom?

An adventure designed to play in a single session!

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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. Wandeia 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. Wandeia 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 it's 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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