

# Top 10 Reasons to Click the Button: Limitless Champions Adventures: DnD 5e + Disability Representation

September 18, 2023



Here are the top 10 reasons why you should click the “Notify Me” button right away. #DnD #TTRPG #DisabilityJustice

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## Gaining Advantage 031: Improving Racial Representation in TTRPGs with Aaron Trammell

September 18, 2023



This month, we open discussing the new canon autistic character being introduced in D&D, and how meaningful representation is for traditionally marginalized groups. □

<https://www.polygon.com/23850698/dnd-dungeons-dragons-autistic-character-asteria>

Then Dale talks with Aaron Trammell, Associate Professor of Informatics at UC Irvine, about improving representation for people of color in tabletop RPGs like Dungeons & Dragons.

Key topics covered:

- How fantasy RPGs have historically lacked racial diversity and inclusion
- Racial stereotypes associated with classic fantasy races like orcs
- Colonialist attitudes reflected in fantasy language use
- Steps publishers and designers can take to improve racial representation in RPG products
- Making your gaming table welcoming for new and diverse players
- Aaron provides insight into issues around race in RPGs, and offers suggestions for how the hobby can become more inclusive. This is an important discussion about seeing diversity reflected in the games we play.

0:00 Introduction: Asteria, the first canon autistic D&D character

6:10 Interview: Aaron Trammell, Associate Professor of Informatics at UC Irvine

54:21 Patreon Showcase & closing

Manually captioned. Transcript available at our website.

## Aaron Trammell Links

- Aaron Trammell's work: <http://aarontrammell.com/>
- Twitter: <https://twitter.com/aarontram>

## Wyrmmworks Publishing

- The Lair: <https://cutt.ly/LairYT>
- Wyrmmworks Publishing: <http://wyrmmworkspublishing.com>

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# **Gaining Advantage 030: Interview with the Blind Paladin: Portraying Disabled Characters in DnD**

September 18, 2023



Dale welcomes George McDermith, a talented gamer and the creative mind behind the character [Orrelius](#) from the Limitless Champions campaign. George's perspective as a blind gamer offers valuable insights into inclusive gaming and the portrayal of disabled characters in Dungeons and Dragons. Discover the importance of authenticity, representation, and accessible gameplay in this enlightening conversation.

0:00 Introduction: Wyrms' Workshop & Limitless Champions

06:27 Interview: George McDermith

29:10 Patreon Showcase & Closing

Manually captioned. Transcript available at our website.

## George McDermith Links

- Facebook: [www.facebook.com/blindpaladin](http://www.facebook.com/blindpaladin)
- Twitter: [www.twitter.com/blindpaladin](http://www.twitter.com/blindpaladin)

## Wyrmsworks Publishing

- Wyrms' Workshop: <http://wyrmsworkspublishing.com/product/wyrms-workshop/>
- Limitless Champions Miniatures: <http://wyrmsworkspublishing.com/product-tag/limitless-champions/>
- The Lair: <https://cutt.ly/LairYT> (Free 7-Day Trial!)

▪ Wyrmmworks Publishing: <http://wyrmmworkspublishing.com>

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# Small Miniatures, Big Impact: Disabled Dungeons and Dragons Miniatures Now Available

September 18, 2023



Breaking barriers in TTRPGs! Our new line of disabled fantasy minis brings authentic representation to your games. Download STLs or get printed minis now! #DiversityInGaming #InclusiveTTRPG

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## Gaining Advantage 029: Finding Healing and Fun through

# TTRPGs: A Journey of Transformation with Bill Lemmond

September 18, 2023



Dale interviews Bill Lemmond, a passionate gamer and comic artist. Bill shares his personal story of how tabletop roleplaying games (TTRPGs) have played a pivotal role in transforming his life, from finding joy and relaxation to overcoming depression and pursuing education. Discover the power of gaming to create a supportive community, foster creativity, and provide a much-needed escape. Join us as we explore the impact of TTRPGs on mental well-being and the importance of inclusivity and fun in gaming.

0:00 Introduction: Limitless Champions Update

01:35 Interview: Bill Lemmond

51:30 Patreon Showcase & Closing

Manually captioned. Transcript available at our website.

## Bill Lemmond Links

- Twitter: <https://twitter.com/PastshelfdateJr>

# Wyrworks Publishing

- The Lair: <https://cutt.ly/LairYT>
  - Wyrworks Publishing: <http://wyrworksPublishing.com>
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## Gaining Advantage 028: Vulnerability and Chronic Illness in Tabletop Roleplaying Games

September 18, 2023



Dale interviews Drew Wale about the [Dretelia campaign setting](#), which is based on his chronic illness, and the importance of vulnerability and authenticity in creating meaningful and resonant tabletop roleplaying games. We discuss how drawing on personal experiences and emotions can help to create more engaging and immersive worlds, and how being open and honest about our own struggles can help to create a more welcoming and inclusive gaming community.

0:00 Introduction: Help caption the D&D cartoon

03:51 Interview: Drew Wale and Dretelia Campaign Setting  
50:07 Patreon Showcase & closing

Manually captioned. Transcript available at our website.

## Drew Wale Links

- Dretelia Kickstarter:  
<https://www.kickstarter.com/projects/dretelia/dretelia-campaign-setting-for-dandd-5e>
- Twitter: <https://twitter.com/strongestbunny3>

## Wyrmmworks Publishing

- The Dragon's Hoard Email Subscription:  
<http://wyrmmworkspublishing.com/hoard>
  - Help caption the D&D Cartoon:  
<http://wyrmmworkspublishing.com/help-caption-the-dungeons-dragons-cartoon/>
  - Reddit Blackout:  
<http://wyrmmworkspublishing.com/reddit-ipo-reddit-banishes-the-disabled-community/>
  - The Lair: <https://cutt.ly/LairYT>
  - Wyrmmworks Publishing: <http://wyrmmworkspublishing.com>
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# Reddit IPO: Reddit banishes the disabled community

September 18, 2023



reddit is killing 3rd-party Apps and API Access infographic  
(Click the image for full-size)

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## Impact on the TTRPG Community

The TTRPG community thrives on collaboration, creativity, and diverse perspectives. Reddit has been a vital platform for building real-world adventuring parties of every kind. With the API pricing changes, the TTRPG community faces significant challenges:

- **Limited Customization:** Third-party apps, like Apollo and Dystopia, have allowed TTRPG fans to personalize their Reddit experience like a homebrew fantasy world. These tools have facilitated streamlined access to TTRPG-specific subreddits, making it easier to find relevant discussions, game advice, and homebrew content.
- **Community Engagement:** Third-party apps offer advanced features for interacting with Reddit, including real-time notifications, improved search functions, and intuitive

interfaces. This gives TTRPG fans [Advantage](#) to engage in discussions, seek advice, and collaborate on projects.

- **Accessibility Barriers:** Many TTRPG players with disabilities rely on third-party apps to overcome the accessibility [Wall of Force](#) in the official Reddit apps and interfaces. The loss of these apps will limit their ability to participate fully in TTRPG communities and access valuable resources.

## Broader Impact on Disabled Individuals

While the TTRPG community is directly affected, it is essential to recognize that the API changes have an even greater impact on various disabled individuals:

- **Visually Impaired Community:** [Blind and visually impaired individuals](#) heavily rely on third-party apps to access Reddit content through assistive technologies. These apps provide the necessary features for screen readers, alternative text, and other accessibility enhancements that enable equal participation.
- **Transcribers and Describers:** Reddit is home to numerous volunteer groups dedicated to transcribing and describing images for alt text, making visual content accessible to individuals with visual impairments. The loss of third-party apps may hinder the crucial work of these groups, resulting in a significant loss of accessibility for the broader Reddit community.
- **Other Disability Communities:** The API changes resonate beyond the visually impaired community. Individuals with motor disabilities, cognitive impairments, or other disabilities may also rely on third-party apps (or hope

for new ones that give them better access) to navigate Reddit more efficiently and effectively. The loss of these apps would create additional barriers to access and participation for these individuals.

## Unifying for Accessibility and Inclusion

To ensure that the TTRPG community and disabled individuals continue to thrive on Reddit, collective action is vital. By joining forces and advocating for accessibility, we can make a difference:

- **Amplify Voices:** Share the stories and experiences of TTRPG players and disabled individuals affected by these API changes. Spread the word through your social circles like [chain lightning](#).
- **Join the Blackout:** Join and follow [r/Save3rdPartyApps](#) to learn more, or, if you moderate a subreddit, its sister sub [r/ModCoord](#). [Read about the upcoming Blackout](#) on June 12–14, and plan to participate. (And [find more suggestions](#))
- **Message Your Mods:** Encourage the mods of your favorite subreddits to join the Blackout.
- **Seek Media Attention:** This change comes on the heels of Reddit's IPO announcement like a sycophantic imp chasing an arch-devil. Will potential stockholders want to support a company that has received media attention for knowingly making recent discriminatory choices?

It's time to stand together to ensure that Reddit remains an inclusive platform for all, fostering creativity, collaboration,

and accessibility within the TTRPG community and beyond.

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# Limitless Champions Press Kit

September 18, 2023



## Limitless Champions

Wyrmsworks Publishing is proud to announce the launch of Limitless Champions, a groundbreaking new line of disabled fantasy miniatures, **set to make history as the largest and most diverse collection of its kind**. With a focus on representation and inclusivity, Limitless Champions offers players the chance to bring their games to life with visually stunning and detailed miniatures, each with a unique background and personality.

## Visible Representation for All

Limitless Champions features a range of disabilities, including Alopecia Areata, Amputation, Anxiety & Panic Disorder, Arthritis, Blindness, Cerebral Palsy, Down Syndrome, Dwarfism, Ectrodactyly, Face Differences, Service Animals, and Wheelchair Users. Each character is designed to reflect the experiences of real-world people and includes a digital book and tarot-size cards with 5e Stat Block, background and personality, plot



hooks, full-color character art, and miniature (available as STL or pre-printed mini). Additionally, miniatures include condition markers designed to help visually impaired gamers keep track of different character conditions. The campaign also offers a padded wooden chest with a choice of cover art.

Wyrmworke Publishing is committed to promoting diversity and inclusivity in all of its projects. That's why we prioritize hiring disabled, neurodiverse, and mentally ill creators and consultants, ensuring that the project is informed by real-world experiences and perspectives. Our goal is to provide a platform for marginalized voices and to promote active representation in the gaming community.

Find the latest at [mini.inclusiverpg.com](http://mini.inclusiverpg.com)

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## Limitless Champions Illustrations & Assets

Limitless Champions Press Release: [pdf](#) / [docx](#)

[Limitless Champions page on our website](#)

[Kickstarter Page](#)

[Kickstarter Video on YouTube](#)





Petrified Condition Marker



Poisoned Condition Marker



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# Gaining Advantage 027: Empowering Kids Through D&D

September 18, 2023



Dale interviews Hunter Goetzman, the creator of Mercury Adventure Club, a TTRPG club and summer day camp that uses tabletop roleplaying games like Dungeons and Dragons to empower kids. The camp aims to provide a low-cost and accessible way for children to learn and enjoy the game while building a supportive community. Hunter discusses the benefits of introducing kids to gaming, the structure of the camp, and the positive impact it can have on their lives. The episode also highlights the Limitless Champions Kickstarter campaign, which aims to create a diverse collection of disabled fantasy game miniatures to promote inclusion in the gaming industry.

0:00 Introduction: Limitless Champions Update

05:21 Interview: Hunter Goetzman of Mercury Adventure Club

35:09 Patreon Showcase & closing

Manually captioned. Transcript available at our website.

# Hunter Goetzman Links

- Mercury Adventure Club: <https://mercuryadventureclub.com>

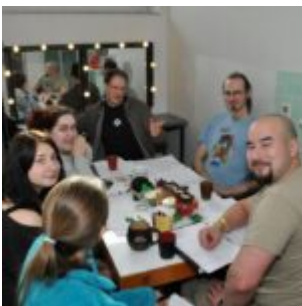
## Wyrworks Publishing

- Limitless Champions:  
<https://www.kickstarter.com/projects/wyrworksPublishing/limitless-champions-disabled-dandd-5e-npc-cards-and-miniatures?ref=d7yy50>
- The Lair: <https://cutt.ly/LairYT>
- Wyrworks Publishing: <http://wyrworksPublishing.com>

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# Social Spell Schools: Welcome the Isolated to your Dungeons & Dragons Game

September 18, 2023



Disabilities and chronic conditions are isolating. For us, any kind of social life is a unicorn. As Briana describes at [The](#)

## Daily Disability,

*The more my health problems grew, the harder it was to find a community that I felt like I fit in to. I joined group after group in hopes of finding a few that would help how I was feeling. I ended up not even being able to join discussions in one of the groups, because I didn't have close relationships with anyone in the group. It was very disheartening.*


Even when we have a free block of time that could be spent with friends,

- My ADHD and hearing loss make parties, conventions, crowded restaurants, and anywhere else with a lot of noise nearly impossible to navigate, as I can't filter one voice from another.
- Other neurodivergent traits and mental illness in my family lead to disdainful looks and disparaging comments from the public.
- Potential friends ghost us when they get a taste of the chaos that is our life, unable to handle the stress.
- Neighbors avoid us.

You might be experiencing stress just reading this list.

But aside from our church, the one environment I've found welcoming is the tabletop roleplaying game community, at least the ones I've facilitated. Here's how that magic works:

## **Enchanting Communities**

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Support Limitless Champions to create more inclusive game worlds! [On Kickstarter now!](#)

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- Consider diverse mobility needs. Do people have space to move?
- How does your environment affect those with sensory needs,

such as sensitivity to noise?

- Do you allow electronic character sheets and other assistive technology?
- Do you meet in a place that's financially prohibitive to people on limited budgets, like a restaurant or a FLGS with a cover charge?
- Do you exclude people like us from your game world? (Check out [Limitless Champions](#) as a way to add that representation.)

## Evoking Trust



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▪ We may ask for less than we need, worried about how

willing you are to coexist with us and being used to settling for less.

- We want to be treated like any other member of the party, but don't ignore our traits and degrees of ability, either. That is, we want to be accepted as we are, neither expecting us to be someone else nor treating us as inspirations.
- When things get inconvenient for you, but you roll with it like you would any other friend's needs, then we start to trust, but we all move at a different rate on that scale.

## Conjuring Community

So you have a welcoming and inclusive environment, but we're still sitting at home, reluctant to put ourselves out there. We may never know about you, and we're probably not looking, because you're a unicorn.

- Join local online communities, and mention inclusion and representation. Demonstrate that you're an ally.
- If you play at an FLGS, put a copy of [Limitless Heroics](#) on the corner of the table.
- Post flyers on LFG boards at your FLGS. Include a note that you're accessible.

## Friendship Necromancy

We may believe that the idea of social connections or even friendships is dead, that it would truly take some magic to change that. But by creating inclusive and welcoming spaces, we can create environments that truly communicate that D&D is for everyone.

