

The Cost of a D&D Wheelchair

March 1, 2023



By its use as a universal symbol of disability in the real world and its use throughout literature as the definitive representation of disability, it's no wonder that, when people think of disability representation in TTRPG, wheelchairs roll into our minds immediately, so today (March 1) being [International Wheelchair Day](#), let's examine the role of wheelchairs in tabletop roleplaying games like Dungeons & Dragons.

Wheelchairs first appeared in Wizards of the Coast products with Banak Brawnnavil in the 2010 novel, [Gauntlgrym](#) and in fifth edition sources in [Van Richten's Guide to Ravenloft](#) (2021) with Alanik Ray, though none have yet included usage rules, but the most well known is Sarah Thompson's [Combat Wheelchair](#) (2020). Meanwhile, Pathfinder 2e's [Pathfinder Lost Omens: The Grand Bazaar](#) (2021) includes [wheelchair options](#), and more creators continue to add them to their supplements such as [this current 5e Kickstarter](#). And of course, we've included several options in [Limitless Heroics](#), listed below.

But what does a wheelchair cost in-game, both in gold and other expenses?

What is its purpose?

Some wish to include wheelchairs to make their game worlds more interesting or to give a real world minority representation in the game world. Following the lead of [Tasha's Cauldron of Everything](#), which added prosthetic limbs as a magic item that perfectly replicates a missing limb without requiring attunement, a wheelchair, magic or not, may be gifted to players with only narrative mechanics. Pathfinder 2e likewise offers a basic wheelchair free as part of a character's backstory or 5 sp or 5 gp, depending on the model, plus upgrades.

The Combat Wheelchair offers its most basic model for 20 gp with multiple upgrade options and associated costs and no mechanical penalties associated with the corresponding disabilities.

The cost, both in gold and other associated effects such as attunement or mechanics may be higher in your game. While understandable to want to give easy access to players, some groups may want to reflect the real world challenge of acquiring proper mobility aids, both in equipment and maintenance costs. You may want to reflect the difficulty of acquiring an expensive specialized device in a world with little or no medical insurance (which is the real world for many). The standard [wheelchair in Limitless Heroics](#) is 50 gp.

Do you require attunement slots for magic wheelchairs? How well can they navigate difficult terrain? Do they have limited levitation to more easily navigate obstacles like stairs? Do they follow the cost guidelines in chapter two of [Xanathar's Guide to Everything](#), or do assistive items get a discount?

Ultimately, these decisions depend on the nature of your game, but even more, the desires of your group. While many dismiss any kind of disability or assistive representation in the name of

verisimilitude (even though wheelchairs predate rapiers in the real world), **it's just as easy to explain why the wheelchair is there as why not.**

But remember: **you don't owe the game anything.** TTRPGs are all about the players. If including wheelchairs in your game, either PC's, NPC's, or other creatures (like the [Goblin Wheelchair Cavalry!](#)) communicates a more welcoming, "We're open to all," environment to your players, include them. If your players struggle to get the assistive care they need and want to forget about red tape for a few hours, let the local temple or artificer give them out for free. Maybe some gnomes like making them with minor added features that aren't always reliable. Or maybe you want to represent the challenges of acquiring accessibility in the real world and explore ways in the game world that will spark ideas for the real world.

Magic Mobility

In your game world, the type of wheelchairs, especially magic wheelchairs, can vary according to the level of magic and technology.

In a magical steampunk world like Eberron, it may be powered by a bound elemental or clockwork. A dark fantasy world may have chairs made from arcane metals and spikes; in other worlds, a fiendish chair resembling a torture rack or a fey chair of braided crystal or wrapped in vines. And again, the costs would be dictated first by their role among your players and second by your world's economy.

- [Animated Wheelchair](#)
- [Rohna Ginnsley](#)

- [Wheelchair Cavalry Goblin](#)
- [Yeroc's Summoning Spiderwalk](#)
- [Webber's Water Wheels](#)
- [Waterlow's Instant Chariot](#)
- [Verallynn's Countryside Conveyance](#)
- [Tockelberry's Chair of Speed](#)
- [Rohna's Manipulative Mobility](#)
- [Howard's Handy Howdah](#)
- [Donna Nason's Wheelchair Ram](#)
- [Chaos's Orca Chair](#)
- [Anjol Hillfollower's Recumbent Carpet of Flying](#)
- [Aaron's Axles of Agility](#)

The Final Cost

Ultimately, the cost of wheelchairs comes not in their expense, but in their value, partly to in-game characters, but mostly to your players.

However you incorporate them, you communicate the value of disabled people. It communicates acceptance instead of begrudging toleration. It makes your game accessible. It invites more people into the hobby.

It makes the real world a little more fantastic.

10 Steps to Adventuring in a Wheelchair

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How can a character in a wheelchair be an adventurer in Dungeons & Dragons or other fantasy roleplaying games? While I recently noted that [ramps should be more common than expected](#), no matter how accessible your world is, you'll eventually encounter rough terrain of some kind. Does this make adventuring in a wheelchair impossible?

1. Rough terrain is hard for everyone, thus the name.

Probably the most common question I get: "How can a person in a wheelchair navigate [some kind of terrain]?" This seems to assume everyone else has no problem. It's called rough terrain for a reason. It's difficult for nearly *everyone* to cross. It's like a merfolk asking how you could navigate the ocean with those finless legs. You'd use an assistive device like a boat.

Different environments present different challenges for different people, disabled or not, but it's easy to think from an able-bodied perspective and make assumptions based on our own experiences, calling the difficult "impossible" instead of making it "accessible".

2. Ambulatory wheelchair users exist.

Many people think that anyone in a wheelchair must be paraplegic, but many wheelchair users can walk – it's difficult, painful, or exhausting, but they may well be able to traverse a 10 foot staircase, possibly needing to take a short rest after and find a different means of retrieving their wheelchair from below.

Real-world ambulatory wheelchair users frequently face scorn from people who see them stand up to get something off a shelf or for some other purpose and criticize them for “faking it”. Don't do that, and don't make assumptions about fictional characters' capabilities, either.

3. Are you adventuring alone?

While certain encounters may be difficult for any given individual to navigate, most adventuring parties consist of multiple characters working together. The caster levitates the rogue over the pit. The barbarian protects the caster. The walking party member assists the wheelchair user up the steps. That's the whole point of a balanced party.

I need some LARPerS to demonstrate these. If you do, [contact me](#), and I'll feature you here.

4. Wheelchair users can traverse steps alone.

See for yourself.

5. I present to you the [Ramp](#) spell. (or Floating Disk)

If you have a member of the party who can cast [Floating Disk](#), they can put it under your wheelchair, and it will traverse anything an able-bodied person can. (See #3 above.) If not, I offer this alternative so you can do it yourself.

Ramp

1st-level conjuration (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a wood or stone wedge)

Duration: 10 minutes

This spell creates a plane of force, 6 feet wide, 1 inch thick, and up to 30 feet long, that connects 2 solid objects through an unoccupied space of your choice that you can perceive within range. The plane remains for the duration and can hold up to 500 pounds. If more weight is placed on it, if you move more than 30 feet away from it, or if one of the connected objects moves beyond the length of the plane, the spell ends, and everything on the plane falls to the ground.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the plane length increases by 20 feet for each slot level above 1st.

6. Rope exists in D&D.

You can either have a couple party members tow your chair over the steps or use a grappling hook and [Batman](#) the steps by yourself.

7. Some terrain is easier in a wheelchair.

If you're in a wheelchair, you're not likely to be knocked prone by slippery surfaces, so you're effectively immune to the [Grease](#) spell or other effects that make the ground slippery unless sliding down a ramp, and even then, you probably won't end up prone once you get to the bottom.

8. Heat Metal is a bigger problem for martials than wheelchair users.

I've seen comments that those in wheelchairs are vulnerable to [Heat Metal](#). That assumes the wheelchair is made of metal instead of wood, bone, or some other substance, but even in that case, it probably takes a reaction to push yourself out of a chair until the spell ends. Armor takes 1–5 minutes to doff. The paladin will want help from the wheelchair-using rogue in that case, and is anyone really going to burn a 2nd level spell and their concentration on an escapable wheelchair when they could be turning the fighter into a baked potato?

9. Dodging in a wheelchair.

Can you dodge in a wheelchair? Given that dodging is an action in 5e, there's no reason you couldn't. Paralympians and other wheelchair-using athletes can move with amazing speed and dexterity. Add the superhuman nature of a 5e hero, and players should have no problem imagining this.

10. D&D is a game of creative solutions – that's what separates it from video games.

I am not disabled, and it took me 20 minutes to compile this list of ideas before researching the details. Were I a disabled adventurer, I'd have a lifetime of ideas how to manage various obstacles. Many people who can't imagine navigating these obstacles may benefit from honestly attempting to play as a disabled character, to take some time to think and research both accessibility and others' lived experiences to expand their awareness. Others may choose a magical solution like the hovering capability of the [Combat Wheelchair](#). But it's D&D – anything is possible, limited only by your imagination and the parameters established at your table.