



CCC-DWB-EOG-1

THE ENEMY OF GREED

A GROUP OF BANDITS HIDES IN THE QUIVERING FOREST AND AMBUSHES TRAVELERS TO PHLAN. THE EMERALD ENCLAVE WANTS THEM DEALT WITH. WILL YOU ASSIST THEM?

A TWO HOUR ADVENTURE FOR TIER ONE CHARACTERS, OPTIMIZED FOR APL 2

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Adventure Primer

This adventure is designed for **three to seven 1st - 4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

This adventure occurs in the Quivering Forest, about a mile outside the city of Phlan in the moonsea region.

Background

The **CULT OF THE DRAGON** once controlled the city of **PHLAN** with the aid of the dragon **VORGANSHARAX**. After the dragon's defeat Phlan began to rebuild, but it has been a slow and miserable process.

RAWENO, a member of the Emerald Enclave that claims to have been present at the Well of Dragons, has come to Phlan to try and undo the damage wrought by the Cult of the Dragon. He suspects, correctly, that the bandits attacking the road are members of a surviving cultist cell.

The cultists are trying to rebuild after their defeat, ambushing and attacking travelers to survive.

Overview

The adventure's story is spread over **three parts** and takes approximately **2 hours** to play. The adventure begins with a Call to Action scene.

- **Call to Action: The Valhingen Graveyard**
Raweno has asked adventurers to meet with him here so they can discuss the task at hand.
- **Part 1: Stojanow Trail.** The party travels along the Stojanow Trail and enters the Quivering forest. This is **Story Objective A**.
- **Part 2: The Lingering Cult.** The party finds the bandits and discovers the truth. This is **Story Objective B**.

Adventure Hooks

In addition to the characters' individual backgrounds, the suggestions below are potential ways to get the adventuring party involved.

I Have No Need For Gold: Raweno is a seasoned adventurer and offers to compensate everyone fairly for their time.

Preserve the Forest: The Quivering Forest is an ancient copse of trees overseen by fey that don't enjoy intrusion into their domain. Rangers, Druids, Outlanders, and Emerald Enclave members could be motivated to assist in preserving the forest.

My Bleeding Heart: Phlan has suffered greatly over the years and these attacks along the roads are an additional hardship on it's populace. Good aligned characters may wish to ease the cities suffering or to punish the robbers.

It's Personal: Characters with backgrounds specific to the Moonsea will be familiar with Phlan's troubled history and may be motivated to become involved.

Adventure Flowchart

This section provides a basic understanding of the flow of the adventure.



Call to Action: Valhingen Graveyard

Estimated Duration: 30 minutes

Setting Information

The Valhingen Graveyard is a spectacular garden of statues overlooking the Stojanow River. Signs of recent damage are apparent, but everything has been cleaned and restored by the Kelemvorites that tend to the cemetery.

Meeting Raweno

The party is here to meet and speak with Raweno (Raw-No), a representative from the Emerald Enclave.

You approach the Valhingen Graveyard and can't help but ponder why such a grisly meeting place was chosen. As the cemetery comes into view the intent becomes clearer as you can see a funeral procession is under way. Several carts carry wrapped corpses to the catacombs under Valhingen as gray robed priests chant funerary rites. A large, silver haired firbolg stands near the entrance to the graveyard watching the procession pass. As he turns his attention to you you can see one of his eyes is a misshapen tangle of scars. His description matches that of the person you were intended to meet.

The firbolg introduces himself as Raweno and thanks the adventurers for coming. During their conversation he can reveals the following information:

- For several days travelers along the roads surrounding Phlan have been attacked by bandits stationed inside the Quivering forest. The bandits use the cover from the forest to ambush unsuspecting travelers, killing them and taking their belongings.
- Raweno wants the bandits to be punished for their crimes and offers the

adventurers fair compensation for their time.

- Raweno suspects the bandits are surviving members of the Cult of the Dragon, but doesn't divulge this information freely. He asks the party to bring him "anything unusual" they find which may prompt more questions. A successful DC12 Persuasion check will convince Raweno to share his suspicions with the party.
- Raweno refuses to talk about himself, especially if asked about his wounds. He insists the adventurers focus on the task at hand.
- If asked about accompanying them to the Quivering forest, Raweno replies he has other matters to attend to.
- Raweno also warns the party to respect the Quivering Forest. The inhabitants do not like intruders and, despite the most dangerous threat having left the forest, it should not be underestimated. He then gives the party a gift to help them: a pinecone with golden runes drawn on the scales. He says it will protect them from malevolent fey and ward them while they travel in the forest.

When the party is ready to depart, Raweno will say a brief prayer for the party. At your discretion as the DM, allow players to have inspiration if they agree to assist for any reason other than for earning coin. Raweno will not bestow his blessing on characters motivated by greed.

After this, proceed to Part 1: Stojanow Trail

Part 1: Stojanow Trail

Estimated Duration: 30 minutes

The Crash Site

On route to the Quivering Forest, the players have an opportunity to examine a destroyed wagon. This is evidence of a past ambush and can be used to inform the party of the dangers that lie ahead.

As you travel along the road you come upon a wagon that has run off of the road and crashed into a tree. Even from a distance you can see the crimson splatter on the ground and the side of the wagon and as you approach the corpse of the driver can be seen slumped over in the driver's seat.

Area Information

The area has the following features.

Dimensions & Terrain. This encounter occurs on the road. The edge of the Quivering Forest can be seen 60ft from the location of the cart.

Lighting. This encounter occurs midday in full daylight.

Gathering Information. The characters have the option to examine the crash site and gain more information about the bandits.

- **Examine the Body:** a DC12 Medicine check reveals a series of slashing wounds was the cause of death. The wounds were likely from scimitar blades.
- **Examine the Cart:** a DC12 Investigation check while looking through the wreckage reveals most of the valuables were taken. A small pouch seems to have been overlooked and inside are two **potions of healing** in crystal vials.
- **Examine the Road:** a DC12 Survival check reveals the presence of footprints in the mud and dirt around the cart. The player can determine they were made by roughly a half dozen medium sized humanoids.

As the players are able to see the forest, whenever they are ready proceed to Part 2: The Lingering Cult.

Treasure

If the party found the leather pouch they may keep the two **potions of healing**.

Part 2: The Lingering Cult

Estimated Duration: 1 hour

Entering the Forest

Once inside the forest the party is subject to a number of frightening stimuli.

The forest is a stark contrast to the road outside. Most of the light is blocked by the thick canopy overhead and the dim light makes it difficult to see. To further complicate matters, a thick fog seems to cling to the ground further obscuring your vision. From the mist you can hear unnatural things: wet slurping noises, children crying, an elderly woman's cackling laugh. As you travel you frequently have to stop and check your person as you become convinced insects are crawling under your clothes only to find you are fine. A sense of malevolence hangs in the air and the message becomes very clear: you are not welcome in the Quivering Forest.

Area Information

The area has the following features.

Dimensions & Terrain. The Quivering Forest is a tangle of overgrown plants and roots.

Movement through the forest is difficult terrain.

Lighting. All areas inside the Quivering Forest are dimly lit and visibility is reduced to 60ft due to the fog.

Jenny's Curse. Raweno's charm will prevent any real harm from coming to the players but the malevolent atmosphere of the forest is still a lot to process for the fledgling adventurers. Have everyone make a DC15 wisdom saving throw. Those that fail will become frightened, and while frightened in this way they feel compelled to travel at a fast pace so as to leave the forest as quickly as possible.

Traveling at a Fast Pace

While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table in the *Player's Handbook*. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully.

While traveling at a fast pace, characters have a -5 penalty to passive Wisdom (Perception) scores and are unable to move stealthily.

The “Bandits” Camp

As the party continues to move through the forest, eventually they will come to a clearing where the bandits have made their base of operations.

A break in the thicket of trees reveals a large open field. There are several humanoids here sorting through their ill gotten gains. They wear gray colored leather armors and stylized masks on their faces reminiscent of a dragon. One of them gives orders to the others, clearly the leader as denoted by his purple vestments.

The cultists are hiding in the forest and using runes they carved into the ground to protect themselves from the negative effects of the quivering forest. They attack anyone on sight.

Area Information

The area has the following features.

Dimensions & Terrain. The Quivering Forest is a tangle of overgrown plants and roots. Movement through the forest is difficult terrain.

Lighting. All areas inside the Quivering Forest are dimly lit. The fog is not present in the clearing.

Cult Forces. There are four **Dragonclaws** and a **Cult Fanatic** in the clearing. When the party arrives the cultists should be approximately 60 feet away from the party.

Creature Information

If captured alive and questioned the cultists may provide the following information.

What Do They Want? The cultists are collecting treasure to give to their master, who they absolutely refuse to name. They say they use the treasure to recruit and arm more people to their cause.

What Do They Know? The cultists claim the Cult of the Dragon has more cells located throughout the Moonsea and that they are nowhere near finished.

Adjusting The Scene:

Very Weak: Replace the **Dragonclaws** with **Cultists**.

Weak: Remove 1 **Dragonclaw**

Strong: Add 1 **Dragonclaw**

Very Strong: Add 2 **Dragonclaws**

Cult Tactics:

In the first round of combat, the Dragonclaws use the dash action to close the distance to the party. Try to position them in pairs against the adventurers to capitalize on pack tactics.

The Cult Fanatic uses their first turn in combat to create a *spiritual weapon* and then uses *sacred flame*.

Exploring the Camp

After defeating or capturing the cultists the party is free to explore the camp. In addition to the stolen wares they find an unusual item: a lantern made of pitted infernal iron fashioned as a roaring dragon. A use of the *identify* spell or returning the lantern to Raweno determines it is a **Lantern of Revealing** which Raweno allows the party to keep.

The party is also able to gain the following information from the campsite.

- The cultists have dug trenches into the soil of the camp in a series of runes.
- A DC10 Arcana check reveals the runes to be a strange combination of infernal and draconic and seems to have the purpose of warding the camp from the effects of the forest.

- If a party member uses the lantern, tell them it reveals invisible fey creatures hiding in the tree line.
- The stolen goods consist of trade goods and foodstuffs.

Lastly, regardless of what the party does in the camp, inform them that the Raweno's pinecone was destroyed during the course of combat. They need to return to the town without it's magic protections.

Treasure

If the party found the lantern they may take the **Lantern of Revealing**.

The Return

As the party tries to move through the forest, they are beset by the forest creatures.

A pair of deformed creatures block your exit from the forest. They are small and hairy with putrid yellow skin. They have mandibles like a beetle and pincers like a crab. As they stare at you menacingly a tiny voice can be heard in the air above you. "Where are you going?"

Oona and her **Meenlock** henchmen intend to harass the party.

Area Information

The area has the following features.

Dimensions & Terrain. The Quivering Forest is a tangle of overgrown plants and roots.

Movement through the forest is difficult terrain.

Lighting. All areas inside the Quivering Forest are dimly lit and visibility is reduced to 60ft due to the fog.

Fey Creatures. There are two **Meenlocks** and a **Sprite** blocking the party's exit.

Creature Information

Oona refers to herself as the Queen of the Fey of the Quivering Forest. She demands respect and

reverence from the party for trespassing in her domain.

What Do They Want? Oona is a malicious and greedy creature. She demands respect, which is often weighed in gold and jewels.

What Do They Know? Oona knows nothing of the cult's activities or the current location of other Quivering Forest creatures.

Playing the Pillars:

Here are some suggestions for this encounter:

Combat: If the party disrespects Oona, attempts to move past the Meenlocks, or does something equally offensive the fey will attack.

Exploration: The creatures are not hostile until they need to be. Feel free to allow the players to examine the creatures or the forest, playing up the unsettling and scary nature of the setting.

Social: Oona can be convinced to allow the party to pass with a DC15 persuasion check provided they have a good reason. Removing the cult from the forest, offering a bribe, or promising some future favor might be suitable to have Oona allow them to pass. If the party has knowledge of Jenny Greenteeth Oona will become cowardly and ask what they know, giving them advantage on all checks for the remainder of this social encounter.

After dealing with Oona the party is free to exit the forest.

Wrap Up

Seeing the lantern and receiving the parties report has confirmed Raweno's suspicions: the Cult of the Dragon is active once again.

Rewards

At the **end of the session**, the characters receive rewards based upon their accomplishments.

Character Rewards

The characters earn the following rewards:

Advancement

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

Gold

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

Magic Item(s)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix B**:

- *Lantern of Revealing*
- *Potion of Healing x2*

Dungeon Master Rewards

For running this adventure, one of your characters gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.

Dramatis Personae

The following NPCs feature prominently in this adventure.

Raweno (Raw-No). A grim and deathly serious firbolg, Raweno has a distaste for those too attached to early possessions and abhors the Cult of the Dragon: an organization built upon and idolizing avarice.

- **Personality:** Gruff. Grim. Humorless
- **Ideal:** No tree survives alone in the forest. If one tree dies, the canopy is broken. Then all suffer the weather and pestilence that flood in.
- **Bond:** Stopping the Cult of the Dragon is my sole mission.
- **Flaw:** There is no greater fault than greed, and Raweno judges those motivated by coin harshly.

Oona (Ooh-Na). A mischievous and malicious sprite, Oona considers the Quivering Forest her dominion.

- **Personality:** Petty, Vindictive, Greedy.
- **Ideal:** Those who trespass in the forest must answer to me.
- **Bond:** This is mine, and I want more!
- **Flaw:** Cowardly. Oona fears those that she knows to be dangerous.

Creature Statistics

Dragonclaw

Medium humanoid, neutral evil

AC 14 (Leather Armor)

Hit Points 16 (3d8 +3)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	13 (+1)	11 (+0)	11 (+0)	12 (+1)

Saving Throws Wis +2

Skills Deception +2, Stealth +5

Senses Passive Perception 10

Languages Common, Draconic

Challenge 1 (200 XP)

Dragon Fanatic. The dragonclaw has advantage on saving throws against being charmed or frightened. While the dragonclaw can see a dragon or higher-ranking Cult of the Dragon cultist friendly to it, the dragonclaw ignores the effects of being charmed or frightened.

Fanatical Advantage. Once per turn, if the dragonclaw makes a weapon attack with advantage on the attack roll and hits, it deals an extra 7 (2d6) damage.

Pack Tactics. The dragonclaw has advantage on an attack roll against a creature if at least one of the dragonclaw's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The dragonclaw attacks twice with its scimitar.

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Cultist

Medium humanoid, any non-good alignment

AC 12 (Leather Armor)

Hit Points 9 (2d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

Skills Deception +2, Religion +2

Senses Passive Perception 10

Languages Any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Actions

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Cult Fanatic

Medium humanoid (any race), any non-good alignment

AC 13 (Leather Armor)

Hit Points 33 (6d8 +6)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses Passive Perception 11

Languages Any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

Sprite

Tiny fey, neutral good

AC 15 (Leather Armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +8

Senses Passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

Actions

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. Hit: 1 slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. Hit: 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

Meenlock

Small fey, neutral evil

AC 15 (Natural Armor)

Hit Points 31 (7d6 +7)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	11(+0)	10 (+0)	8 (-1)

Skills Perception +4, Stealth +6, Survival +2

Senses Darkvision 120 ft., Passive Perception 14

Condition Immunities Frightened

Languages Telepathy 120 ft.

Challenge 2 (450 XP)

Fear Aura. Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 11 Wisdom saving throw or be frightened until the start of the creature's next turn.

Light Sensitivity. While in bright light, the meenlock has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

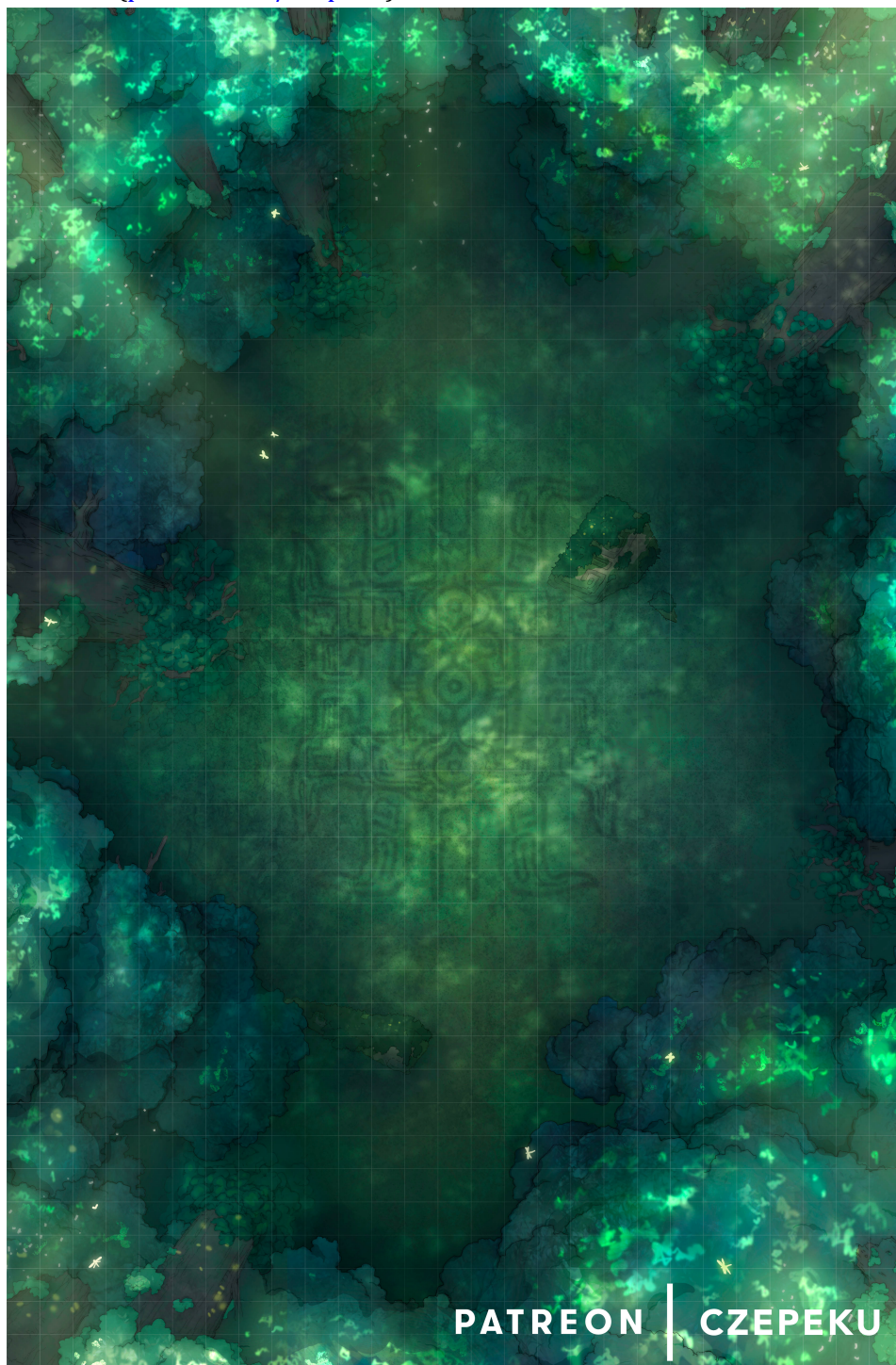
Shadow Teleport (Recharge 5–6). As a bonus action, the meenlock can teleport to an unoccupied space within 30 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

Actions

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage, and the target must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Appendix A: Maps

Maps provided with commercial license by Cze and Peku (patreon.com/czepeku)



Appendix B: Character Rewards

If found during the adventure, the characters can keep the following magic items;

Lantern of Revealing

Wondrous Item, uncommon

While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.

This lantern is made of pitted infernal iron and fashioned into the shape of a roaring dragon. This item can be found on Magic Item Table B of the *Dungeon Master's Guide*

Appendix C: Dungeon Master Tips

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see Adventure Primer). Characters playing in a **hardcover** adventure may continue to play but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

New to the Annual Storyline?

<http://dnd.wizards.com/story/waterdeep>

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session. The adventure information and your information is added at the end of the adventure session—whether they completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

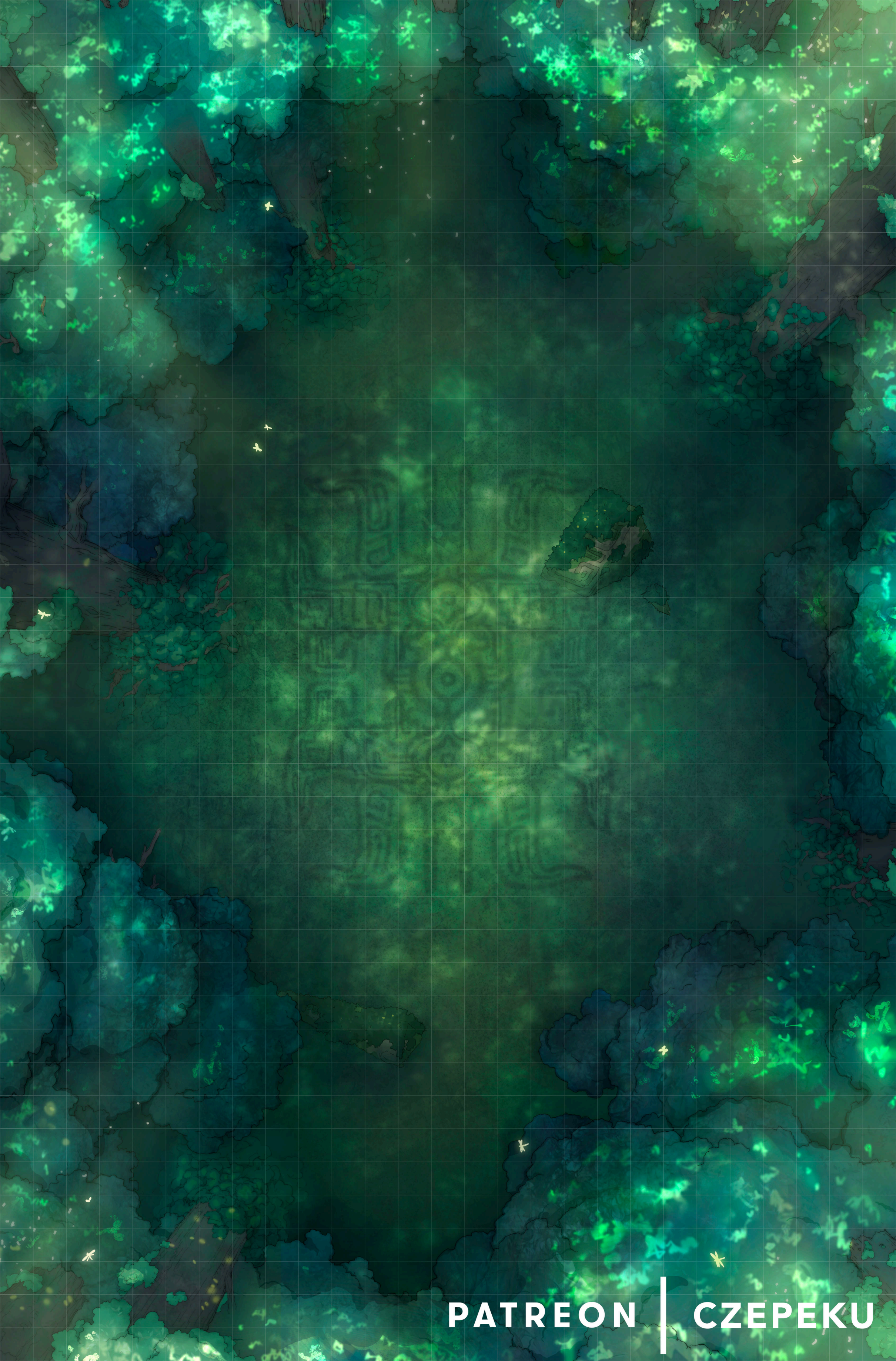
Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

Determining Party Strength

Party Composition	Party	Strength
3-4 characters,	APL less than	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	Very strong



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Appendix D: DWB D&D

What is DWB D&D?

We are an online community based around a mutual love of D&D and one of the largest online groups for Adventurers League play.

We like to provide access and opportunity for anyone interested in participating in this wonderful hobby of ours so they can connect with others and play regardless of barriers. We are an inclusive and accommodating group and we specialize in helping people learn to play and use the tools available for online play.



How to Get Involved?

The best way to get involved is to join us on discord! We have games everyday, a team of mentors ready to answer your questions and assist you, and a library of prepared games to save you time preparing them yourself.

Join the discord at: <https://discord.gg/yldzGmR>

Or you can contact me directly!

Twitter: twitter.com/Daddywarrbuxx

Facebook: facebook.com/Daddywarrbuxx

Email: daddywarrbuxx@gmail.com

Please reach out to me!

One of the things we are hoping to do is enable more writers an opportunity to share their work. We host an epic every three months, so if you are looking for an event to submit a CCC on or would like to create an adventure using the premade bundles let me know!