

Disabled NPC of the Week: Maledos

September 13, 2021



Maledos is a 5th level tiefling sorcerer who also experiences severe muscle cramps as featured in our [Accessible Adventure of the Week: The Weight of Glory](#).



Download for free!

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!

Accessible Adventure of the Week: The Dour Dowry

September 13, 2021



Wild Horses Couldn't Drag Him

Away

A centaur must complete an impossible quest to gain his bride, but is he really the dark horse that can succeed?

This one-shot sidequest adventure is designed for 3-5 characters, level 2-3, with a total of 8-10 levels.

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



Get it free now!

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To that end, this adventure includes disabled NPCs just like in real life, including a [centaur with chronic fatigue syndrome](#).

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

Content Trigger Warnings

This adventure includes death and violence, family ableism, traits of pain and fatigue, and spiders.

Disabled NPC of the Week: Jeralion the Centaur

September 13, 2021



Jeralion the Centaur from this week's [Accessible Adventure of the Week: The Dour Dowry](#). Jeralion was born with a form of Chronic Fatigue Syndrome known in centaurs as Slough (/sloʊo/) Hoof, which causes fatigue and pain.



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Accessible Adventure of the Week: Casts with Wolves

September 13, 2021



Keep the Wolves at Bay

Sheep have been dying from wolf attacks. Now, the wolves have you surrounded, but have you been thrown to the wolves, or is someone crying wolf?

This one-shot sidequest adventure is designed for 4-5 characters, level 2-3.

Background & Synopsis

The party encounters a woman who shape-shifts between human and wolf form, but she's not a werewolf. That doesn't mean a werewolf isn't lurking nearby.

[Tikaani](#) was abandoned by her mother and raised by wolves and now leads her pack. While resting for the night, the party is surrounded by the pack. Tikaani steps in and suspects that the PCs are hunters. She doesn't trust humans, as they've been hunting the pack. Her birth mother is a shepherd who has been hiring hunters to hunt wolves, suspecting that they've been attacking her sheep, when in reality, it's a werewolf, which has also killed two of the hunters she hired. The party must find out the truth, and if they discover that the two women were related, they must decide what to do with that information.

Help a Homeless Person by Buying This Adventure!

[PoC In TTRPGs](#) is all about supporting and uplifting PoC in the tabletop space. That work includes hyping up the various creatives in the space, while also helping the non-creatives that they belong in the space. They are unemployed, currently homeless and disabled. A stable housing situation would aid them immensely in working on their other issues, while giving them more space to support other PoC. **100% of royalties from this adventure will be donated to PoC In TTRPGs, or [donate directly](#).**

Content Trigger Warnings

This adventure includes death and violence, loss of family, loss of a baby, a baby's failure to thrive, abandonment by a parent, adoption, and betrayal.

This adventure is designed for a party of characters around the third through fifth level with a combined total of about 20 levels.

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



Get it free now!

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To that end, this adventure includes disabled NPCs just like in real life, including [a druid with intrusive thoughts and vertigo](#).

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

Disabled NPC of the Week: Tikaani ☐

September 13, 2021



From this week's [Accessible Adventure of the Week, Casts with Wolves](#), we bring you Tikaani, a 3rd level Circle of the Moon

Druid.

Tikaani was abandoned by her mother and raised by wolves and now leads her pack. She is challenged by intrusive thoughts and vertigo.



Download for free!

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Accessible Adventure of the Week: The Dark Watchman

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As the river carves its way through the marsh, the Watchman, a 500 foot tall lighthouse, overlooks the passing ships, lighting their way and alerting them to dangers that would lurk in the shadows. But what happens when the shadows extinguish the light, and what purpose do they have?

This adventure is designed for a party of characters around the third through fifth level with a combined total of about 20 levels.

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



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To that end, this adventure includes disabled NPCs just like in real life, including [an archer with back and neck stiffness](#).

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

Content Trigger Warnings

This adventure includes topics of violence, death, and spiders.

Disabled NPC of the Week: Wynford Teague

September 13, 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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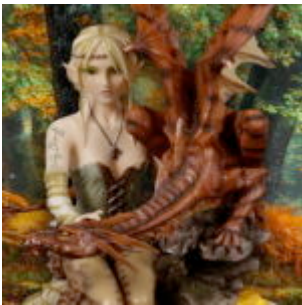
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Disabled NPC of the Week: Keyrie Hazelgrove

September 13, 2021



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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Accessible Adventure of the Week: Save the Queen!

September 13, 2021



The queen needs protection, but first, can you avoid being eaten by her?

This adventure is written for a party level 8–9, but the number of enemies can be adjusted for a lower level party, as low as level 4–5.

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



Get it free at DMs Guild

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To that end, this adventure includes disabled NPCs just like in real life, including a [druid with Sensory Processing Disorder](#).

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

Content Trigger Warnings

This adventure includes topics of violence, death, and pets in peril.

Should you have disabled PCs in your TTRPG? (Part 2 of 2)

September 13, 2021



In my [previous post](#), I discussed whether you should have disabled characters in your Dungeons & Dragons or other tabletop role-playing game. I won't rehash that discussion, so if you haven't, [read it first](#).

So people have said, "Sure, disabled (non-player) characters make sense, but adventurers?" Let's take a look at the most common arguments against disabled PCs.

Again, it's not a question of what you should do, but whether this is harmful or beneficial. It's a question of whether it will benefit your players and you as the DM. It's a question of whether having disabled PCs in your party will make a difference in the real world. It may seem like a fantasy game wouldn't make a difference in the real world, but when we play in interactive

fantasy worlds, it affects our real world minds – players are affected by their characters.

Why would a disabled character choose to be an adventurer?

“Why would they choose a lifestyle that’s likely to get them killed?” This question has two erroneous assumptions:

1. Adventurers usually choose to be adventurers as a career path.
2. Disabled characters are more likely to get killed adventuring than non-disabled people.

We’ll address #2 below, but look at your characters’ backgrounds. How many of them *chose* to be adventurers? How many of them *were chosen*, either by desperation or some other external event or circumstance?

In most fantasy worlds, adventurers are relatively rare. Most people never travel farther than a few miles from home their entire lives, needing to stay close to the family home, farm, or business, where multiple generations have lived. While fame and fortune are appealing, until the invention of the internal combustion engine, people didn’t usually travel unless compelled to by catastrophe, persecution, governmental obligation (i.e. military or diplomatic), or religious pilgrimage unless they had a lot of money.

A character beginning their adventuring career disabled might do so for multiple reasons related to their disability, such as the catastrophe that caused their disability or rejection by their ableist village or family. But they also might do so for any of the other reasons that lead people to think their chances in

life are better staring down the smoking maw of a dragon, like rescuing a loved one, growing in their understanding of the arcane, the “cause of righteousness,” or revenge. Because they are persons, they begin with all the potential reasons for a person to become an adventurer. Because they have disabilities, they have even more potential reasons. A complex character would have multiple reasons that culminated in their decision.

Why would a party put up with a disabled character?

People with disabilities are people, not burdens. Any suggestion to the contrary indicates more about you than about disabled people. People are to be valued, not tolerated, regardless of any of their characteristics.

But are disabled adventurers a liability to the party? Everyone has strengths and challenges. Often, our challenges strengthen us. Other times, they’re just extra challenges. In Dungeons & Dragons fifth edition, characters have opportunities to add depth to their characters with characteristics like bonds and flaws, and a character with a loose tongue or short temper is more likely to cause a problem for a party than a character with a disability.

How could a disabled adventurer survive?

Everyone has strengths and challenges, so everyone learns to use their strengths to compensate for their challenges. If you live in poverty, you learn to stretch your funds. If you work far from home, you get a vehicle that helps you get back and forth efficiently. If you’re blind, you learn to use your other senses

to navigate the world using cues from your other senses.

We use tools like swords to compensate for a lack of natural weapons, mail for a lack of natural armor, or a walking stick for lack of vision, wheelchair for a lack of being able to stand or walk a long time, or ear plugs for a lack of tolerance for loud noises.

And we depend on each other. Most adventuring parties have a wide range of abilities, whether martial prowess, skill specialties, or spell casting. A dragonborn may consider lack of natural armor as any physical, mental, or emotional disability, and to the average dungeon-delver, that same sighted dragonborn without Darkvision is at a much greater disadvantage than a totally blind human, but both need help from the rest of the party.

Why wouldn't a disabled PC cure themselves?

In a world full of healing magic, while a player who is disabled in real life may want to play a character like themselves who overcomes obstacles, what in-game reason would a character have for eschewing healing magic to fix them?

Aside from the general rarity of high level clerics who can cast *greater restoration*, which still doesn't work on congenital disabilities, this question fails to recognize the perspective of many people with disabilities. When a person has had a disability for many years, they get used to navigating the world with it. Many deaf people who could get a cochlear implant choose not to and feel perfectly whole without it. Many people with autism are terrified of having a hypothetical cure forced on them. While a non-disabled person can't imagine choosing to

keep a disability or neurodivergence, that stems more from our fear of the unknown or needing to adapt in new ways than the overall change in quality of life.

It's difficult for the DM

Accessibility is inherent in good adventure design, adapting the campaign for the Player Characters. If a ranger has fiends as a preferred enemy, the Dungeon Master needs to make sure to include fiends as enemies. If a warlock has The Fathomless as a patron, the Dungeon Master needs to make sure to include some seafaring adventures. Depending on the trait, disabilities are even easier than class features. Disabilities put more responsibility on the rest of the party than on the DM, as the party needs to work together to support each other just as the barbarian usually takes the lead in battle, and the wizard typically stays back.

So is it beneficial?

Having established that playing a disabled or neurodivergent character isn't detrimental to a party, so there's no reason *not* to include them, do players have a good reason to play them? Is it beneficial?

Given that disability is the largest minority in the world, every player will encounter members of that demographic and likely become part of it eventually. By playing that role and learning firsthand how people navigate the world with disabilities, they will develop empathy and respect, they will learn firsthand to dispel rumors, and they will be more welcoming to a wider variety of people.

If you'd like help introducing disabled characters into your game, I encourage you to check out [Limitless Heroics!](#)