

Castle Curb Cuts: 10 reasons why ramps in D&D dungeons make sense

August 9, 2022



When Jennifer Kretchmer presented the *scandalous* idea of ramps in dungeons in [Candlekeep Mysteries](#), a significant portion of the D&D community couldn't wrap their mental dice bags around such a concept. It seemed incomprehensible to make dungeons more accessible, and I still get *multiple daily* angry or derisive comments to that effect whenever I run Facebook ads promoting our products.

But just as curb cuts, those little ramps in sidewalk curbs, were designed for wheelchairs but benefit strollers, shopping carts, bicyclists, and anyone else who uses wheels, including them in dungeons may be more sensible than stairs, regardless what adventurers may come investigating.

So since I get tired of writing the same responses repeatedly, as do others who fight for accessibility and disability representation, consider these concepts, and feel free to comment below.

1. Are dungeons supposed to be inaccessible?

Dungeons are designed to keep people out!

Are they, though? That depends on the dungeon. It's a generic term that can refer to any number of structures for any number of purposes. Often, a dungeon is a space that has either intentionally or naturally changed purpose over time. Maybe it was once a castle basement used for storage or as a siege shelter. Or a crypt. Or a cave. Or a menagerie. Or a majestic castle. Or a forest in the Feywild. When considering the accessibility of a dungeon (or any other details in its design), the designer must consider its purpose, its owner, its age, its ecology, and many other factors. But while the 10'x10' stone corridor underground is still a staple, it hardly represents the majority of adventuring environments in D&D.

2. Are dungeons all made from flagstone?

Flagstone, made typically from sandstone or similar materials, is the classic material design for a dungeon, but a dungeon can be packed dirt, a tunnel carved out of a mountain, the alleys in the darker sections of Waterdeep, massive caverns in the Underdark, the City of Brass on the Elemental Plane of Fire, a rickety old wooden mansion, or the rubble of ancient ruins. Each of these presents accessibility challenges to different characters – my tiefling warlock with chronic leg pain will manage a whole lot better than an able-bodied elf druid in the City of Brass, and if the steps in the haunted mansion suddenly become a slide, the walking character will be prone while the

wheelchair user holds out a spear and yells, “Charge!”

3. What was the dungeon before it was haunted ruins?

How many people are specifically building dungeons, anyway? They're difficult to make and not particularly practical. Most dungeons used to be something else (or still are). The dragon isn't going to build human-sized steps into its lair. A xorn digging through the Elemental Plane of Earth will create smooth tunnels. Water eroding an ancient cavern won't erode at jagged 90° angles. An ancient dwarven mine would never have stairs (and may even have cart tracks or elevators). And the [inside of a crashed spaceship](#) will have smooth hallways and elevators. That doesn't preclude the possibility of steps, a stone cliff (which is difficult for anyone but the rogue or monk to climb), or other obstacles, but if you can creatively find a way to cross that pit filled with a gelatinous cube, you can bet that a seasoned adventurer has some tricks up their sleeve to overcome occasional rough terrain.

4. Have you ever tried carrying an occupied coffin down stairs?

Many dungeons were or are still crypts designed either for a wealthy family or to keep an ancient evil contained. If the current occupant came into that crypt in a pine box, you can bet there's a ramp. I've attended and conducted dozens of funerals, and there's a reason modern morticians use carts for coffins – they're heavy, especially with a body in them! (And the bigger the corpse, the heavier.) So if you're carrying that coffin to its (hopefully) final resting place, guiding a cart into an underground crypt on a ramp with a rope will save you a whole

lot of effort, even if there's also steps beside the ramp, either permanently or in the form of nearby removable timbers. A party coming to investigate a restless spirit would likely find the accommodations designed by the architect or implemented by a past undertaker.

5. What size creature were your stairs designed for?

Stairs are designed for the people using them, so modern stairs are designed for a human range of heights and foot sizes. But if a dungeon occupied by both a clutch of kobolds and a family of ogres will either require the kobolds to bring climbing gear to scale ogre-sized steps or the ogres to walk sideways up the steps, even then with a lot of foot pain. A ramp easily solves this problem, not to mention making it easier to drag in fresh meat from a successful hunt or drag out bags of bones of unsuccessful adventurers.

6. How do you feed your monsters?

Speaking of dragging carcasses, you need to feed that hydra that's somehow in a chamber with only 10'x10' corridor access and dispose of its waste. While I recommend an underground river or other sewage drain for the latter (which can be its own security problem when kobolds find it), unless you have a city's worth of *really gullible* bullywugs that are willing to go investigate the noises that you insist are coming from a carnival with [dragonfly ripple ice cream](#), you're going to need to kill something and transport it into those snapping jaws, and you'll have a much easier time pushing it over a ramp than stairs.

7. How did all those stones, trap mechanisms, and monsters get down there?

You know that big treasure chest full of gold and jewels? Yeah, it's probably a mimic. But if it's not, good luck lugging that thing down steps into the deepest chamber. Add tons of flagstone, support timbers, cages filled with monsters, chests of potions bottles, or whatever else you're storing down there. Put those containers on wheels down a ramp, and your building process will be a lot easier.

8. Which lasts longer in treacherous environments, stairs or ramps?

As noted above, flagstone is usually made from sandstone. Sandstone erodes. That's how sedimentary rock forms. If that ancient staircase is as ancient as you describe, it's probably a ramp by now, albeit irregular, which would be even easier to navigate if it has some landings.

9. Dwarves had specific skills to detect ramps as early as 1st Edition.

In AD&D, dwarves could, "Detect grade or slope in passage: 1-5 on 1d6." In other words, ramps in underground passages aren't some new 5e concept – they're *oldschool*. Some were gradual, thus the check, and some were more obvious, but they had this skill in the first place because when you're digging a mine or underground city and need to move a lot of rock and goods around, slopes make a lot more sense than steps. And elevators, even better. And purple worms don't burrow in straight lines.

10. It's fantasy but makes the real world better.

All this fantasy talk is fun, but real lives are the most important factor. Discussions of “realistic” in a world where a spoken word can transform steps into a ramp or a mudslide or a mimic or a dimensional gateway, what matters most is the effect on our players. Even if a disabled player doesn't want to play a disabled character, including disabled NPCs and the effects of their existence in your world tells your players, “I don't want to imagine a world without you in it.”

Attention Deficit (ADHD) for D&D 5e

August 9, 2022



How can you represent Attention Deficit Hyperactivity Disorder (ADHD) in 5e that reflects real world experiences? Here's a free sample from Limitless Heroics to implement them in your game.

Content Warning: [Cyberbullying](#)

Last year, I posted an early draft version of this preview to

promote Limitless Heroics as I prepared for the Kickstarter campaign. In December, it, and consequently I, became the target of a Twitter [hater cyberbullying](#) attack by hundreds of people throughout the TTRPG community.

As a result of that, I pulled it down and wanted to hide. I seriously considered canceling the campaign altogether and closing up shop completely, but too many people were counting on me, and I was encouraged by some well-respected people in the industry to carry on, so with much trepidation, I continued with the campaign, avoiding Twitter and literally getting nauseated every time my phone made the new email chime for fear of the subsequent hate that flowed from that attack, and it has taken me this long to work up the courage to make this revised sample live again, reminding myself that, as big as the Twitter mob was, I've received nearly as many heartfelt notes of thanks and support, and *ten times as many* have already backed or preordered it. And with help from a licensed counselor, I'm learning to manage the subsequent anxiety and depression I've developed.

Ironically, I was recently diagnosed with ADHD myself, so I post this revision with confidence as it also reflects my own lived experience and that of *many* more who also have given input and affirm this as a reflection of their own experiences, plus it has been discussed and revised based on feedback from five sensitivity readers from multiple fields.

Because ADHD is a complex condition with a variety of expressions, we broke it into at least 3 separate traits with options for more, depending on your experience, but here are the three most common associated traits. (I personally have several more.)

You can use this sample by itself for free or [purchase a copy of Limitless Heroics](#) for a more comprehensive guide to disability,

neurodiversity, and mental illness representation in fifth edition. Thanks for your interest in making the D&D and broader TTRPG space more inclusive and representative. (If you use it alone, IE = Impact Extent. [See the tables for an explanation.](#))

LAYOUT NOTE: The format of this preview does not reflect the final format of Limitless Heroics, which we designed for maximum accessibility, including dyslexia-friendly.



[Download the Preview at DriveThruRPG](#)

No posts found.

Disability, Neurodiversity, and Mental Health Resources for Tabletop Roleplaying Games

August 9, 2022



Here's a growing collection of resources to improve your life or to help you improve the lives of others.

Representation Resources

- [Ableist Tropes in Storytelling « Oppression Aware Podcast, Fairy Tales, and Games \(Interview\)](#)
- [Writing Characters With Disabilities](#)
- [Forge Ahead: A Party to Access](#)
- [DnD Disability](#)
- [Combat Wheelchair 3](#)
- [Limitless Heroics](#)

Miniatures

- [Limitless Champions](#)
- [Combat Wheelchair](#)
- [Skinny Minis](#)

Accessibility Resources

- [Accessibility in Gaming Resources](#)
- [Roll for Kindness](#)
- [A big list of accessibility resource lists](#)
- [Braille Dice \(Interview\)](#)

Mental Health Tools

- [Jasper's Game Day \(Interview\)](#)
- [TTRPG Safety Toolkit](#)
- [Consent in Gaming from Monte Cook Games](#)
- [MCDM Tabletop Safety Toolkit](#)
- [#CouchCon Charity Panel: "Sanity Checks & Stigma- Mental](#)

[Health in TTRPGs” – YouTube](#)

Publisher Resources

- [CNIB Clear Print Guide](#)
- [ADA Compliant Print Short Guide](#)
- [Accessible Print Guide](#)

Feel free to add more in the comments below!

Limitless Champions: Disabled Fantasy 3D Miniatures

August 9, 2022



Update: Don't miss the adventures!

*We are making a **book of adventures** that feature these characters and demonstrate how to use them respectfully in a roleplaying game. [Follow the Kickstarter](#) to get notified when it launches for an **early backer bonus adventure!***


And [sign up for The Dragon's Hoard](#) to get weekly inclusive gaming updates, discounts, free gifts, and more in your inbox!

We are making history!

- What if your fantasy RPG world included disabled people, just like the real world?
- What if that disability representation went beyond wheelchairs and pirates?

We're creating the largest, most diverse line of disabled fantasy miniatures ever made with 5e stat blocks and cards, which [launched in a Kickstarter campaign](#) on May 2, 2023.

Limitless Champions will make history as the largest, most diverse collection of disabled fantasy game miniatures ever created.

Ch 

Backers at Silver or higher within the first 48 hours get a free alternate STL of Rohna Ginnsley, a bard who uses her multi-armed wheelchair for assistance! (Available to others as an add-on)

re
pr
es
en
ta
ti
on
in
cl

ud
es
:

- Alopecia Areata
- Amputation
- Anxiety/Panic Disorder (represented by a fidget, grounding device, and emotional comfort animal)
- Arthritis
- Blindness
- Cerebral Palsy
- Chronic Fatigue Syndrome (Myalgic Encephalomyelitis)
- Down Syndrome
- Dwarfism (Diastrophic Dysplasia)
- Ectrodactyly
- Fibromyalgia
- Face Differences (Treacher Collins syndrome, Cleft Palate)
- Multiple Sclerosis
- Quadriplegia



Each character includes:

- 5e Stat block
- Background & Personality
- Full color character art
- Miniature (Choice of STL, pre-printed mini)
- Plot hooks for inclusion in your game





Also included:

- Condition markers accessible to visually impaired gamers
- Wooden chests with custom artwork
- Digital Planner stickers & VTT Tokens (Stretch Goal)
- Service Animals (Stretch Goals)

The character collection follows accessibility principles for maximum readability (dyslexia, colorblindness, etc.) and will be available in multiple formats: PDF, ePub, txt, audio, and it will be included in [Lair format](#) for all subscribers.

Wyrmmworks Publishing prioritizes [hiring](#) disabled, neurodiverse, and mentally ill creators for all of our projects, and characters on this project are based on a combination of research and conversations from previous projects, real-world people who commissioned characters based on themselves, and consultation with therapists, advocacy professionals, people whose experiences are represented here, and before the final sensitivity reading and edit, besides playtesting, we will send the manuscript to backers who are represented here for additional feedback.

Missed the Campaign?

All of the pieces are available in our store:

[Check out the whole collection](#)

Apply to freelance for Wyrmsworks Publishing

August 9, 2022



We're accepting ongoing applications from a variety of freelancers who are interested in working with us to make lives better through tabletop roleplaying games. If you are a TTRPG creator or artist who would like to work with us, please submit the following.

Become a Wyrmsworks Publishing Affiliate

August 9, 2022



Fans, podcasters, streamers, and anyone else who thinks more people should know about Wyrmsworks Publishing's products and

wants to join us in helping you make lives better with tabletop roleplaying games, we have an offer for you!

Join the Wyrmsworks Publishing Affiliate program, give your fans a discount, and get a commission as our thanks!

1. Sign up using the form below.
2. We will review your application. If we feel you are a good fit, we will send you a link to our affiliate contract and promotion graphics.
3. Once you sign the contract, we will give you a coupon code.
4. Anyone new who buys one or more of our products using your coupon code gets a 10% off discount, and you get a 10% commission! It's a win for you, a win for your fans, and it helps get the word out about our products and mission!

And if you want to use our products in actual play shows or similar uses, we can help you with samples or discounts.

Improvements in TTRPG Inclusion

August 9, 2022



When we launched [Limitless Heroics](#), we said, "***Limitless Heroics is more than an RPG book. It's a petition.*** Back this project, and you communicate to *every game publisher on earth* that disabled people exist and can easily be included in their games, that the customers want that representation, and that accessibility and representation are necessary core features for future products." Some scoffed at that. Others called it virtue signaling. But we truly believe that these small actions have a ripple effect on the industry and the world.

Efforts toward inclusion have definitely improved over the years. Third party products like [Ancestry & Culture](#) and [An Elf and an Orc Had a Little Baby](#) offer suggestions for better representation and an alternative to the bioessentialism that has had such a prominent role in Dungeons & Dragons throughout its existence. Wizards of the Coast began making changes with [Tasha's Cauldron of Everything](#) and took racial representation to the next level with the announcement of [Journeys through the Radiant Citadel](#), and we applaud these efforts and see the leader of the industry providing a positive example for racial representation.

But what about disability representation?

The first well-known effort to better represent disabilities in role-playing games came from the viral [Combat Wheelchair](#),

followed closely by the inexplicably controversial "ramps in dungeons" adventure in [Candlekeep Mysteries](#), but note that the latter, while published by Wizards of the Coast, was only designed to be accessible by its author, Jennifer Kretchmer, not by direction from the company, which is obvious in that that's the only adventure in the collection that includes any deliberate accessibility. (GURPS and the Hero System also include disabilities, but [it does more harm than good.](#))

Besides a handful of very small games floating around itch.io, Accessible Games produces [Psi-Punk](#) and [Survival of the Able](#), and Evil Hat's [Fate Accessibility Toolkit](#) was the first deliberate representation publication by a second tier publisher, and it's still considered the best of its kind in the industry, and while it's brilliant, it's also the best because it's the only one of its kind until [Limitless Heroics](#) finishes production.

Other third party offerings have stepped into the D&D system with examples like [Adventures in ADHD](#) and our own [Accessible Adventures of the Week](#), but those examples remain rare.

Proof that Tony Stark Has a Heart

But now Marvel has thrown down the Infinity Gauntlet of accessibility with the [Marvel Multiverse RPG, including limited but deliberate disability representation](#). Disney/Marvel by no means leads the TTRPG space, but they're the first company to enter it in recent years with the potential to challenge WotC on their home turf. While Marvel's past TTRPG offerings haven't challenged D&D for dominance, that's not necessary even now to see more inclusion. (No, I have no illusions that *Limitless Heroics* influenced this decision.)

As more publishers, especially media companies whose reach extends beyond the TTRPG sphere, implement disability inclusion

in their game systems and campaign worlds, the more it becomes expected. Imagine how odd a campaign world of all white characters would seem today thanks to the civil rights movements and the ongoing work of millions to demand racial representation. In the same way, games and other media without a broad range of orientations and gender expressions are becoming increasingly expected.

The more we see accurate and positive disability representation throughout different forms of media, the more it becomes a standard. I look forward to the day when the *lack* of disability representation becomes noticeable.

Enter the Dragon's Hoard

August 9, 2022



Our fans are actively dedicated to joining us in our mission to make lives better through tabletop roleplaying games (TTRPG).

We provide what you'd expect from a weekly publisher email: discounts, freebies, and news, but we also provide personal encouragement and opportunities to improve lives by working together. This is also *the* place for playtest announcements of upcoming products.

Our fans make the world a better place, and we truly treasure them, which is why we call them the Dragon's Hoard, and we invite you to become a part of this treasure trove by signing up today and immediately getting your own free collection of treasure as soon as you confirm your subscription!

First name or full name

Email

Let's do this!

Limitless Heroics Tables: Using Disability in DnD

August 9, 2022



Free Preview Explanation

Welcome to the free preview of [Limitless Heroics](#). This page provides tables and instructions for adding traits.

Players & GMs may [use this form to communicate their preferences](#) as to which of these to include and avoid in their game.

[Download an illustrated PDF with these tables and a guide how to implement it at your table free at DriveThruRPG.](#) Check back here soon for a random generator that turns these tables into a single click.

The [full book](#) includes descriptions and full game mechanics for each trait. Each trait also includes assistive options, magical assistance, and real world examples.



[Missed the Kickstarter? Order now!](#)

100% of content creators hired for this book are disabled, neurodivergent, and/or have mental or chronic illness, and the variety of art styles intentionally reflects the diversity of experiences and expressions of these conditions.

Roll for Traits

Players can either roll for a random disability or discuss disability as part of their character concept with their GM, choosing specific traits, Frequencies, and IEs, keeping tropes to avoid in mind.

Game Masters especially who want to include a realistic percentage of disability in a game world's population may find these random generators useful to provide a varied population. Fantasy worlds don't need to have the same clusters of traits that we see in real-world experiences, but it's also beneficial to use real-world clusters (diagnoses, both common and rare, and which vary by region or get organized differently by different cultures) to better understand the experiences of those around us, which again is why the tables allow you to "choose or roll." Maybe you'll do a little of both, or maybe you'll use your first roll to find a real-world experience that includes that trait and learn more about it.

This suggestion also applies to the traits' IEs and Frequencies. Instead of using tables to determine these, you may choose a frequency that ties into the narrative that you're telling together, deciding in advance instead of leaving it to dice rolls.

Many people are afraid to represent these experiences in their games for fear of inaccuracy, but absence isn't necessarily better, so we designed this book to get you started, to provide guidelines so you could feel free to add this inclusion creatively and respectfully.

Chance of Traits

15–20 percent of people worldwide in real life have some form of disability. In a world with less medical, therapeutic, and nutritional science but additional magic threats, the rate of disability is likely higher. GMs should decide the rate in the campaign world, but consider 20 percent to be the base rate. Roll 1d20, 1–4 indicating a disability. Any given population within that world should expect roughly the same percentage with possible variations based on environment and any number of other factors.

Number and Category of Traits

Many disabilities have multiple traits. Choose or roll on the following table to determine the number of traits your character has. If replicating a real-world cluster or more than one in the same character, you can increase or decrease the quantity.

d20	Traits
1–7	1

d20	Traits
8-12	2
13-15	3
16-17	4
18-19	5
20	6

Next, determine whether those traits are physical or mental. The first trait is equally likely to be physical or mental. (Roll d20: 1-10 = physical, 11-20 = mental) Subsequent traits are more likely to be in the same category, so add or subtract 2 cumulatively to the roll for the category of each additional trait. (e.g. 4 traits: First roll = 18 (mental), so the next roll would be 1-8 physical and 9-20 mental. Next roll = 10 (mental), so the next roll would be 1-6 physical and 7-20 mental. Next roll = 4 (physical), so the final roll would be 1-8 physical and 9-20 mental.) No matter how the range adjusts, a roll of 1 is always physical, and a 20 is always mental.

Impact Extent (IE)

Each trait can vary in the impact of its expression. Roll on the following table to determine the impact of each trait. See the individual trait descriptions for impact explanations. Unless otherwise stated in the description, any saving throws required by the adverse effects are DC 8 + (IE). Note that the term “impact” and the Extent labels are used for mechanical shorthand to cover a wide variety of traits, but these terms aren’t always appropriate descriptors for their real-world counterparts. Players are encouraged to use more accurate descriptors or just the mechanical number. (e.g. Many neurodiverse traits are not appropriately described as “Acute” or with negative connotations; sensory disabilities, such as visual impairment,

may be better described as “Complete” at IE 4.) If a trait causes an additional experience without a listed IE, choose or roll on this table for the new experience’s IE.

Pushing Through and Masking

You can use significant effort and concentration to force yourself overcome the challenges associated with many traits, temporarily reducing the IE penalties of a trait by expending one Hit Die per IE until the end of the encounter or for 1 minute, whichever is longer. This only affects ability checks, not saving throws, and all rolls to maintain concentration while pushing through are made with disadvantage. You also have advantage on Charisma (Deception) checks to conceal your trait.

D20	IE
1–9	Mild (1)
10–15	Moderate (2)
16–18	Substantial (3)
19–20	Total (4)

Frequency

Traits can come and go, sometimes appearing instantly and disappearing as quickly. Others appear and disappear gradually over the course of days. Some can disappear for months or years and suddenly manifest again, and some never go away. Choose or roll on the following table to determine the duration of each trait. (Note: This may not be applicable to many traits. e.g. missing limbs don’t generally come and go without magic. Players and GMs should use discretion for this table and see the trait

description.)

All trait descriptions assume the effects only occur while the trait is active, unless otherwise noted.

Variant Rule: Plot Arc-Based Timing

For traits with Periodic Frequency or those that change over extended periods of time, instead of rolling for a number of days between changes or saving throws, depending on the trait description, make the change or roll based on the story arcs in your campaign, such as a climactic moment or after a major event when everyone is recovering. The players should decide how trait timing will be handled when implementing this system.

d20	Time	Frequency
1	Roll Twice	A trait may not fit one of these patterns exactly. Roll twice, and decide how they might combine, such as a trait that is Triggered but fluctuates in IE like Chronic or Frequent but only Periodic throughout a given day.
2	Remission	The trait begins absent. It will recur in 1d100 days, taking 1d4 days 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 time period, the trait gradually disappears over 1d4 days, then roll the same way for the duration of remission.

d20	Time	Frequency
3-7	Periodic	<p>The trait 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 traits, they gradually disappear over 1d100 hours.</p>
8-13	Triggered	<p>The trait is triggered randomly or by one or more stimuli (or absence of a stimulus, like withdrawal) as determined by a discussion between the player and GM. The trait lasts as long as the stimulus is present plus 1d100 minutes, extended as above unless otherwise noted. (For absence of stimulus, the trait begins after 1d100 minutes and lasts until the stimulus is restored.) Note that some stimuli may be unknown to the character and seem random until discovering the triggering stimulus.</p>
14-17	Frequent	<p>The trait occurs more often than not but has periods of inactivity. Roll 1d20 every morning. The trait is present all day unless rolling a 19 or 20.</p>
18-19	Chronic	<p>The trait is always present, but if the Extent is more severe than mild, roll 1d20 each morning. The trait for the day is 1 Extent less on a roll of 15-19 and 2 Extents less on a roll of 20 with a minimum of mild.</p>

d20	Time	Frequency
20	Degenerative	<p>The trait starts out Mild and gradually becomes Acute in 300d100 days. Once a degenerative trait becomes Acute, the character must succeed on seven daily DC 10 Constitution saving throws or gain a permanent level of exhaustion. Note: Degenerative conditions even in a fictional character, can be emotionally taxing. This RPG is a game, and such a bleak prognosis may take the fun out of the game, and this would work counter to the goal of this book, so the GM should always give a player the choice to reroll this result for the player's own mental health. That said, the author's own father struggled with a degenerative disease for decades and lived with its accompanying disabilities, and he lived a heroic life in service to others. Many a tale can be told of heroes who finish their quest and ride off into the sunset, knowing their days are numbered, but that lives are meaningful however long they last.</p>

Variant Rule: Good and Bad Days

In addition to overall trends in Frequency, many Traits have a fluctuating IE. Roll 1d20 after a long rest for each applicable trait.

d20	Effect
1-7	Good Day: All IE-related penalties are reduced by 1 (Minimum 0)
8-17	No change
18-20	Bad Day: All IE-related penalties are increased by 1 (Maximum 4)

Trait Descriptions

Physical Traits

For each physical trait, choose or roll to determine appendage or organ system (50/50 chance for each). Then roll on the appropriate table.

Appendage

d20	Appendage
1-2	Face
3-5	Ears (Roll again: 1-12 = 1 ear; 13-20 = 2 ears)
6-8	Eyes (Roll again: 1-12 = 1 eye; 13-20 = 2 eyes)
9	Nose
10-12	Mouth
13	Neck & Back
14-16	Arms & Hands (Roll again: 1-12 = 1; 13-20 = 2)
17-19	Legs & Feet (Roll again: 1-12 = 1; 13-20 = 2)
20	Teeth

Face

d100	Trait
1-10	Diverse Face Shape
11-25	Face Cleft
26-45	Face Color Difference
46-60	Face Paralysis
61-80	Face Rash
81-85	Tumor
86-100	Face Tremor

Ear(s)

d20	Trait
1	Diverse Ear Shape
2	Hyperacusis (sound sensitivity)
3	Diplacusis (double hearing)
4-5	Ear Discharge
6-7	Dizziness
8-12	Hearing Loss
13-15	Ear Pain
16-20	Tinnitus

Diverse Ear Shape

One or both of your ears has a shape that's unusual for your ancestry. Choose or use the following table to determine the

unusual shape and effects. This is a permanent condition.

d20	Trait
1	Diverse Ear Shape
2	Hyperacusis (sound sensitivity)
3	Diplacusis (double hearing)
4-5	Ear Discharge
6-7	Dizziness
8-12	Hearing Loss
13-15	Ear Pain
16-20	Tinnitus

d20	Ear Shape
1-10	Miniature or Missing
11-12	Dangling Earlobes
13-14	Aquatic
15-16	Musoid
17-18	Fennec
19-20	Forked

Discharge

A substance leaks out of your ears. Roll on the table below for the nature and effects of the substance.

d20	Discharge
1	Acid
2-6	Blood
7	Light
8-14	Pus
15-16	Smoke
17-19	Sweat
20	Venom

Eye(s)

d100	Trait
01	Akinetopsia
02	Aquatic Vision
03-10	Blindness
11-17	Cataract
18	Clairvoyance
19-24	Colorblindness
25-29	Discharge
30-32	Eye Color Difference
33-34	Ocular Diversity
35-39	Eyelid Spasms
40	Microvision
41-43	Missing Eye
44-48	Moisture Deficiency
49-54	Night Blindness

d100	Trait
55–59	Eye Pain
60–62	Partial Field Blindness/Agnosia
63–64	Palinopsia
65	Periscopic Vision
66–71	Photosensitivity
72–93	Refractive Difference
94–99	Involuntary Eye Movement
00	Thermal Vision

Discharge

A substance leaks out of your eyes. Roll on the table below for the nature and effects of the substance.

d20	Discharge
1	Acid
2–6	Blood
7	Ink
8–9	Oil
10–15	Pus
16–19	Tears
20	Venom

Eye Color Difference

Your eyes are colored outside the usual range of hues typical for your people according to the following table.

d20	Eye Region
1-3	Pupil
4-10	Iris
11-17	Sclera (Whites)
18-20	Entire eye

Ocular Diversity

One or both of your eyes are shaped or located outside the range typical for your ancestry. Choose or roll on the following table. Note that this is usually a permanent condition and does not fluctuate, but the player and GM are welcome to determine a magical version that fluctuates based on the Frequency table above. Example stimuli include sunrise/sunset, seasons, or stress.

d20	Ocular Diversity
1-3	Location
4-5	Eyelid Difference
6-8	Bulging
9-10	Sunken
11-13	Oversized
14-15	Undersized
16-19	Pupil Difference
20	Side Placement

Partial Field Blindness/Agnosia

You're unable to see or recognize certain areas or features.

Choose or roll on the following table.

d20	Visual Difference
1-8	Closed Angle Vision
9-14	Open Angle Vision
15-16	Humanoid Agnosia
17-18	Animal Agnosia
19-20	Topographical Agnosia

Humanoid Agnosia

You are unable to recognize a specific part of a humanoid body or distinguish it from others according to the following table.

d20	Feature
1-8	Face
9-10	Fingers/hands/claws
11-13	Hair
14-16	Clothing
17-20	Voice

Nose

d20	Trait
1-8	Anosmia
9-12	Discharge

d20	Trait
13–16	Difference
17	Horn Growth
18	Hypersensitive Smell
19–20	Nasal Echo

Nose Discharge

A substance leaks out of your nose. Roll on the table below for the nature and effects of the substance.

d20	Discharge
1–3	Blood
4	Honey
5–10	Mucus
11–13	Pus
14	Smoke
15–20	Tears

Nose Difference

d100	Difference
1–15	Bulbous
16–26	Enlarged
27–34	Elongated
35–39	Hanging
40–49	Hooked

d100	Difference
50–54	Inverted nostrils
55–67	Fissures
68–75	Porcine
76–85	Recessed
86–100	Warped

Mouth Traits

d100	Trait
01–05	Dysgeusia
06–24	Mouth Discharge
25–26	Mouth Color Difference
27–31	Mouth Difference
32–51	Moisture Imbalance
54–55	Mouth Deterioration
56–65	Mouth Pain
66–95	Speech Impediment
96–100	Tongue Difference

Dysgeusia

d20	Taste Alteration
1–5	Amplification
6–10	Disruption
11–13	Discrimination Modification

d20	Taste Alteration
14–20	Sensitivity

Sensitivity

d6	Taste
1	Sweet
2	Sour
3	Bitter
4	Salty
5–6	Spicy

Mouth Discharge

d20	Discharge
1–4	Blood
5	Cold
6	Fire
7	Gas
8–11	Mucus
12–19	Saliva
20	Smoke

Mouth Difference

d100	<u>Mouth Difference</u>
1-15	Chin Shape Difference
16-27	Jaw Dislocation
28-37	Lip Absence
38-42	Minimal Opening
43-48	Mouth Location Difference
49-63	Misaligned Jaw
64-78	Oversized Mouth
79-100	Tooth Difference

Chin Shape Difference

d20	Chin Shape
1-4	Bulbous
5-6	Curled
7-8	Forked
9-13	Missing
14-18	Oversized
19-20	Pointed

Tongue Difference

d20	Difference
1-6	Extended
7-9	Forked
10-16	Minimal

d20	Difference
17	Prehensile
18	Proboscis
19	Symbiotic
20	Vampiric

Neck & Back

d100	Trait
01–15	Spine Difference
16–30	Growth
31–32	Neck Length Difference
33–57	Pain
58–60	Ridges
61–62	Spina Bifida
63–89	Neck/Back Stiffness
90–94	Swallowing Difficulty
95–96	Tail Difference
97–100	Vocal Cord Difference

Vocal Cord Differences

d20	Vocal Cord Difference
1–4	Noisy Breathing
5	Pitch Irregularity
6	Reverberation

d20	Vocal Cord Difference
7-10	Silent
11-16	Uncontrolled Volume
17-20	Wheezing

Uncontrolled Volume

IE	Loud Voice	Quiet Voice
1	Conversational volume; can't talk quieter	Conversational volume; can't talk louder
2	Always project your voice	Always mumble
3	Always yell as loud as possible	Always whisper
4	Always talk louder than humanly possible	Always whisper so quietly that enhanced hearing or very close proximity is needed to hear

Arm(s) & Hand(s)

d100	Trait
1-8	Finger Difference
9-12	Hypersensitivity
13-22	Missing Arm or Hand
23-32	Muscle Control
33-42	Pain
43-52	Arm/Hand Paralysis & Numbness
53-72	Arm/Hand Stiffness

d100	Trait
73–77	Strength Control
78–92	Hand Tremor
93–100	Weakness

Finger Difference

d20	Finger Difference
1–4	Shape Diversity
5–8	Missing Fingers
9–10	Overgrowth
11–13	Polydactyly
14–15	Syndactyly
16	Talons
17–18	Undergrowth
19–20	Webbed

Leg(s) & Foot (/Feet)

d100	Trait
01–10	Atypical Toes
11–20	Difference
21	Hypersensitivity
22–31	Missing
32–41	Muscle Control & Gait Difference
42–60	Leg/Foot Pain

d100	Trait
61–70	Leg/Foot Paralysis & Numbness
71–85	Lower Body Stiffness
86–95	Leg Tremor
96–100	Leg Weakness

Toe Difference

d20	Toe Difference
1–3	Atypically-shaped
4–10	Missing toes
11–12	Overgrowth
13–14	Polydactyly
15–16	Syndactyly
17	Talons
18–19	Undergrowth
20	Webbed

Foot Difference

d20	Foot Difference
1–7	Arch Irregularity
8–9	Claw Heel
10–13	Clubfoot
14	Hooves
15	Prehensile Feet

d20	Foot Difference
16–20	Toe Walking

Teeth

d20	Trait
1–2	Discoloration
3–6	Difference
7–13	Missing
14–20	Pain

Tooth Difference

d20	Tooth Difference
1–6	Buck Teeth
7–8	Fangs
9–14	Oversized
15	Sabertooth
16	Shark Teeth
17	Tusks
18–20	Undersized

Organ System

d100	<u>Organ System</u>
01-10	<u>Skeletal</u>
11-25	Nervous
26-35	<u>Muscular</u>
36-47	<u>Endocrine</u>
48-62	<u>Immune</u>
63-77	Cardiovascular/Circulatory
78-91	<u>Integumentary</u>
92-100	<u>Digestive</u>

Skeletal

d20	Trait
1-4	<u>Altered Growth</u>
5-7	<u>Calcification</u>
8-10	<u>Skeletal Difference</u>
11-16	<u>Dislocation</u>
17-19	<u>Disproportionate Growth</u>
20	Flexibility

Skeletal Difference

d10	Area
1-2	Ribs
3-6	Arm
7-10	Leg

Dislocation

d10	Joint Dislocation
1	Finger
2-3	Shoulder
4-5	Ribs
6	Knee
7	Elbow
8-9	Hip
10	Jaw

Disproportionate Growth

d20	Shortened Area
1-4	Trunk
5-7	Arms & Hands
8-10	Legs & Feet
11-13	Arms
14-16	Legs
17-20	Head

Head. The reduced size of your head causes (IE) other traits according to the following table, each with its own IE.

d6	Trait
1	Seizures

d6	Trait
2	Intellectual Disability
3	-(IE) on Dexterity checks to balance
4	Swallowing Difficulties
5	Hearing Loss
6	Refractory Issues

Neurological Differences

d100	Trait
01	Anosognosia
02	Aphantasia
03-04	Apraxia
05	Asomatognosia
06-08	Brain Fog
09-15	Fainting
16-29	Fatigue
30-32	Fever
33-34	Language Processing
35-40	Memory Loss
41-51	Pain
52-58	Seizures
59-61	Sensory Processing Difference
62-74	Sleep Disruptions
75-77	Slow Movement
78-87	Social Communication Disability

d100	Trait
88–89	Spatial Neglect
90–91	Special Interest
92–93	Stimulus Processing Disability
94–95	Synesthesia
96–100	Unrelated Stimulus Reflex

Apraxia

d10	Apraxia
1	Conceptual
2–3	Buccofacial
4	Limb-Kinetic (Arm)
5	Limb-Kinetic (Leg)
6	Ideomotor
7	Ideational
8	Verbal
9	Constructional
10	Oculomotor

Language Processing

You have trouble communicating using language, including speaking, understanding, and writing. Choose or roll on the following table. You have 1d6 of the following patterns.

d20	Language Processing Expression
1–5	Dysgraphia
6	Reiterative Agraphia
7	Specialist Agraphia
8	Dysexecutive Agraphia
9	Apraxic Agraphia
10	Lexical Agraphia
11	Semantic Agraphia
12	Phonological Agraphia
13	Visuospatial Agraphia
14	Alexia
15–16	Expressive Aphasia
17	Receptive Aphasia
18	Anomic Aphasia
19–20	Global Aphasia

Memory Loss

d10	Symptom
1–2	Anterograde Amnesia
3–6	Retrograde Amnesia
7	Dissociative Fugue
8–0	Traumatic Amnesia

Pain

d10	Pain Experience
1–5	Chronic Pain
6–9	Hyperalgesia
10	Hypoalgesia

Seizures

d100	Seizure Type
1–40	Focal Aware Seizures
41–60	Focal Impaired Awareness Seizures
61–67	Absence Seizures
68–77	Myoclonic Seizures
78–82	Clonic Seizures
83–88	Tonic Seizures
89–93	Atonic Seizures
94–100	Tonic Clonic Seizures

- **Focal Aware Seizures.** You have a strange feeling for (IE)d20 seconds resulting in one of the following experiences.

d8	Experience
1	Nausea

d8	Experience
2	Unusual smell or taste: You smell or taste something with no known source. You have a -(IE) penalty on all Wisdom (Perception) checks related to smell and taste for the duration.
3	Amplified Emotion (equally likely enjoyable or uncomfortable)
4	Myoclonic Seizure in one random arm
5	Numbness in one random limb
6	Feeling like one random limb is larger or smaller than it actually is: you have a -(IE) penalty on all Dexterity attack rolls; ability checks; and saving throws with that limb for the duration.
7	Perception of colored or flashing lights: You have a -(IE) penalty on all Wisdom (Perception) checks involving vision
8	Hallucination

Sensory Processing Difference

d6	Sensory Processing Pattern
1	Sensory Over-Responsivity
2	Sensory Under-Responsivity
3	Sensory Craving
4	Vestibular Difference
5	Dyspraxia
6	Sensory Discrimination Difference

Sensory Discrimination Difference. You have trouble determining variation in 1d4 subtypes of sensory input. Choose or roll on

the following table.

d8	SDD Subtype
1	Auditory
2	Visual
3	Tactile
4	Vestibular
5	Olfactory
6	Gustatory
7	Proprioception
8	Interoception

Sleep Disruptions

d100	Sleep Disruption
1–6	Confusional Arousals
7	Exploding Head
8–17	Hypersomnolence
18–40	Insomnia
41–44	Night Terrors
45–50	Nightmares
51–52	Sleep Aggression
53–55	Sleep Behaviors
56–60	Sleep Enuresis
61–62	Sleep Paralysis
63	Sleep Sorcery

d100	Sleep Disruption
64–86	Sleep-Related Breathing Disruption
87–88	Sleep-Related Hallucinations
89–93	Sleep-Related Movements
94–97	Sleep-Wake Disruptions
98–100	Sleepwalking

- **Sleep-Wake Disruption** Your internal sleep clock does not correspond to your intended pattern. If you cannot follow your internal pattern, follow the rules for Insomnia accordingly.

d10	1d10 if you have IE 4 Blindness	Sleep-Wake Disruption
1–4	1–3	Irregular Rhythm
5–9	4–7	Delayed Phase
10	8–10	Non-synchronized Circadian Rhythm

Spatial Neglect

- **Axis** you neglect half of your perceptive field, according to the following table.

1d10	Neglected Half
1–4	Left

1d10	Neglected Half
5–8	Right
9	Top
10	Bottom

Sense Processing Difference

d10	Sense
1–3	Sight
4–7	Hearing
8–9	Touch
10	Smell & Taste

Synesthesia

d6	Sense
1	Vision
2	Hearing
3	Touch
4	Smell/Taste
5	Proprioception (movement)
6	Mirror

Muscular

d20	Trait
01-10	Cramps
11-14	Fine Motor Control Loss
15-17	Gross Motor Control Loss
18-19	Hiccups
20	Paradoxical Myotonia

Endocrine Differences

d20	Trait
1-3	Agitation
4-5	Delayed puberty
6-8	Diabetes
9	Infertility
10	Intersex
11-14	Temperature Intolerance
15-16	Vertigo
17-20	Weight Difference

Diabetes

d10	Effect
1-4	Hyperglycemia
5-6	Hypoglycemia
7-10	Both

Immune System

d20	Trait
1-10	Allergies
11-12	Atraitatic Disease Carrier
13-20	Immunocompromised
20	Paradoxical Reaction

Allergies

d4	Allergy			
1	Food Allergy			
2	Venom Allergy			
3	Airborne Allergy			
4	Contact Allergy			

IE	Ingested	Injected	Contact	Inhaled
1	Rash	+10% Damage	Rash	Eye Discharge or Nose Discharge
2	Nausea	+20% Damage	Rash + Eye Discharge or Nose Discharge	Rash + Eye Discharge or Nose Discharge
3	Fatigue + Nausea	+20% Damage + Fainting	Rash + Nausea	Shortness of Breath

IE	Ingested	Injected	Contact	Inhaled
4	Gain 1 level of exhaustion per round	Gain 1 level of exhaustion per round	Gain 1 level of exhaustion per round	Gain 1 level of exhaustion per round

Paradoxical Reaction

d20	Effect
1	Double Desired Effect
2–3	Opposite Effect
4	Random Physical (Appendage) Trait
5–7	Random Nervous System Trait
8–9	Random Muscular System Trait
10–11	Random Endocrine System Trait
12	Random Immune System Trait
13–15	Random Cardiovascular/Circulatory System Trait
16	Random Integumentary System Trait
17–18	Random Digestive System Trait
19–20	Random Complication

Cardiovascular / Circulatory

d20	Trait
1	Unique Blood Content
2	Hemophilia
3–11	Hypertension

d20	Trait
12-17	Shortness of Breath
18-20	Vasospasm

Unique Blood Content

d20	Unique Blood Content
1-3	Acid
4-5	Chlorocruorin
6-7	Coboglobin
8	Combustible
9-12	Erythrocrurorin
13-14	Hemerythrin
15-17	Hemocyanin
18-20	Vanabins
20	Volatile Liquid

Integumentary

d100	Trait
01-04	Chronic Acne
05-10	Discoloration
11-13	Keratin Distribution Difference
14-16	Nails Difference
17-21	Sweat Difference
22-28	Blistering

d100	Trait
29–43	Hair Growth Differences
44–45	Hair Material Difference
46–60	Fissures
61–67	Hyperelasticity
68–74	Paresthesia & Phantom Pain
75–100	Rash

Chronic Acne

1d20	Discharge
1	Acid
2–8	Blood
9	Honey
10–12	Oil
13–19	Pus
20	Venom

Sweat Difference

1d20	Discharge
1	Acid
2–8	Blood
9	Honey
10–12	Oil
13–19	Pus

1d20	Discharge
20	Venom

Hair Growth Differences

You have reduced (70%) or excessive (30%) hair growth relative to your ancestry. Choose or roll on the following table.

IE	Reduced	Additional (Cumulative)
1	Missing 50%+ of hair on top of head	Body hair noticeably thicker than average
2	Bald head	Noticeable hair growth in unusual places
3	No hair on face & head	Thick fast-growing facial hair
4	No hair on body	Body; including face; covered in thick hair except nose; palms; & soles

Hair Material Difference

d20	Hair Material
1-4	Bone
5-6	Crystal
7	Fire
8-10	Moss
11-12	Smoke
13-14	Spores
15	Tendrils

d20	Hair Material
16–18	Vines
19–20	Webs

Digestive

d100	Trait
01–15	Acid Reflux
16–30	Constipation
31–47	Diarrhea
48–80	Food Intolerance
81–87	Incontinence
98–100	Pervasive Hunger

Food Intolerance

Your body is unable to digest certain foods or ingredients, causing (IE) of the following traits. This trait time is always Triggered.

d10	Trait
1	Abdominal Cramps
2	Acid Reflux
3	Baseless Emotion
4	Constipation
5	Diarrhea
6	Fatigue

d10	Trait
7	Nausea
8	Rash
9	Shortness of Breath
10	Lower Body Stiffness

Examples of foods causing this reaction include (but are not limited to) the following.

d10	Food
1	Caffeine
2	Dairy
3	Egg whites
4	Fermentable Oligosaccharides; Disaccharides and Monosaccharides and Polyols (FODMAPs)
5	Fructose
6	Gluten
7	Histamine
8	Salicylates
9	Sulfites
10	Yeast

Mental Traits

d100	Trait
01	Animated Hand

d100	Trait
02–04	<u>Alleviation Behavior</u>
05–07	<u>Amplified Emotion</u>
08	<u>Anhedonia</u>
09–11	<u>Attention Difference</u>
12–14	<u>Baseless Emotion</u>
15–16	<u>Confusion</u>
17–18	<u>Delusions</u>
19	<u>Depersonalization</u>
20	<u>Derealization</u>
21–25	<u>Diminished Motivation</u>
26–30	<u>Disinhibited Social Engagement</u>
31–34	<u>Eating Disruption</u>
35–37	<u>Emotion Fluctuation</u>
38	<u>Plurality</u>
39–42	Executive Dysfunction
43–44	<u>Hallucinations</u>
45–46	<u>Intellectual Disability</u>
47	<u>Intrusive Thoughts</u>
48–59	<u>Learning Difference</u>
60	<u>Obsessive Thoughts</u>
61	<u>Personality Difference</u>
62–78	<u>Phobia</u>
79–83	<u>Repetitive Movement</u>
84–90	<u>Startle Amplification</u>
91–95	<u>Stimulus Avoidance</u>
96–100	<u>Traumatic Flashbacks</u>

Alleviation Behavior

d100	Stimulus
1-6	Aggression
7-10	Body-Focused Repetitive Behavior
11-18	Cleanliness
19-26	Exercising
27-31	Gambling
32-33	Harm
34-36	Hoarding
37-38	Hyperawareness
39	Kleptomania
40	Magic
41-44	Material Order
45-47	Moral Scrupulosity
48-51	Perfectionism
52	Pyromania
53-54	Real Event
55-57	Reassurance Seeking
58-61	Ritual Order
62-64	Sensory Stimulation
65	Shapeshifting
66-71	Shopping
72-73	Spiritual Obsession
74-90	Substance
91-00	Workaholism

Baseless Emotion

d10	Feeling
1	Dread
2	Guilt
3	Hopelessness
4	Irritability
5	Loss of Interest
6	Panic/Nervousness
7	Restlessness
8	Suspicion
9	Worrying
10	Worthlessness

Delusions

d100	Delusion
1-6	Atmosphere
7-11	Awareness
12-17	Control
18-22	Dysmorphopsia
23-29	Erotomantic
30-37	Grandiose
38-44	Ideas
45-48	Imposter
49-55	Intensity

d100	Delusion
56–63	Jealousy
64	Macropsia
65	Macrosomatognosia
66–71	Memory
72	Micropsia
73	Microsomatognosia
74–75	Pelopsia
76–82	Persecutory
83–88	Reference
89–96	Somatic
97–98	Teleopsia
99–00	Quick-motion phenomenon

Eating Disruption

d20	Trait
1–4	Anorexia
5–7	Avoidant/Restrictive Food Intake
8–11	Binge Eating
12–14	Bulimia
15–16	Night Eating
17–18	Orthorexia
19	Pica
20	Rumination

Emotion Fluctuation

IE	Frequency	Duration
1	Every 18d20 days	2d8 + 5 days
2	Every 9d20 days	3d8 + 5 days
3	Every 2d20 days	4d8 + 5 days
4	Every 1d20 days	5d8 + 5 days

Hallucinations

d20	Sense
1-6	Auditory
7-8	Gustatory
9-11	Olfactory
12-15	Tactile
16-20	Visual

Learning Difference

1d20	Learning Difference
1-5	Dyscalculia
6-17	Dyslexia
18	Dysorientia
19-20	Visual Processing

Personality Difference

d100	Trait
1-4	Anhedonia
5-11	Anxiousness
12-14	Attention Seeking
15-19	Callousness
20-22	Cognitive and Perceptual Dysregulation
23-27	Deceitfulness
28-31	Depressivity
32-34	Distractibility
35-37	Eccentricity
38-44	Grandiosity
45-49	Hostility
50-52	Impulsivity
53-55	Intimacy Avoidance
56-60	Irresponsibility
61-65	Manipulativeness
66-68	Perseveration
69-72	Restricted Affectivity
73-81	Rigid Perfectionism
82-84	Risk Taking
85-86	Separation Insecurity
87-88	Submissiveness
89-94	Suspiciousness
95-97	Unusual Beliefs and Experiences
98-00	Withdrawal

Phobia

Generate Random Phobia

d100	Phobia	Stimulus
1	Biomophobia	a specific biome
2	Topophobia	a specific location or places like it
3	Numerophobia	a specific number
4	Ektropophobia	aberrations
5	Batrachophobia	amphibians and frog-like creatures
6	Thymomenophobia	angry people
7	Kallitechnophobia	aristocrats and royalty
8	Panoplophobia	armor
9	Anthropozoophobia	beast-like humanoids
10	Zoophobia	beasts
11	Autophobia	being alone
12	Catagelophobia	being ridiculed
13	Scoptophobia	being stared at
14	Aphenphosmophobia	being touched
15	Ornithophobia	birds
16	Hemophobia	blood
17	Bibliophobia	books and scrolls
18	Toxophobia	bows and other stringed weapons
19	Gephyrophobia	bridges
20	Zootrypono	burrowing creatures

d100	Phobia	Stimulus
21	Koumpounophobia	buttons
22	Wiccaphobia	casters
23	Ailurophobia	cats
24	Angelophobia	celestials
25	Pedophobia	children
26	Politophobia	cities
27	Ierotikophobia	clerics and clergy
28	Kibotophobia	closed containers
29	Coulrophobia	clowns
30	Trypophobia	clusters of small holes
31	Claustrophobia	confined spaces
32	Kataskeniphobia	constructs
33	Chromozoophobia	creatures of a certain color
34	Cornophobia	creatures with horns or antlers
35	Pterophobia	creatures with quills and spikes
36	Plokamophobia	creatures with tentacles
37	Pterugophobia	creatures with wings
38	Achluophobia	darkness
39	Necrophobia	death or dead things
40	Dinosaurophobia	dinosaurs
41	Cynophobia	dogs
42	Draconophobia	dragons
43	Pogonophobia	dwarves
44	Stoicheiodiphobia	elementals
45	Xotikophobia	elves
46	Basophobia	falling

d100	Phobia	Stimulus
47	Neraidophobia	fey creatures
48	Daemonophobia	fiends
49	Pyrophobia	fire
50	Anthophobia	flowers
51	Pteromerhanophobia	flying
52	Megalophobia	giants
53	Nanophobia	gnomes
54	Misophobia	halflings
55	Acrophobia	heights
56	Domatophobia	houses
57	Automatonophobia	human-like figures
58	Entomophobia	insects
59	Astynomiophobia	law enforcement officers
60	Technourgimophobia	magic items
61	Stratiotophobia	martial classes
62	Androphobia	men
63	Catoptrophobia	mirrors
64	Pithikophobia	monkeys and ape-like creatures
65	Teratourgimophobia	monstrosities
66	Aichmophobia	needles or pointed objects
67	Trypanophobia	needles/injections
68	Arithmophobia	numbers
69	Chromophobia	one or more colors
70	Kalikantzarophobia	one or more monstrous humanoid races such as orcs or goblinoids
71	Laspophobia	oozes

d100	Phobia	Stimulus
72	Agoraphobia	open spaces or crowds
73	Algophobia	pain
74	Anthropophobia	people or society
75	Botanophobia	plants
76	Herpetophobia	reptiles
77	Amaxophobia	riding in a cart or carriage
78	Pontikiphobia	rodents
79	Katergarophobia	rogues
80	Metamorphophobia	shapeshifters
81	Microphobia	small animals
82	Ophidiophobia	snakes
83	Chionophobia	snow and ice
84	Glossophobia	speaking in public
85	Arachnophobia	spiders
86	Bathmophobia	stairs or steep slopes
87	Xenophobia	strangers or foreigners
88	Sminophobia	swarms
89	Noctiphobia	the night
90	Tonitrophobia	thunder
91	Astraphobia	thunder and lightning
92	Chronophobia	time (deadlines and schedules)
93	Lilapsophobia	tornadoes and hurricanes
94	Haphephobia	touch
95	Dendrophobia	trees
96	Cacophobia	ugliness
97	Apethanatophobia	undead

d100	Phobia	Stimulus
98	Hydrophobia	water
99	Aerophobia	wind
100	Gynophobia	women

Accessible Adventure of the Week: The Price of Success

August 9, 2022



My Students Are My Treasures

A rural school is haunted by two banshees: former teachers who cared more about how their students made them look than the well being of the students themselves. Can you free the countryside from this threat?

This side adventure is designed for four to six characters with an average party level of 3, totaling roughly 16 levels.

“Our lives serve as either a warning or an example to others.” – Tony Robbins

This week’s adventure, designed as Halloween approaches, explores abuse and trauma. Being a horror adventure, it plays out the effects of trauma and the concealment of trauma on a community in a visceral and memorable way. It serves as a warning—not only about the need for open communication with the people in our lives who may be experiencing trauma, but also our willingness to be available to them for help. I hope your players will experience this adventure with empathy and a resulting drive to be open to potential victims looking to them for help.

Content Trigger Warning

This adventure includes death, violence, the undead, death of family, children in peril, psychological abuse of children, parents who disbelieve reports of abuse, and undead children. Because it explores realistic expressions of trauma, the Dungeon Master (DM) should discuss this adventure with players before deciding to use it. Success could be cathartic for some but tear open traumatic wounds for others.

To talk to your players about this adventure’s sensitive content without spoiling the plot, you can ask them how they feel about a horror adventure involving child abuse, death, and zombies in various combinations. **If any players are even slightly uncomfortable with the topic, skip this adventure.**

If you choose to use this adventure, please make use of [safety tools](#).



Get it free now!

4K Battle Maps available [free to subscribers](#) or for [purchase at DriveThruRPG](#)

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. Wyrmsworks 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.

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