

THE GREATER OF TWO EVILS



Accessible Adventure of the Week

MAKE LIVES BETTER THROUGH D&D

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CONTENT TRIGGER WARNINGS

This adventure includes death, violence, ableism, and the undead.

EVIL IS COMING. OR IS IT ALREADY HERE?

The baron hires you to stop an undead creature that's sure to bring evil to the community, but is the evil already there?

This side adventure is designed for four to six characters with an average party level of 4, totaling roughly 20 levels.

BACKGROUND & SYNOPSIS

Baron Timo Dewitte hires the party as bodyguards, claiming that a necromancer has sent some kind of zombie after him. He knows that the creature is heading his way and wants it destroyed before it reaches the manor. As the party searches for the creature, they encounter those who know both Baron Dewitte and the being that has become the undead creature, although they don't know the connection. They learn that Baron Dewitte is a scheming murderer and receive hints that the undead creature was attempting to expose him before getting caught and permanently silenced.

By the time the party encounters the creature, a revenant, they realize that the revenant isn't sent by a necromancer but rather a vengeful spirit who wants to avenge his own death. The party must decide whose side to take in the conflict.

ADVENTURE HOOKS

This adventure could happen in any somewhat urban setting large enough to support a Baron's manor. The party is hired by Baron Timo Dewitte and will usually be motivated by the financial reward or the desire to help a living human against the undead.

WHERE ARE WE?

This adventure could take place anywhere that has a noble manor or even a wealthy section of a city and the possibility of undead. It particularly fits well with the Ravenloft setting in nearly any of the domains listed in *Van Richten's Guide to Ravenloft*.

DRAMATIS PERSONAE

BARON TIMO DEWITTE

Medium humanoid (human noble), chaotic neutral

Armor Class 15 (breastplate)
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12
Languages Common, Goblin
Challenge 1/8 (25 XP)

Actions

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Reactions

Parry. Timo adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

MANTICORE

Large monstrosity, lawful evil

Armor Class 14 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 3 (700 XP)

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

Actions

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

JORIK

Medium humanoid (human), lawful good

Armor Class 9

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	8 (-1)	11 (+0)	11 (+0)	10 (+0)	9 (-1)

Senses passive Perception 10

Languages Common

Challenge 0 (10 XP)

Pot of Hot Soup. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage + 2 (1d4) fire damage.

NATASJA

Medium humanoid (human), lawful good

Armor Class 10

Hit Points 3 (1d8 - 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	11 (+0)	10 (+0)	12 (+1)

Senses passive Perception 10

Languages Common

Challenge 0 (10 XP)

Temperature Intolerance (Severity Degree 2, Periodic).

You are sensitive to atmospheric temperature changes and have a small range of temperatures where you are comfortable, feeling like the environment is much warmer or colder than the actual temperature, sweating or shivering when most people are comfortable. This range may change suddenly. You have a -1 per Severity Degree penalty to Wisdom (Perception) checks to determine the relative environmental temperature.

The symptom fluctuates. It will recur in 1d20 days, , rerolling cumulatively on a 20, taking 1d100 hours to reach full effect. On a roll of 95-100, roll again and add the rolls together, repeating for each roll of 95-100. At the end of the symptoms, they gradually disappear over 1d100 hours.

Hypertension (Severity Degree 3). Hypertension does not normally have noticeable symptoms, but you are more susceptible to complications. Every 3d100 days, you must succeed on a DC 5 + (Severity Degree) Constitution saving throw. On failure, you develop one of the following complications or symptoms: *Organ Failure, Blindness, Diabetes, Memory Loss, or Dementia.* (Roll randomly or, because these will significantly affect your character, discuss them, and choose one.)

Actions

Club (Table Leg). *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage.

BJÖRN VANDENDRIESSCHE

Medium humanoid (human merchant), neutral

Armor Class 9

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	10 (+0)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Persuasion +4

Senses passive Perception 11

Languages Common

Challenge 0 (10 XP)

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

TIMO'S GUARDS

Medium humanoid (human), neutral

Armor Class 15 (scale mail)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

JAKOB VELGHE, REVENANT

Medium undead, neutral

Armor Class 13 (leather armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Str +7, Con +7, Wis +6, Cha +7

Damage Resistances necrotic, psychic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another humanoid corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a *wish* spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. The revenant is immune to effects that turn undead.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

Actions

Multiattack. The revenant makes two fist attacks.

Fist. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 14) provided the target is Large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

A NOBLE QUEST

A messenger from Baron Timo Dewitte comes into the inn and approaches the party. Their reputation has preceded them, and he would like to hire them for a short term bodyguard position. If they agree, they will be compensated 20 gp each per day. If they'd like more details, they can meet with the baron personally.

Assuming they agree, they are taken to the manor house. The house is a large two story stone building with a tile roof, surrounded by barley and vegetable fields in the front and an orchard in the back that also serves as pasture to his sheep and cattle. Several other buildings spread through the sprawling manor to house poultry, mounts, and servants, and a large pond provides fish, waterfowl, and a small patch of watercress that grows near the spring that feeds the pond, reserved for the Baron alone.

The messenger leads the party through the foyer into a cedar-paneled lounge with padded chairs and small tables with bowls of apples and devil fruit, so named for the red spines that sprout from the top and the sweet-but-spicy flavor that burns the mouth of unsuspecting travelers. The aroma of the cedar combines with the citrus coffee brewing on the coals of the fireplace.

The messenger offers the party a seat, opens a cabinet, and pulls out a tray of candied cherries and a platter of mugs for the coffee, offering them to the party while he notifies the baron that they have arrived.

A few minutes later, the baron enters with the messenger, flanked by two guards in scalemail, longswords sheathed at their belts. They take positions at the two entrances to the room as the baron finds an open seat, and the messenger pours him a mug of coffee.



The baron takes a long whiff of the coffee, looks at each party member, and smiles contently. “Thank-you for considering my offer. I need a specific form of proactive protection that is outside the expertise and pay grade of the guards I employ.” He glances at the guards and nods his head at each in appreciation. “I banished the wizard, Jakob Velghe, from this region when I was visiting my mother’s grave and caught him performing necromancy, defiling the bodies of the departed loved ones of this community. He has sworn vengeance on me, and travelers have reported seeing an undead abomination not far from here, and each reports it being closer. I need you to destroy this creature before it disrupts our peaceful community. I would have you hunt down the necromancer, too, but reports of his whereabouts are few and far between, but what little information I have indicates that he’s leaving the region, so I’m hoping he’s going to corrupt some other region beyond my responsibility or reach.”

Once the party accepts, the baron offers them any supplies they reasonably need, 10 gp advance payment, and directions to where the creature was last seen, which is about a day’s journey along a well-marked path.

They are welcomed as guests for dinner and offered a meal of lamb chops, potatoes, and baked apples glazed with devil fruit sauce while a minstrel plays a gentle tune on a lyre.



COME AND GET IT!

The party sets out the next morning down a quiet path, the occasional cottage, birds and rodents, or other travelers breaking up the calm journey. Just before noon, they hear screaming and the sound of smashing coming from a cottage on the road ahead. If they investigate, they find a **manticore** that has stuck its head in the cottage and is terrorizing the residents, and one of them is about to throw a large boiling pot of soup at it.



Once the ruckus finishes, the residents, a human couple who look to be in their fifties, introduce themselves as Jorik and Natasja, and in thanks for the rescue, they offer the party a meal. “We were just about to eat when the door smashed in, but you saved our lunch! Would you care for some rabbit soup and barley bread?”

If the party stays for lunch, they’re also offered a choice of stout beer or devil fruit wine with their meal.

Natasja is wearing clothing lighter than would be expected for this cool time of year and is fanning herself and sweating. Jorik tends to dote on her, which annoys her, even though she appreciates his intentions. “Jorik, I can get it myself.” “But Natasja, that attack was not good for your heart. I’m sure your blood pressure is through our now-broken roof!” “I will be able to relax when you let me make my own decisions about what I can and can’t handle. But the wall being smashed in is helping with this hot flash!”

During the meal, the residents ask the party where they’re headed. If the party mentions the baron, the residents glance at each other. They’ll be reluctant to say anything negative about him to the party since they’re in his employ, but if the party can convince them that they have no loyalty with him, they will hint that the baron has had his share of shady deals, allowing stolen goods to pass through his barony for a bribe, although nobody has ever been able to prove it.

A MEETING OF THE MERCHANT



Further down the road, in the afternoon, the party encounters a merchant, Björn, headed toward them with a horse-drawn open wagon. He stops and attempts to sell them his wares. He has a variety of jewelry made from large gem-encrusted teeth that he claims are dragon teeth. (They are not. They come from a dinosaur.)

Björn Vandendriessche attempts more conversation in hopes of a sale, asking questions about where they're headed. If the party mentions Jakob, Björn knows he wasn't a wizard. "Unless he sold his soul, he wasn't magical, except at gathering information. He could get you any kind of dirt you needed on someone." Björn doesn't know the baron, nor did he know Jakob was missing. He has seen the creature in the woods, headed the same direction as him (toward the manor) and will tell the party if asked. If they don't ask him, he will attempt to sell a necklace by claiming it will protect them from the creature lumbering through the woods. (It won't, but if they ask, he will tell them that he saw something inhuman that they should want protection from.) He will point the party to another path that runs parallel to theirs that the creature seemed to be following.

IT'S ABOUT TIME WE CATCH UP WITH EACH OTHER

As the party follows the trail and comes near the manor, only a hill between, the party catches up with the creature, a **revenant** that is actually Jakob, who was killed by the baron.

If they try to talk to him, he will ignore them and keep walking toward the manor. If they get in his way, he will try to force himself past them, pushing and threatening, preferring to avoid combat but not afraid of it. He will reluctantly talk to them if necessary. The truth, which he will tell them with urgency as he attempts to get past them, is that he had information on the baron's illegal dealings and was threatening to reveal it, so the baron had him killed. He will rest once he stops the baron once and for all.

At this point, the party must decide their course of action. Do they save the baron's life by fighting Jakob? Do they step aside and let him go? Do they help him fight the guards?



CREDITS & COPYRIGHT

- Lead writer, editor & developer: [Dale Critchley](#)
- Character art by Portrait Gallery app
- Artwork public domain illustrations by [Dragan Milojković](#), [Prettysleepy](#), Manticore by [LadyofHats](#)

AUTHOR BIO

Dale Critchley is the owner, lead writer, and chief tea drinker at [Wyrmmworks Publishing](#). He's been playing tabletop role-playing games since 1982 and launched Wyrmmworks Publishing as a hobby in 2001 to share his homebrew resources with the world. In 2021, after seeing the power that a TTRPG group can have to change the lives of the participants for the better, he rededicated Wyrmmworks Publishing to focus on using TTRPGs to intentionally improve the lives of others and turned a hobby into a full time pursuit.

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