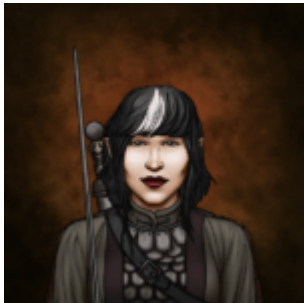


Arieni Kettlewhistle (Disabled NPC of the Week) now at DMs Guild

August 9, 2021



Arieni Kettlewhistle is a fourth level Ranger (Hunter) halfling who happens to have a paralyzed arm, but she has no problem wielding her hand crossbow and short sword in the other hand! She also has Attention Deficit, so she's easily distracted by interesting plants and fungi, but that hyperfixation makes her a fearsome opponent to vegepygmyies and other plant creatures!



Get it free now!

Arieni Kettlewhistle is featured in the Accessible Adventure of the Week, [The Ember Elk](#).

We all have disabled, neurodivergent, and mentally ill people in our lives. Maybe that's you. Doesn't it make sense to have them in our Dungeons & Dragons game, as well? The disabled NPC of the week makes it easy for you to bring characters like that into your game to represent those you care about in real life, to help people become comfortable interacting with people that are different from them, and to normalize disability in all of our lives. Each week, we give you a free NPC with some form of disability that you can plug right into your game, complete with

game mechanics taken from the [Disabilities and Depth](#) book. Sign up for our newsletter at wyrmmworkspublishing.com to get notified of more free weekly content!

Make Lives Better through Role-Playing Games

This character 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. Wyrmmworks 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.

Content Trigger Warnings

This character includes topics of violence.

[Get this NPC free now!](#)

Should you have disabled characters in your Dungeons & Dragons game? (Part 1 of 2)

August 9, 2021



On the release of our first [Accessible Adventure of the Week](#), the question arose, as it always seems to, “Why would I play a disabled character? They wouldn’t last 10 minutes in a dungeon!” While this led to some interesting discussions, it’s a question people will ask, whether openly or in their minds. So as we prepare for not only many more of these adventures and [NPCs](#), but also the [Limitless Heroics](#) book that will provide fifth edition game mechanics for nearly every trait in existence, the question is worth asking and exploring.

Personally, I’m not a fan of “should” or any sense of moral superiority (not that I’m innocent of it – it’s a tempting trap), but I’ve come to see the world and decisions in terms of “harmful” and “beneficial” (and certainly some decisions are neutral as they’re neither of the former). (Maybe this paradigm could help with all the hand-wringing about alignment in D&D – probably not.)

So then are disabled characters in D&D beneficial? (For brevity, when I say, “Disabled,” I’m referring to all matters of disability and illness, whether physical, mental, or emotional, and all varieties of neurodiversity.) My bias is obvious, but then *why* is it beneficial?

- **Representation.** People want to be able to play someone like them and have characters appear in the game that communicate, “You are welcome here. You belong.”
- **Encountering the Other.** Role-play is a powerful teaching tool that allows us to experience and walk through various

life situations with minimal consequences that will allow us to avoid negative consequences when we encounter an analogous situation in real life. So when we learn to interact with a disabled character in-game, we're learning to interact with a disabled person in real life and become more comfortable around them, but if we accidentally say or do something harmful, we can learn from the mistake without actually harming someone (or at least less so – players are real people).

- **Experiencing the Other.** By playing a disabled character, we can get a small taste of the challenges someone with those traits experiences (a very small taste, since we can turn it on and off at will and only imagine the experience), but if we play them with complexity as we would any other character, we learn to see disabled people as complex people, not cardboard stereotypes or [inspiration porn](#).
- **Cooperation.** One of the most important lessons I've personally learned in the writing of *Disabilities & Depth* is the benefit that I as a non-disabled person can be to disabled people. We all need each other – independence is a harmful lie. Shorter people ask me (6'3") to get items off top shelves at stores. Blind people may ask you to describe something for them. Having a slight hearing impairment, I often ask, when the TV captions are unreliable, "What did they say?" D&D is an inherently cooperative game, and learning how best to cooperate with disabled people in-game will help us be more sensitive and helpful in real life.
- **Acknowledging the reality.** It's easy for non-disabled people to wish away disabilities, and when it's not part of every moment of every day or a significant amount of any given day, it's easy to forget that disability exists – it's not something non-disabled people think about. And

when we're not considering the *existence* of disabled people, we're not considering the *needs* of disabled people, which leads to ableism through ignorance. The more we recognize that disabled people are part of our world, the more we expect to see them in all representations of existence without it seeming odd, just as a world lacking women would seem odd (and probably the main point of the narrative or campaign world). Think about that – a fantasy world without disabled people should have, “Where are all the disabled people?” as a primary narrative. If that's not the point of the story, ask yourself why you chose to alter that aspect of reality and what that decision means.

But then we need to consider the converse: is excluding disabled characters from D&D beneficial, harmful, or neutral?

I just showed how, at the very least, it's odd. It doesn't make sense. Even in a world with healing spells, at the very least, even [*greater restoration*](#) can't restore a limb that was never there in the first place. Plus, clerics and other healers are rare. Not every clergy is a cleric. And not every cleric is high enough level to cast more than a daily [*cure wounds*](#) or two. There's simply not enough healing magic for every injury and illness, especially when plagues sweep through. And then there's socio-economic factors. (The king doesn't want people camping outside the castle so the high priestess can come through and select some for healing each day – she should save those spell slots for ~~him~~ emergencies!)

Is it beneficial in the sense of escapism? When you play D&D, you're going to a fantasy world that doesn't have real world problems, right? Because that green dragon is nothing like your conniving boss? That bullying ogre is nothing like your obnoxious coworker or classmate? If you play D&D for the power fantasy, how does the presence of disabled people interrupt

that? These questions are not accusations – they’re questions for self-reflection.

Is it harmful to exclude disabled people from your game world? What about excluding people with dark skin? What about excluding women from adventuring roles? Like any other people group, it’s beneficial for your own self-awareness to ask yourself, “Why does my fantasy world include the kinds of people that it does and exclude the kinds that it does? Why did I make that decision, even if it wasn’t a conscious decision? What have I learned about myself?” It also begs the question, “When I have the opportunity to be beneficial at little or no cost to myself and choose not to, is that inherently harmful?”

How does using disabled characters relate to the goal of D&D?

When I was in high school, our D&D group was at a church lock-in (overnight party). During free time, we found an unused room and played D&D. People would stop by and listen in and invariably ask, “Who’s winning?” All the players would point at the DM and say, “HE IS!” But in reality, we were all winning. We were having a great time. We were bonding with each other, learning teamwork, practicing math, and benefiting in all the ways D&D is beneficial. To me, the goal of D&D is to have fun, regardless whether we complete the quest as expected.

That said, there’s a sense of satisfaction in completing the quest, in powering up, in gaining loot or recognition or all the many goals players have for their characters. But does disability detract from that?

There’s a reason each character class has limitations – the game is no fun if you can literally do anything. Were that the case,

you wouldn't need dice (and could give them all to me!). No, the game is about facing challenges and finding creative solutions to those challenges with help from your allies. But isn't that the life of a disabled person? If anything, a disabled character who still uses class abilities is the quintessential D&D character – someone with disadvantages and challenges who isn't helpless and can achieve their goals, not *in spite of* their challenges, but *regardless of* their challenges, because while their challenges are part of them, they don't define them.

So then should we pressure or require disabled characters?

Again with the “should” – what is harmful or beneficial? Forcing someone to play a disabled character would not be beneficial. It would not be fun. They would learn the wrong lesson.

I've also learned that moral pressure to do *anything* is harmful – it leads to resentment or self-righteousness, and either way, it never lasts or actually changes hearts and minds.

Rather, the more we introduce disabled characters as NPCs or through other players who would like to do so, the more we offer and demonstrate the benefits of doing so, but that's only possible when we normalize the presence of competent and capable disabled characters in the game world.

I welcome your thoughts in the comments below. If you, like me, would like to include the benefits of disabled characters in your game, I invite you to sign up for our newsletter so you don't miss our resources that will help you do that, many of which are free.

Note: This is the first of 2 in a series. [Read Part 2 Here.](#)

Avery Penn ☐ (Disabled NPC of the Week) now at DMs Guild

August 9, 2021



Avery Penn is a 20-year-old female human innkeeper. She has very long, curled, dark hair and brown eyes. She has rugged, dirty, brown skin. She stands 172cm (5'7") tall and has a round build. She has a tattoo of a cobra on her right arm and a colorful tattoo of the word fear translated into draconic on her back. Born without a left hand, she has a wooden prosthetic with a leather strap and can cleat that allows her to hold things with it. She is friendly and self-confident and enjoys listening to the villagers' stories, celebrating with them and being a shoulder to cry on.

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We all have disabled, neurodivergent, and mentally ill people in our lives. Maybe that's you. Doesn't it make sense to have them in our Dungeons & Dragons game, as well? The disabled NPC of the week makes it easy for you to bring characters like that into your game to represent those you care about in real life, to help people become comfortable interacting with people that are different from them, and to normalize disability in all of our lives. Each week, we give you a free NPC with some form of disability that you can plug right into your game, complete with

game mechanics taken from [Limitless Heroics – Including Characters with Disabilities, Mental Illness, and Neurodivergence in Fifth Edition](#).

Make Lives Better through Role-Playing Games

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Content Trigger Warnings

This character includes topics of death and family loss.

[Go Get the Freebie!](#)


The Inevitable □ (Accessible Adventure of the Week)

August 9, 2021



A one-shot side-quest for characters level 4-6.

Can Peace Be Maintained Indefinitely?

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The village that makes its subsistence on spiced melon and red rye holds a dark secret, and the shoemaker and his wife will upset the perfect peace.

This adventure includes stat blocks for the following, which may be used in other adventures:

- [Avery Penn](#) (Disabled NPC of the Week)
- Deathlok (Lich Patron)
- Undead Wolves
- Artifact: Crystal of Peace

4K Maps are [free for all subscribers](#) or can be [purchased from DriveThruRPG](#)

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To that end, this adventure includes disabled NPCs just like in real life, including a unique prosthetic arm, a character with chronic pain, and more.

This free adventure includes a simplified version for screen readers for the blind and visually impaired, stat blocks and information for two monsters, a new artifact, a village map, and multiple NPCs, plus illustrations of each NPC for your players.

Content Trigger Warnings

This adventure includes topics of violence, death of both people and animals, ableism, and undead people and animals.

This adventure was created as part of the Summer 2021 [Storytelling Collective](#).

[Get It Now Free!](#)

Rose Gold Dragon: Draconic Omnibus, Vol. 1

August 9, 2021



Rose Gold Dragons are known for their love of children. Stories abound of children lost in the wilderness or at sea who are rescued by a rose gold dragon or some other creature of a similar hue.

At the same time, these stories have sometimes grown darker, with suspicion that questions the motivations of these creatures, and anytime a child goes missing in the vicinity of a rose gold dragon layer, the dragon becomes the primary suspect.



Download at DriveThruRPG

This supplement includes:



- Full All-Ages Stat Blocks complete with Legendary and Lair Actions
- Dragon Background Option Charts
- Associated Creatures
- Implied Abilities based on their stat blocks
- Spellcasting
- Lair and Hoard Details, including combat strategies based on age

- 2 New Magic Items
- 1 New Spell
- Ideas for using the dragon in your campaign
 - Dragon as Group Patron
 - And more...
- Ideas for using the dragon with your character
 - Contact
 - New Warlock Patron
 - New Paladin Oath
 - Sorcerer Draconic Bloodline variation
 - New Bard College
 - New Monk Way
 - Dragonborn variation
 - New Character Background

This supplement includes details to include this dragon in the Caphora: The Divided Continent campaign setting from Wyrmmworks Publishing, but it can also be used as-is by changing a few location names in any campaign setting.

All [creature](#) and character options are available in the D&D Beyond Homebrew section. Just search for author: doulos12.



How well do you really know the dragons? Sure, you've memorized their stat block, but these are intelligent complex beings who affect the world and your characters so much more than a big lizard in a cave! Welcome to the [Draconic Omnibus](#), a multi-volume set detailing the canon 5e dragons and some new varieties to round out the set.

Elves and Orcs: Building Cross-Cultural Relationships (Critical Success)

August 9, 2021



In most fantasy literature since Tolkien, elves and orcs live at constant odds with each other. Among other reasons are their cultural differences and their inability to see each others' viewpoints. Elves typically live for a millennium, whereas orcs have shorter lifespans than humans. Time alive, both how long it's been and how long one expects to have left, changes perspective.

Even on a human level, I see this play out. Teens tend to feel like they have unlimited time, and depending on how their formative years have played out, that can mean unlimited possibilities or a sense of hopelessness. The older I get, I expect to have less years remaining than I've already had, so I feel a sense of urgency to accomplish my dreams, whereas others my age or older have given up.

Either way, we can learn from each other, and that's something I love about my D&D group, which ranges in age from teens to 40's. Unlike many games and sports, D&D and other tabletop role-playing games are cooperative and depend on players working together toward a goal. They have to help each other and use teamwork, and those different perspectives they bring to the

table help to give them success.

But more than just success in the game, they build relationships. Teens benefit drastically from multiple positive relationships with adults besides family, teachers, and clergy, not that I'm discounting those by any means. They need adults who choose to spend time with them out of mutual respect instead of perceived obligation. (Yes, parents, teachers, and clergy are usually in those positions in the first place because they care, but that's not always the teen's perception.) Correctly managed, D&D can foster those multigenerational relationships based on the collaborative work and mutual respect that lead to success in the game.

Promoting those relationships is remarkably simple and boils down to two principles: encouragement and common ground.

When a teen experiences encouragement from adults communicating to them that they're lovable, capable, and worthwhile, it builds their self-worth and helps cement those relationships. Adults can communicate this by asking the teens for help and complimenting them on their accomplishments. They also experience support when they find others experiencing the same feelings, even in different circumstances (common ground). At the same time, this helps adults recognize the unique contributions that teens bring. And all of this comes from sincere care and camaraderie.

While I've specifically focused on adult-teen relationships here, these same principles apply to any number of cross-cultural relationships, whether racial, socio-economic, political, or any other dynamic, even if all participants are the same generation.

[Recent publications of D&D materials](#) have moved toward breaking down in-game racial boundaries, which the Caphora campaign setting did from its inception, and if we're to get stronger in real life, we can follow this example. Maybe elves and orcs can respect each other after all.

Arcane Tradition: Biomancer (5e)

August 9, 2021



Like a little mad science in your fantasy? What if Dr. Frankenstein or Dr. Moreau could manipulate the Weave? Where do the hybrid creatures and characters come from in your game? Introducing: the Biomancer.

[Download from DriveThruRPG](#)

Biomancers have learned to use the Weave to manipulate life itself, accessing a form of magic unavailable to most wizards. While other wizards can use Biomancy spells, they lose their proficiency bonus due to the strangeness of the magic.

This supplement includes **4 subclasses**, **11 new spells**, and **3 new backgrounds**.

Some consider biomancy unnatural, but it's the biomancers of Tanmaa who are responsible for many of the hybrid and augmented creatures who fill the Western Division of Caphora, and while biomancers have been blamed for some of the plagues that have struck the continent, they're the first to be called when plague strikes to control it.

Most biomancers are found in the labs of Tanmaa, but some nobles hire them as extremely expensive personal physicians. Some biomancers are the products of their own labs who have learned, through observation and sometimes deliberate training, to use the very magic that created them.

Biomancers specialize in one of four forms of the craft: **Somaturgy**, **Neuroturgy**, **Amalgamism**, and **Miasmism**. They can use other biomancy spells but prefer their own tradition.

Other Campaign Worlds

While the Biomancer was developed specifically for the Caphora campaign setting, which you can download **free** from our website, it will work with most existing campaign worlds, especially those with a slight "mad science" or steampunk element, gnomes who like to tinker, or campaign worlds with hybrid creatures or characters.

Arcane Tradition: Nullimancy

(5e)

August 9, 2021



[Download now at DriveThruRPG](#)

Nullimancers have learned the secret art of tapping into and manipulating the all-consuming energy of Oblivion. They can generate it and transform it to a variety of effects, all of which destroy matter or energy in some way. This results in new spells and features, and several existing spells have Nullimancy versions that use Oblivion instead of the Weave.

The Nullimancer is a Wizard Arcane Tradition using an entirely new form of magic from the Caphora campaign world, but it can also be used in other settings.

This product contains the **full subclass, 14 new spells**, and a **new magic item**, all based on nullimancy magic.

All play content is also available in the D&D Beyond Homebrew section so you can easily add it to your campaign in [Subclasses](#), [Spells](#), and [Magic Items](#).

Random Fantasy City Magical Feature Generator

August 9, 2021



Wanting to add magical elements to the cities to my high fantasy Dungeons & Dragons campaign, since it's difficult to just think of elements out of the blue, I came up with this list as an idea generator. Here's how it works:

1. Choose how many features to include. This will be determined by the level of magic in your world. For my high fantasy world, you can use the Number of Features formula below.
2. Roll D100 on the Feature Type table. That will tell you which table of features to roll on.
3. Roll on the corresponding Feature table (Natural, Man-made, or Supernatural)
4. Then, roll D100 on the Phenomenon table to determine the type of phenomenon.
5. If it tells you to roll again, combining, roll on the same table unless otherwise instructed, and figure out how to combine the two items.
6. Use your imagination to combine feature & phenomenon to determine what fits best in your campaign world. Don't forget the history of the feature and how it has affected the city and its residents.

Number of Features

For every 1000 people in a city, roll 1D6. Every 6 indicates one magical feature. (This can also be used for rural regions, but I suggest 1D6 for every 3000-5000, but note that the feature may be hidden and unknown to the populace, and the party could travel through the region and never know it's there.)

Feature Type (D100)

01-35 Natural

36-80 Man-Made

81-95 Supernatural

96-00 Roll twice, combining

Feature

Natural (2D20)

2. Stream
3. Hill
4. Falls
5. Valley
6. Tree
7. Grove
8. Sky
9. Large stone / Obelisk
10. Grass
11. Weed/wildflower
12. Dirt
13. Cave
14. Pond
15. Mud/lava/geyser/tar

16. Weather
17. Vines
18. Pit/chasm
19. Footprint(s)
20. Nest/Den
21. Rock formation
22. Dam
23. Crater
24. Ridge
25. Orchard
26. Dry bed (river/lake)
27. Local flora
28. Local fauna
29. Spring
30. Chain of ponds/lakes
31. Underground tunnel network
32. Local fungus
33. Fossils
34. Woods
35. Dead Flora
36. Dead Fauna
37. A formerly prevalent local creature
38. A plot of land
39. Roll again, combining
40. Roll again, 1 Man-Made & Roll again on Feature Type Table

Man-Made Feature (2D20)

2. Shop Cart
3. One building
4. Wall
5. Arboretum
6. Garden
7. Hanging garden

8. Well
9. District
10. Road
11. Sewer
12. Monument
13. Cemetery
14. Field
15. Dock
16. Farm
17. Mine
18. Quarry
19. Fountain
20. Entire City
21. Military/guard
22. Dump/Junkyard
23. Bridge
24. Altar/shrine
25. Aqueduct
26. Zoo
27. Statue/sculpture
28. Museum
29. Crossing
30. Dam
31. Path/trail
32. Park
33. A city block
34. Tent
35. Gazebo
36. Every one of a certain kind of building in town
37. The marketplace
38. Dungeon
39. Roll again, combining
40. Roll again, 1 Man-Made & Roll again on Feature Type Table

Supernatural Feature (2D8)

2. Meteor
3. Portal
4. Magical technology
5. Undead
6. Light
7. Darkness
8. A paired location (2 places magically connected)
9. Magical inscription / circle
10. Spatial / Dimensional anomaly
11. Laboratory
12. Ancient magical site
13. Crash site
14. Magical juncture
15. Site of magical event with residual effects
16. Supernatural Being

Phenomenon (D100)

1. Has layers
2. Glows
3. Defies physics
4. Wards off something
5. Is higher than expected
6. Is lower than expected
7. Is in an odd part of town
8. Is a source of conflict
9. Is carnivorous
10. The city depends on it
11. Oppresses someone
12. Associated with a curse

13. Houses a special species
14. Houses a celebrity
15. Is ruins
16. Burns
17. Is wetter than expected
18. Offers a unique resource
19. Is built in the shape of something
20. Roll twice
21. Floats
22. Is a location of a sport or game
23. Is bigger on the inside
24. Is the location of a tragedy
25. Is a hive-like network
26. Is a center of criminal activity
27. Is not what it seems
28. Is an unexpected color
29. Has an unexpected odor
30. Has an unexpected sound / music
31. Is believed to be haunted
32. Is shrouded in fog
33. Splits the city
34. Is an unexpected shape
35. Is associated with a specific creature
36. Is unexpectedly lacking/missing
37. Is a source of transportation
38. Is much larger than expected
39. Is much smaller than expected
40. Is a canopy
41. Is an unexpected temperature
42. Is difficult to access
43. Is domed
44. Is much more numerous than expected
45. Disappears
46. Is a source of knowledge

47. Is alive/animate
48. Explodes
49. Has unique walls
50. Is unexpectedly indoors/outdoors
51. Transforms something
52. Is made from a carcass/skeleton/shell/Carapace
53. Inhibits some magic
54. Augments some magic
55. Is a holy site
56. Used to be something else
57. Is carved out of something
58. Is guarded
59. Is an impossible shape
60. Has different gravity
61. Is made of an unexpected material
62. Is slowly being destroyed
63. Is sideways or upside-down
64. Has smaller parts coming from it
65. Is crystalline
66. Changes into something else
67. Is longer than expected
68. Is impassable
69. Is unexpectedly flat
70. Is burned
71. Previously housed something else (hive, web, etc.)
72. Is toxic
73. Is held up by something
74. Is associated with another plane (outer or inner)
75. Is full of something
76. Is frozen or petrified
77. Is in something unexpected
78. Is under something
79. Is aware
80. Is clockwork

81. Is hollow
82. Wild magic
83. Unexpectedly controlled / uncontrolled
84. Associated with a unique magical material
85. Moves
86. Corrosive
87. Controls minds/emotions
88. Mimics a spell
89. Drains something
90. Is invisible
91. Changes size
92. Something will come/hatch/spawn from it
93. Affects one or more senses
94. Causes disappearances
95. Is unexpectedly tough
96. Is unexpectedly vulnerable
97. Is a location of a valuable resource
98. Most people don't know it's there
99. Is a treasured landmark
100. Roll twice, combining

Critical Success: Giving Players Every Advantage

August 9, 2021



One of the bugbears goes down, and another one is hurting pretty badly. A third one looks at the other two and seems to be panicking. She says, "What are we going to do? If we go back empty-handed, we're dead." They look at you and seem to be trying to decide whether to attack or flee.

A short conversation later between the party and the bugbears, and the party now has four bugbears fighting alongside them as the party promised to protect them from the Big Bad that sent them.

As Dungeons & Dragons continues to grow in popularity, well beyond the number of players during its height in the 1980s, people have found that social media and other shallow forms of communication are inferior to gathering around a table and sharing stories, strategies, and jokes with each other. It's easier to cope with day-to-day life in the real world when you can escape with some friends into a fantasy world for a little while, but as shared universes continue to grow in popularity, we realize that these universes draw us in as we see the similarities to our own. This allows us to take the challenges of life and put them into a new context to take a fresh look at them and find new approaches to real-world problems.

Welcome to Caphora: The Divided Continent. Designed to take advantage of the game's ability to bring different people together to accomplish a common goal, whether you use this campaign world, one [published by Wizards of the Coast](#), or one of your own design, you can use these principles as you Dungeon

Master a game. As well, this works with any tabletop role-playing game, although my references will specifically refer to [Dungeons & Dragons 5th edition](#).

What It Is:

Critical Success principles run through these methods, so I present to you a combination of principles and strategies that flow from each other. These principles include but are not limited to:

- Every person has inherent value regardless of what they have done or what has been done to them.
- Heroes create hope. Hope is caused by trust that the future is secure.
- Nobody is beyond redemption. Some may reject it, but they are not beyond it.
- The greatest power is love—not a feeling, but commitment to actively caring.

Experiential Learning

We learn best when we see the effects of our actions. In Dungeons & Dragons, we can explore the same situations we encounter in daily life but approach them from a new angle, then take what we have learned back into the real world situation.

Natural Consequences

Because the game world is designed to feel real, suspension of disbelief notwithstanding, actions have consequences. Both players and Dungeon Master learn from each other through various encounters and the results of those encounters.

Dialog inducing

Unique situations require unique approaches. The party must discuss how they will resolve the challenges they face and the possible consequences of their actions. Because the game is open-ended, they can be creative but also need to balance risk and reward. Different ideas will sometimes conflict with each other or build off each other.

How to see the world

I've often described my parenting style as, "I want to teach you *how* to think more than *what* to think." When someone knows *how* to think, that will guide them as they draw conclusions from what they learn. So critical thinking guides the process.

What It Isn't:

Political

We hear politics all day long. It's important, but it's exhausting, and every platform is imperfect, so Critical Success is not about pushing an agenda but rather learning to form your own agenda and act on it.

Preachy

This may sound ironic, given my day job as a preacher, but nobody likes having information shoved down their throats. Critical Success is about presenting options, not laying down the law.

Judgmental

Every action has consequences. Some we can foresee, and some we

can't. Nearly every decision is imperfect on some level, so Critical Success embraces imperfection and alternate viewpoints as a means of learning about each other and the world.

What to see in the world

Just as a fantasy world is a place of wonder, this is even more true of the real world, so Critical Success helps players find love, hope, and joy in the real world not by pointing it out, but by offering a different angle from which to look and allowing them to notice the things that are important to them.

As I mentioned above, I'm writing this as a [Christian pastor](#), so that viewpoint will probably be obvious, but I hope this will be valuable to all kinds of gamers, regardless of their religious background or beliefs. Our tables combine people with many beliefs and worldviews, And we welcome all and strive to use these very principles to make everyone feel welcome.

This article is the first in a [series](#). I invite you to subscribe if you're interested in the rest.

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