

FROM THE PAST 1

SHADOW OF A HERO

Cormanthor and Moon Sea



A small adventure with a **HUGE** map

by mikaelsmaps.com



A DARK ADVENTURE IN THE FORGOTTEN REALMS,
BY
MIKAELSMAPS.COM



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BACKGROUND

Along Moonsea Ride is a small, insignificant village with the obscure name Kerovan's hall. It is a small collection of homes sandwiched between some giant, ancient tree trunks. There is a persistent rumor that it was once an elvish settlement, but it was the legendary human Kerovan who built the first house here some 30 years ago.

There are 5 houses and an infrequently visited tavern in the village. The tavern serves the needs of the town's few visitors.

The town itself is only noteworthy in that it is the historical home of Kerovan. The remaining residents are all friends of the late hero, who passed away about 2 months ago.

Kerovan was known for defeating the Orc bandit *Hoarse Hargun the One handed*, along with all his brigands. He slew a pack of Owlbears in the forest near where now Kerovan's Hall is, saving several lumberjacks. Most recently, he tracked down and saved two wayward children from a cave troll.

Mira, the hero's estranged daughter, has just arrived in Kerovan's hall to claim her inheritance.

DM You can decide if the players have met with Mira before or not. Perhaps they met on the road and traveled to Kerovan's hall together, or perhaps she has been introduced as an NPC in a previous adventure. If not, they will be in the inn when Mira arrives.

1. EVENING IN TOWN

The small village is buzzing with activity when Mira arrives. They spend the first evening catching up and asking her all sorts of questions about her life and travels. Mira is kindly, and does her best to answer all the townsfolk's questions. There are a few strangers in the inn, and all of them seem to be interested in Mira.

If a player asks Mira about her father, she will inform them that she has been aware of her father's death for about a month. She doesn't have any strong feelings about the event. The last time she saw him she was around 6 years old.

During the evening Borky (one of the town's residents) hands Mira a scroll case containing a letter – and a map. After he gives Mira the case he whispers something to her. The closest in the party will overhear.

"It can be very dangerous. You say that, Borky, you say that she must not go alone."

Mira will glance around before spotting the players. Though she does not know them, she can tell that they are stalwart adventurers and asks if they would be willing to escort her to the area detailed in the map in exchange for pay (100 silver or similar).

Mira and her bodyguard, Ottar are city people. They are completely unfamiliar with nature and adventuring life. However, they will join the players on the journey. This would be a good opportunity for dresses to get caught in brambles, boots stuck in mud, and all the other fine intricacies of country living.

One of the strangers at the inn is a bandit by the name Valor. He has been spying on Mira. When she leaves Kerovan's hall, the bandit will follow and leave a track for his friends to follow.

2. THE JOURNEY

The letter that Mira got contains a map detailing a path over a rocky area not far from Kerovan's hall. The map leads to a well-hidden cave. The Journey there shouldn't be too dangerous.

D6 FOR RANDOM ENCOUNTERS/CONDITIONS

- 1 – Weather is a nice, warm autumn day. Nothing special
- 2 – Cold, heavy wetness in the air. The evening will bring light rain
- 3 – Heavy rain
- 4 – Orcs are seen in the distance. There are too few to orchestrate an attack. If players close in, the orcs will run away. However, if properly motivated, they may return later with more troops. (2 initially, 6 total)
- 5 – Pack of dire wolves attack (3 total). These are looking for a quick meal, and will not fight to the death. If any wolf loses 20% of its max HP it will run. If two wolves run, the third will follow.
- 6 – Some strange creatures are seen in distance. They make loud but indistinct noises and disappear into the trees.

3. THE CAVE

The party concludes the overland journey at the end of the mapped path. The cave written about is well-hidden and takes some time to find. There are several dry bushes covering the cave entrance. The cave is empty except for a fireplace, a bedroll, Kerovan's sizeable treasure – and a crimson hooded cape bearing the symbol of Selgar the Red.

There are other signs that all is not right. Near the cave and on the path, the party should discover signs of bandits in the area. A torn red cloak, broken arrows, and a dulled dagger etc.

When the party exits the cave, the brigand group known as The Red Boys are waiting for them with weapons ready. A tall, skinny man with lank hair and rotten teeth (the new leader Temas) looks at the company with a sinister smile.

"Like the saying goes... Hand over the treasure or die."

Whether the players turn over the treasure or not, the brigands will launch into the attack. If Temas is hurt during the fight, he will try run.

At some point during the fight, Ottar will get seriously wounded and will need assistance to return to town. Possibly maiming, broken bones, internal injuries – whatever it is will slow him down considerably.

4. BACK TO KEROVAN'S HALL

After the battle against the Red Boys Mira will want to return to Kerovan's Hall. The journey back to the hall will take at least twice as long as the journey to the cave.

Take the party's food stores or wilderness survival abilities into account when running this segment.

When the party finally arrives at Kerovan's hall, they can tend to their wounds and rest. In a few days Ottar will recover enough to be able to travel back to Highmoon, but a permanent injury will slow down her progress.

Concerned for her safety, Mira will offer 5% of her recently acquired inheritance if the players will escort her and Ottar back home. If pressed, she can be negotiated up to 8%.

5. JOURNEY TO HIGHMOON

The journey to Highmoon will take a significant amount of time. There several good opportunities for the DM to mess with the players, especially since Ottar is wounded and must be helped on the journey back.

You can either use the random encounter roll from chapter 2 or use your own. At some point on the trip the party will encounter a bandit knight watching a Ford. He refuses to let anyone pass if they don't pay toll. 10 pieces of silver for each human and animal.

When they finally arrive in Highmoon they will be invited to stay in Mira's family home. This is the adventure's conclusion.

Next adventure: **Vengeance is ours**

CHARACTERS AND TREASURES

KEROVAN

Kerovan was a complex person. He was a local hero, but he also was a notable bandit leader: Selgar the Red. He and his gang, The Red Boys, have been raiding the areas between Thunder Peaks and Moon Sea for more decades.

They began as traveling heroes, but heroism didn't bring in much money. This in turn forced them to commit minor crimes. Sometimes they were heroes and sometimes they were villains. This pattern kept going for a few years, before they grew more ambitious. Eventually, the Red Boys moved on to bigger things, like robbery, caravan attacks, and even a couple of kidnappings.

During the early years, when he was half hero and half bandit, Kerovan met a woman by the name of Nenna. They fell in love and Nenna became pregnant, all the while Kerovan kept his nefarious deeds hidden. In time, Mira was born. When Mira was 6, Nenna found out about Kerovan's bandit occupation. He confessed everything to her, and she gave him a chance to give it all up. After a long and heated argument, Nenna took Mira and fled.

Mira has been living with her mother in Highmoon for many years. Nenna wanted absolutely nothing to do with Kerovan, even though she used the money he sent for his daughter's care.

Time passed and Kerovan's grasp on the Red Boys slipped. They resented Kerovan's soft heart and committed more atrocities. Eventually, they went too far.

Kerovan broke with his gang and stole all the gang's stolen loot. He hid the treasure in the cave and went home to his house in Kerovan's Hall. While there, he was poisoned by Valor, one of the senior Red Boys. Valor tried to force Kerovan to tell him where the treasure was hidden, but Kerovan died before he could talk. Taking the secret with him... to the grave.

Fortunately for Mira, Kerovan anticipated that something like this would happen. He left a map to Borky – the disabled son of Limping Lisa to give to his daughter when she came to get her Inheritance. He also made him memorize with the words: "It can be very dangerous Borky. You say that she must not go alone."

MIRA AND OTTAR

Ottar is in his mid-40s and a bit round in the belly. Most of his once dark hair is gray. He takes his job very seriously, sometimes a bit too much so. Mira is 24, very bright and highly educated, but lacking in practical experience.

Mira will likely be horrified to discover that her expensive education has been paid for with stolen funds.

Name	Race/Sex	Occupation	Level	More
Mira		Scholar	3	Highly intelligent (INT 16) and attractive.
Ottar		warrior	4	Is a large, hulking man with a grim face. Strong but slow.



Mira

THE RESIDENTS OF KEROVAN'S HALL

All the residents in Kero van's hall are old friends of Kero van's... But none of them knows about his background as a bandit. Kero van wasn't just a bandit. The residents of the town either helped him with his heroic deeds or were rescued by him in some way.

Name	Race/Sex	Occupation	Level	More
Baldor	H/M	Rogue	3	Smith
Elfrid	H/F	Rogue	3	Shop owner
Borky	H/M	Rogue	1	Lisa's disabled son.
Limping Lisa	H/F	Cleric	3	Mother to Borky
Brono Birdsong	H/M	Ranger	4	Lisa's ex-husband
Jester	H/M	Rogue	3	Tavern keeper
Thadeos	H/M	Warrior	4	Lover to Elfrid
Chago	H/M	Rogue	3	Village drunk

THE RED BOYS

The Red boys are cruel, evil killers. They have been watching out for Mira since one of them poisoned Keroan and have followed the players to the cave. Now they want their share of the treasure... or they want it all.

Temas is the new Leader and he is evil, intelligent, and ruthlessly sadistic. The rest of the Boys follow him without question, with the exception of Chin. Chin abhors Temas, but would never dare to do defy him openly.

Temas has a brother by the name Halon Hellrider living in Cormyr and a sister Lara Red fingers, living close to Moon sea. Both are bandits, each with their own gang. Both siblings are younger than Temas. If Temas is killed, the siblings will search for the adventurers and try to avenge him.

Name	Race/sex	Occupation	Level	More
Temas	H/M	Rogue	8	Broad sword +1
Basar	H/M	Rogue	5	Bow +1
Valor	H/M	Assassin	5	Poison
Blair	H/F	Rogue	4	Unarmed combat
Vorova	H/F	Warrior	4	Bastard sword +2
Chin	H/M	Bard	4	Short sword & dagger



Temas

TREASURES IN THE CAVE

Deep in the cave, the treasure is stored in wooden crates, barrels, and small chests. GMs are encouraged to adjust this list as necessary to maintain game balance.

- 5000 copper
- 3000 silver
- 300 gold
- 1 ring. Worth 100 silver
- 1 ring. Worth 130 silver
- 1 ring. Worth 140 silver
- 1 ring. Worth 100 gold
- Neckless gold sapphire stone. Worth 150 gold.
- Red brown Bow +2
- 50 Red feathered arrows +1
- Red brown Cloak +3 protection
- Magical lantern (ancient relic)
- Jeweled Dagger. Worth 300 gold

THIS IS A STORY ABOUT A HERO'S LEGACY, AN UNPLEASANT
SURPRISE, AND ABOUT A BETRAYAL.

The players find themselves spending the night in an inn located in a tiny forest village along the Moon Ride. While there, they meet a young woman and her bodyguard. She asks for their help to find a treasure that her father left for her. Her father, the hero Cevoran, was a renowned local hero, much revered by his daughter. Following the treasure map should be simple, but not everything is as it seems!

Included with the adventure is several high resolution, beautiful and detailed maps, made by Mikael's Maps.

This adventure contains

- 1 short adventure.
- 2 Maps over Cormanthor, and Moon Sea. The maps are extremely detailed and these types of maps will be the main source for a few adventures. Size (4370 x 3087). One map with text and one without.
- 1 village map over Cevorans Hall.
- 1 scene map over Cevorans cave.

For more maps visit...

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KEYORANS CAVE

Treasure

Crossbow trap

Fireplace and a
hole in the ceiling

Entrance

Loose bushes

Crack| entrance

Kevorans hall and Surroundings







