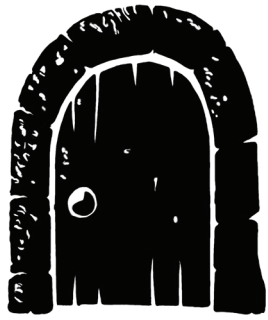


# THE MAGICAL LAND OF YELD



MAGICAL MOBILITY



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## “WHAT ABOUT WHEELCHAIRS IN YELD?”



## MAGICAL MOBILITY

A Yeld expansion for Patreon.  
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When we were first designing Yeld Nick and I wanted to make sure that the characters in our game, and especially the eight young Friends whose journey we follow, represented the diversity that we have in our own lives, our friends and our families. Creating an inclusive game setting is an ongoing process for us, and as long as we’re making Yeld stuff we’re going to keep trying to make sure that it’s a game for everyone. We want everyone to feel like Yeld is a place where they belong.

A few months ago one of our readers asked us about wheelchairs in Yeld. Neither Nick or I had a good answer, since it really wasn’t something we thought about before. We brainstormed some ideas, talked to some friends and came up with the contents of this small expansion. We wanted the rules for using a wheelchair to be simple, and for wheelchair using Friends to be as capable and daring as any other young hero. We also wanted to present a selection of fun and magical mobility devices for players to choose from. You can expect to find more cool “wheeled chairs” (and maybe an Advanced Job) in future Yeld releases. If you’re familiar with our game you know we like providing lots of options!

We release new Yeld content every month through our Patreon, but we decided that this expansion should be free. Please share it with your friends, or anyone else who might like it.

- Jake

# THE HISTORY OF YELD'S WHEELED CHAIRS

The hidden magical doors that lead to Yeld are found by all sorts of Friends, and sometimes when a curious young adventurer passes through those doors and discovers the magical land for the first time, they bring their wheelchair with them!

At first glance, Yeld may not look very wheelchair friendly. It's dark forests, steep mountains and unexplored wilds can be dangerous and difficult for any experienced traveller. But as the Friends journey into the magical land they'll meet the people who live there and the towns and communities they have built, and they'll discover that Yeld has its own long history of "wheeled chairs" and other mobility devices. Getting around Yeld can be a breeze for anyone!

The first wheeled chairs in Yeld date back to the centuries before the Old Kings, when the Fairy tribes crafted both sturdy wooden sleds and hardy war thrones for their wounded war veterans. These heavy wheeled chairs were built to transport 600 pound Fairies over both cobbled roads and rough terrain, and featured broad studded wheels and simple engines powered by weak magical batteries that could propel the chair through underbrush or over fallen logs.

Over the centuries the wheeled chair has become a common sight all across Yeld, and many of Yeld's roads, towns and cities have changed to become more accessible for wheeled chair users. Wheeled chairs can be found among all the peoples of Yeld:

- Massive wheeled chairs are still very common among Fairy war veterans who have lost limbs or cannot otherwise easily walk. Elderly Fairies that are too old to walk often use wheeled chairs to visit family and go about their daily chores and battles.

- Many Mermaids never get the hang of using their tails to undulate across land, and are not skilled enough to invoke the common Mermaid Magic to temporarily give themselves land legs. Wheeled chairs and other mobility devices have become popular among Mermaid communities all across Yeld.

- Toothfacers build their own bodies, and sometimes don't include legs at all! Many Toothfacers build their own strange and unique wheeled chairs.

- When Prince Dragul seized power in Yeld one of his very first edicts was that all new buildings in the magical land's great cities would be built to be wheeled chair accessible. The Vampire Prince is known to be cruel and merciless, but his sense of fairness is admired by his supporters.

- Many members of the Animal Tribes are not well suited for life in the villages and cities of Yeld, and use wheeled chairs and other mobility devices to navigate streets and shops designed for Fairies, King's People or Vampires. The Walrus Tribe, which made a name for itself protecting coastal villages from raiders and pirates, prefers wheeled chairs when visiting Yeld's cities.

- Yeld has a tradition of powerful magical healing, but that magic doesn't always work well on every person, and not every person seeks it out. Many people of Yeld are happy with their bodies as they are, and do not need or want magical healing.

In villages and great cities across Yeld travellers can find shops that sell and repair wheeled chairs and other common mobility devices. Goblin traders that travel across Yeld are also very skilled at repairing and improving these devices.



PEOPLE OF YELD

## Using a wheelchair in your Yeld Adventures

During character creation any player can decide that their Friend will have and use a wheelchair. A wheelchair can be selected as an additional Home Item at character creation. The listing for the wheelchair item can be found later in this document.

Our intention is for Friends who use wheelchairs to be as capable and strong as any other Friend. A wheelchair is a tool for mobility and independence, not a sign of weakness. Therefore, there are no penalties associated with using a wheelchair.

Remember, as your Friend explores Yeld they'll take on the role of a Hero, and as a hero they will be stronger, faster and in some ways smarter than many of the adults they meet. For a Hero, getting around in a wheelchair won't be any real challenge at all!

Adventures in Yeld may occasionally present unique challenges for Friends with wheelchairs. In these cases we suggest the Game Master choose the difficulty of Skill and Effort Challenge with the Friend's wheelchair in mind.

For example, a Friend in a wheelchair might have a difficult time climbing a very steep wall, and the target number of the Challenge might reflect this. Of course, there's also no reason a Friend in a wheelchair can't be very good at climbing, swimming or moving swiftly! Just like any other Friend, they'll want to invest in Special dice that allow them to easily overcome these Challenges.

We also suggest that Game Masters and players discuss what type of challenges they'd like their wheelchair using Friends to face. While challenges involving overcoming stairs, curbs or doorframes may be realistic, they can also probably be ignored. Unless a player is really excited about exploring the mundane difficulties of using a wheelchair it's probably a good idea to assume that their Friend can overcome these challenges effortlessly.



### (Heroic Mentor) Ash Hambo, Wheeled Chair Crafter

Ash never got her land legs. Many Mermaids leave The Deep and come to live along the coasts and rivers of Yeld, but when Ash settled in the small town of Lakeside with her mother she found that she didn't have the talent to cast the Mermaid Magic to transform her fishy tail into land legs. Ash also never got used to using her tail to undulate through the town, like her mother and other mermaids.

A wheeled chair was the solution, and luckily Lakeside was home to a skilled Fairy craftsperson who didn't mind building a custom chair for a little mermaid in need. As Ash grew older she became the Fairy's apprentice, and eventually took the business over herself. Ash had a skill for innovation, and customers from as far away as Kavault and the Pirate Bay placed custom orders for her hand crafted wheeled chairs. As word of Ash's skill grew, other crafters sought her out, hoping that Ash could also sell their unique and remarkable mobility devices.

Within a few years Ash's workshop had transformed into a showroom for Yeld's strangest and most innovative mobility devices and services, and customers came from all across Yeld to buy the perfect wheeled chair! For special customers, Ash has a secret showroom of the rarest and most exotic mobility devices in all of Yeld!

## NEW STUFF

**What is a Heroic Mentor?** Mentors are heroic and resourceful adults who have decided to help the Friends on their quest to defeat Dragul and his Hunters of Yeld. Friends may meet a Mentor as they travel, or may have to seek them out in remote locations across Yeld. A Friend can only have one Mentor at a time.

Friends can visit their Mentor to receive advice and training. Working with a Mentor will give a Friend access to some unique benefits!

### A Friend who is being mentored by Ash Hambo gains the following benefits:

**Faster than I look!** Friends who are being mentored by Ash Hambo gain 1 Roll Special die. This effect is lost if the Friend switches Mentors.

**Ash's Discount:** While being mentored by Ash Hambo the Friend may purchase Exotic Stuff from Ash's shop at the reduced cost of Lots of Coins.

All Stuff has a profile that tells you what it is, how to use it and how much it costs. The profile includes the following information:

**Stuff name:** Every sword, hat and cake has a unique name. The people of Yeld are craftsmen who take pride in naming their creations, even if sometimes coming up with good names is difficult!

**Type:** Is the Stuff a Weapon (and if so what kind), Armor, Gear, Clothes, Food or Loot? Most mobility items (like wheelchairs) count as Clothes.

**Rank:** All Stuff has a Rank, and Friends must meet that Rank in order to use that Stuff. Friends have access to Rank 0 Stuff when they arrive in Yeld, and can acquire Rank 1 Stuff once they take on Heroic Jobs. Rank 2, 3 and 4 can be unlocked by defeating Hunters of Yeld and taking their Keys.

**Slot:** All wheelchairs take up a Legs slot.

**Description:** Every bit of Stuff has a story.

**Benefits:** All Stuff provides benefits, often in the form of extra dice. Some Rare, Most Stuff provides Special dice, found on page 68 of the Yeld rulebook. Some Exotic Stuff provides Monster Special dice, found on page 176 of the rule book.

**Extra benefits:** Some Stuff has benefits that are unusual or need additional explanation.

**Cost:** Most Stuff costs Coins, but some Stuff has unique and unusual costs or requires trading in a similar item.

## Wheelchair

*A common wheelchair from our world.*

### Normal Rank 0 Clothes (Legs)

**Benefits:** +1 Nap

**Cost:** Can be selected as an additional Home item when creating a Friend.



## Yeld Wheeled Chair

*A wheeled chair built in Yeld. Very sturdy! A weak magical charge propels the chair forward over even rough terrain.*

### Normal Rank 0 Clothes (Legs)

**Benefits:** +1 Roll

**Cost:** Can be purchased in any shop for some Coins.

## Ash Hambo's Exotic Items!

The following Exotic items can only be purchased from Ash Hambo's Shop, either by visiting the shop in the town of Lakeside or by placing a mail order. Mail ordered items take 5 days to deliver.

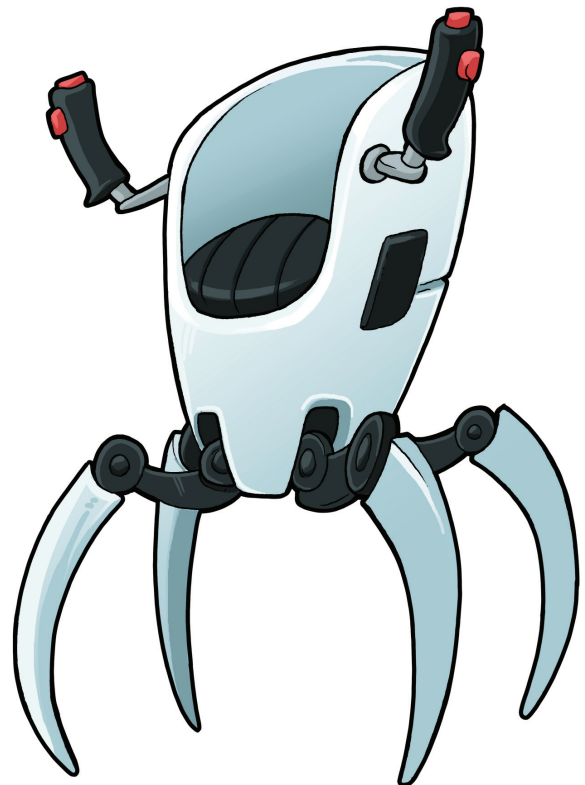
### Goblin Mobility Harness

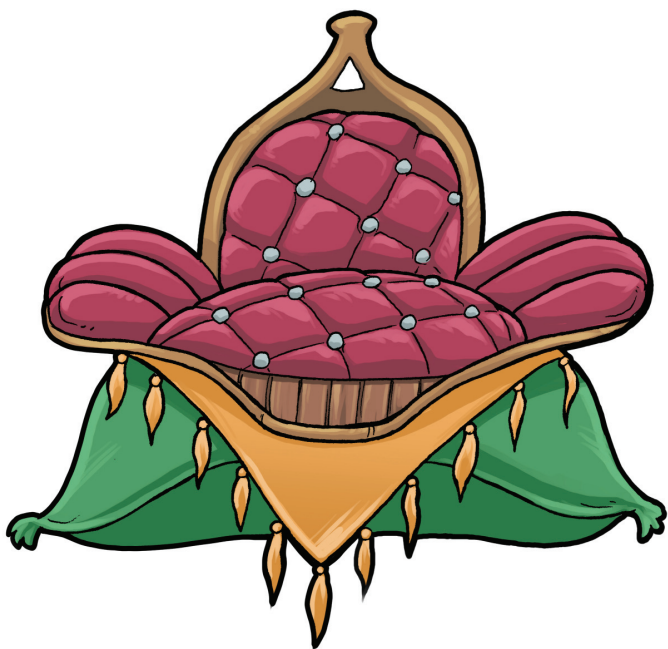
*Goblin's use these sleek and compact walkers to explore hard to reach spots and get out of trouble quickly. Ash sells them in her shop by special arrangement.*

#### Exotic Rank 1 Clothes (Legs)

**Benefits:** +1 Run, +1 Jump, +1 Roll

**Cost:** Can be purchased from Ash Hambo's shop for Tons of Coins.





## Phantom Throne

*An old, ornately carved wooden throne under the ghostly possession of a helpful spirit. The throne's sturdy legs bend and twist allowing it to walk in an awkward and unsettling manner, even scaling walls with frightening ease!*

### Exotic Rank 1 Clothes (Legs)

**Benefits:** +1 Grateful Dead, +1 Climb

**Extra Benefit:** While the Friend using the Phantom Throne is a ghost they gain +1 Mage Proof.

**Cost:** Can be purchased from Ash Hambo's shop for Tons of Coins.

## Danbar's Floating Cushion

*A magical floating cushion, crafted by the Seamstress of Pirate Bay. This comfortable pillow floats a few feet off the ground and provides a smooth and steady ride over any surface!*

### Exotic Rank 1 Clothes (Legs)

**Benefits:** +1 Fly, +1 Nap

**Cost:** Can be purchased from Ash Hambo's shop for Tons of Coins.



## Hardshell Knight

*The members of the Hardshell Tribe sell their service to people of Yeld who prefer riding a brave and intelligent companion to a chair. The Knights of the Hardshell Tribe are dutiful, respectful and able to carry their charge through scorching deserts and dangerous battlefields. Many people form lifelong friendships with the Knights who carry them.*

### **Exotic Rank 1 Clothes (Legs)**

**Benefits:** +1 Armor. You cannot Dash or use the Run Special die.

**Extra Benefit:** Spend a Banked Action to gain X Armor dice for the rest of the Round (X is equal to your current Rank).

**Cost:** The Hardshell Knight sells its service at the cost of Tons of Coins, and this cost must be paid on the first day of each Season. If ash hambo is your Mentor this cost is reduced to Lots of Coins.





## Hardshell Traveller

*The members of the Hardshell Tribe sell their service to people of Yeld who prefer riding a brave and intelligent companion to a chair. The Travellers of the Hardshell Tribe are scouts and explorers that have visited some of the most remote corners of the magical land. These giant snails know how to keep their charge safe and comfortable on even the longest and most difficult journey.*

### **Exotic Rank 1 Clothes (Legs)**

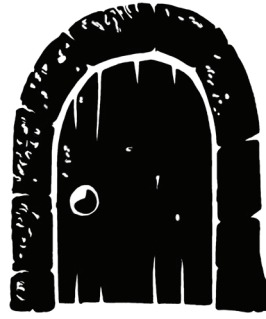
**Benefits:** +1 Traveler, +1 Patience

**Extra Benefit:** A Friend riding the Hardshell Traveller may move diagonally on the Action Board.

**Cost:** The Hardshell Traveller sells its service at the cost of Tons of Coins, and this cost must be paid on the first day of each Season. If Ash Hambo is your Mentor this cost is reduced to Lots of Coins.



Continue your adventure!



# THE MAGICAL LAND OF YELD

Core Rule Book and Expansions  
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