Accessible Adventure of the Week: The Greater of Two Evils

October 4, 2021



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.

4K Battle Maps available <u>free to patrons</u> or for <u>purchase at</u> DriveThruRPG.



Get it free now!

Make Lives Better through Role-Playing Games

This adventure is one piece of a movement within the D&D

community to invite, encourage, and include those who have not been, both in the RPG community and nearly everywhere in real life. Wyrmworks Publishing is dedicated to using RPGs to help you make lives better, to provide tools, training, and a community to this end. We believe that this will extend far beyond the ever-growing RPG community as more and more people learn, grow, and give and receive acceptance.

To that end, this adventure includes disabled NPCs just like in real life, <u>including a human woman going through menopause with hypertension (high blood pressure)</u>.

This free adventure is formatted for the blind and visually impaired.

Content Trigger Warnings

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

Disabled NPC of the Week: Natasja

October 4, 2021



Natasja is a female human experiencing menopause and hypertension (high blood pressure). She can be used in any campaign setting, or her traits can be adapted to your PC. She appears in our Accessible Adventure of the Week: The Greater of Two Evils



Download for free!

Disabled NPC of the Week

At Wyrmworks Publishing (wyrmworkspublishing.com), we believe that the more people have chances to interact with disabled people, the more normal it will become in their lives, the more comfortable they will be around disabled people, and the more inclusive our world will become. To this end, we release a free disabled character to use in your game every week to help your players grow accustomed to disabled people in an RPG setting, allowing them to get used to interacting with disabled people.

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by signing up for announcements!