

Disabled NPC of the Week: Wynford Teague

August 23, 2021



Wynford Teague, from the adventure, [The Dark Watchman](#), is a human lighthouse keeper and archer with back and neck stiffness.



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Disabled NPC of the Week

At Wyrmsworks Publishing (wyrmsworkspublishing.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.

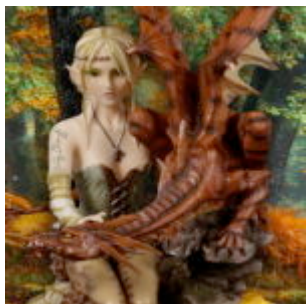
Make Lives Better through Role-

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. Join the movement by signing up for announcements!

Disabled NPC of the Week: Keyrie Hazelgrove

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Keyrie Hazelgrove, from the adventure, [Save the Queen!](#), is a high elf druid with a pseudodragon sidekick. Keyrie also has Sensory Processing Disorder.



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

August 23, 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](#).

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Content Trigger Warnings

This character includes topics of death and family loss.

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