

It takes more than Wizards for a successful D&D Party

#OpenDnD

January 16, 2023



DM: As you open the door, a thick green gas billows out but does not dissipate.

Wizard: I cast Gust of Wind to dissipate the gas.

DM: Nothing happens. The feeling you normally experience when you cast a spell is gone. As you reach out to manipulate the Weave, you sense its complete absence, like a magical vacuum. As the gas swirls around you, you notice four bipedal silhouettes approaching quickly. In a moment, their long pointed ears, furry bodies, and grins brimming with confidence and menace take shape as they raise their morning stars to attack. Roll initiative...

Barbarian: I rage and draw their attention. Let's see how well those morning stars match my ax!

Bard: I give Bardic Inspiration to the rogue

Rogue: I use the cover of the mist to hide and prepare for a sneak attack.

Wizard: I...use my dagger, I guess.

The executives at Hasbro have taken the unconscionable initiative to [attempt to eliminate their perceived competition](#), believing that they can play the Dungeons & Dragons game and everything it entails by themselves. [It's not going well](#). But why are standard corporate monetization strategies failing so catastrophically?

Hasbro sees D&D primarily for its intellectual property, as if people will pay just as much for the D&D ampersand on anything as the Nike Swoosh®. But D&D was never about the brand. Yes, its recognition holds substantial power *in the industry*, but its power is ultimately rooted in its core concept. From the free [Basic Rules](#):

There's no winning and losing in the Dungeons & Dragons game—at least, not the way those terms are usually understood. Together, the DM and the players create an exciting story of bold adventurers who confront deadly perils. Sometimes an adventurer might come to a grisly end, torn apart by ferocious monsters or done in by a nefarious villain. Even so, the other adventurers can search for powerful magic to revive their fallen comrade, or the player might choose to create a new character to carry on. The group might fail to complete an adventure successfully, but if everyone had a good time and created a memorable story, they all win.

Basic Rules, p. 3

The TTRPG industry is unlike any I've ever experienced in a commercial industry, because it functions under this same principle. We work together. We don't compete with each other. Cross-promotion is the single most effective form of marketing, as we show others the cool things our "competition" makes, help each other, share tips, and buy and enjoy each other's products. We recognize that we are all one big adventuring party.

Because Hasbro doesn't understand its own product, its executives also don't understand how to market it. They set themselves up as competition in a non-competitive space, thus establishing themselves as the Big Bad Evil Guy (BBEG), at which point an entire industry and their fans who spend their whole lives developing creative solutions to every insurmountable problem imaginable all roll initiative. We use our diverse skills from every direction and with unique approaches. **The third party publishing community fills in the gaps of unique products for niche needs that a large company like Wizards can't meet due to the difference in scale.** It takes an entire diverse party to succeed at this game, and the action economy, the power of multiple smaller actions against one larger action, will be their undoing.

But more than that, by setting themselves up as our adversaries, they're missing the point that this game is all about fun. It's about community. It's about helping each other out of jams (or oozes...). It's about taking those lessons and applying them to real life, where we don't just find friends, but staunch allies. And it's that fulfillment that keeps bringing us back for more.

What a miserable life to sit alone in your castle as a decaying lich, desperately trying to protect an ampersand-shaped soul cage, while allies fight together and celebrate their victories with songs, drinks, and experience points! Even as they destroy themselves and attempt to destroy everyone around them, I can't help but pity whatever motivates that kind of desperation. As angry as I am that they've chosen to [deliberately remove the promises associated with the OGL from their website](#) so they could [lie about its purpose](#) to betray us, I wish they would go down to their closest FLGS, join in a few games, and experience the true magic of D&D. Maybe the oathbreaker could be redeemed. But until then, we reluctantly raise arms, use memes of Bardic Inspiration to build each other up, and call for the healers to

restore those with exhaustion, not until they [declare a winner to try to call off the fight](#), but until the battle is truly won.

Gaining Advantage 024: Inherently Beneficial, then Intentional

January 16, 2023



Roleplaying games are already great, but what happens when they're intentionally used to improve lives? We welcome Jack Berkenstock Jr., MHS, Executive Director, The Bodhana Group to talk about therapeutic RPG.

0:00 Introduction

3:54 Interview: Jack Berkenstock Jr., MHS, Executive Director, The Bodhana Group

44:43 Wrap-up

Manually captioned. Transcript available at our website.

Script Change: <http://briebeau.com/scriptchange>

The Bodhana Group Links

- <https://www.thebodhanagroup.org>
- <https://twitter.com/thebodhanagroup>
- <https://www.facebook.com/thebodhanagroup>

Wyrmsworks Publishing

- Limitless Heroics: <http://inclusiverpg.com>
- The Lair: <https://cutt.ly/LairYT>
- Limitless Champions: <http://mini.inclusiverpg.com>

Wyrmsworks Publishing: <http://wyrmsworkspublishing.com>

Disabled D&D5e Heroes Coloring Book

January 16, 2023



Tabletop Roleplaying Games like Dungeons & Dragons are great equalizers: people of all ages and abilities can play together, cooperatively. What else can do that? Coloring books! So we used

the amazing art from Limitless Heroics to create a coloring book for all ages!

48 images include fantasy characters, assistive devices, and service animals.

How does a coloring book make lives better?

- People like me with ADHD may benefit from coloring to help keep focused during games and other times, and D&D-related coloring books are rare.
- Put this in a child's hands, and you instantly normalize disabled heroes in their lives.
- D&D is for everyone, and so is artistic expression!
- The pages include quotes from disabled, neurodiverse, and mentally & chronically ill people to teach about their experiences and accessibility.
- [Service Owlbears] are adorable.

The book also includes a local site license for copying, so schools, clinics, local game groups, and FLGSs can print or copy coloring pages for their local events, clients, and fellow players.

Gaining Advantage 023: Gaming and Inclusive Design

January 16, 2023



What happens when a bunch of neurodivergent people sit down to play D&D together and connect through the game? Things get awesome. And our guest, Caleb Valoroza-Jones, wrote a Master's Thesis on it!

But before that, Dale takes an honest look at what it takes to get started in the TTRPG industry, especially in light of the changes at Twitter. It's not as difficult as many would lead you to believe.

0:00 Introduction

0:22 Getting started in the TTRPG Industry without Twitter

17:51 Announcements

22:18 Interview: Caleb Valoroza-Jones

56:37 Wrap-up

Manually captioned. Transcript available at our website.

[Writing Your First Adventure \(Storytelling Collective\)](#)

Caleb Valoroza-Jones Links

- [All the links](#)
- [Twitter](#)
- [Thesis](#)

Wyrmwor^ks Publishing

- Limitless Heroics: <http://inclusiverpg.com>
 - The Lair: <https://cutt.ly/LairYT>
 - Limitless Champions: <http://mini.inclusiverpg.com>
 - Wyrmwor^ks Publishing: <http://wyrmwor^ksPublishing.com>
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Gaining Advantage 022: Forging a New Path

January 16, 2023



Disabled people are among the most resourceful on the planet. They have to be. We welcome kindred spirits, Rachel Voss & Wesley Magee-Saxton at Forge Ahead: A Party To Access, who are creating amazing D&D 5e resources for disability inclusion. Next, we welcome Alexander Grinton on our Playing the Other segment to talk about his experience with Autism and ADHD, and how it connects with tabletop gaming.

- 0:00 Introduction
- 4:19 Interview: Rachel Voss & Wesley Magee-Saxton at Forge

Ahead: A Party To Access

- 48:55 Playing the Other: Alexander Grinton
- 1:12:58 Wrap-up

Manually captioned. Transcript available at our website.

Forge Ahead: A Party To Access Links

- [Forge Ahead Website](#)

Wyrworks Publishing

- Limitless Heroics: <http://inclusiverpg.com>
- The Lair: <https://cutt.ly/LairYT>
- Limitless Champions: <http://mini.inclusiverpg.com>
- Wyrworks Publishing: <http://wyrworkspublishing.com>
- Facebook: <https://facebook.com/wyrworkspublishing>
- Twitter: <https://twitter.com/wyrworksdale>

How to add disability inclusion into Inkarnate maps

January 16, 2023



Inclusive Design makes everything better. Adding disability inclusion to your maps not only makes them more accessible to all players, but it also adds realism and depth to the world you're creating.

Ramp

If you're including ramps in your buildings ([Why?](#)), the **Long Table** asset makes it easy. Add a **Trap Door** to the top at 50% transparency, and you get the effect of coming up through a hole in the floor.



Elevator

An elevator may seem anachronistic, but they've existed in various forms for 2200 years! An enlarged **Empty Crate** with a **Door** gives you an instant enclosed elevator, and you can add a **Lever** to serve as a manual crank on a block and tackle system, or make it magical with a **Magic Orb**!



Wheelchair

Use the **Steampunk Tool** for wheels and a **Chair**. You can make the wheel assembly brown/tan to make it look like wood if you want.



Rollator

Use the **Small Metal Ladder** (Transform: Adjust the width to get the right proportions) and **Metal Valve Wheel**. Connect the two ladders with **Handrails** or any wall piece stretched to the right proportion, and adjust the saturation and contrast to match the metal color. Or skip the connecting piece by overlapping that section. I put a connecting piece in the example image here, but it got covered up when I adjusted the scale.



What devices would you like to see represented? Have you created accessibility devices for your maps? Leave a comment!

Catch Dale on the Gaming and Mental Health Panel

January 16, 2023



I'm deeply honored to have been invited to the [Everyone Games Gaming and Mental Health Panel](#) this Saturday, October 1st 2022, 10:00AM – 11:00AM EDT on [Twitch](#).

Taking care of our mental health is so important today especially with everything we have going on in the world right now, but how can gaming be a part of that mental health journey? We'll be exploring questions like that and more during this panel. Join us as we discuss how gaming is a gateway to many skills including problem solving, practicing empathy, connecting with others, and so much more. It can be an escape and an outlet, but it can also be a useful tool in allowing others to work through their personal struggles and trauma.

Fans of Wyrnworks Publishing will also note that [Naomi Hazlett](#), copy editor and sensitivity reader for [Limitless Heroics](#) (and will be involved in upcoming projects) is also on that panel.

I'd love to have you all there!

Gaining Advantage 021: When a Foam Sword Heals

January 16, 2023



What does accessibility look like in Live Action Role-Play (LARP)? We welcome Kitty Rodé from the Golden Feather Initiative to talk about that!

Kitty Rodé is a queer, South Asian artist and organizer who is passionate about storytelling, community building and trauma-informed gaming. They are a lifelong student of anti-oppression work, creating safer spaces and design for social change. Kitty is also a member of the Community Resistance Intimacy Project (CRIP) Collective, providing disability justice education and training. Visit kittyrode.com to see more of their work.

- 0:00 Introduction
- 4:36 Interview: Kitty Rodé, Golden Feather Initiative
- 36:05 Wrap-up

Manually captioned. Transcript available at our website.

Golden Feather Initiative Links

- Folks can connect with Golden Feather Initiative on Twitter at [@goldenfeatheri](https://twitter.com/goldenfeatheri) and on [Facebook](https://www.facebook.com/goldenfeatherinitiative) and [@goldenfeatherinitiative](https://www.instagram.com/goldenfeatherinitiative)

Wyrmsworks Publishing

- Limitless Heroics: <http://inclusiverpg.com>
- The Lair: <https://cutt.ly/LairYT>
- Limitless Champions: <http://mini.inclusiverpg.com>
- Wyrmsworks Publishing: <http://wyrmsworkspublishing.com>
- Facebook: <https://facebook.com/wyrmsworkspublishing>
- Twitter: <https://twitter.com/wyrmsworksdale>

And here's the video Kitty references:

Access the Dragon's Lair

January 16, 2023



How would you like access to **all of our publications**, modular and interconnected, **for only \$5/month?**

Yes, you're reading that right – all of our content, plus exclusives, all linked together for accessibility and ease of use, **all for 16¢/day!**

The Dragon's Lair is a wiki-like modular interface for our 5e content that gives you instant access to our content with embedded links to other sections to eliminate the need to scroll

through a PDF to find the right entry. We want to make our content as affordable, accessible, and functional for everyone as possible, so we designed the Lair for this purpose.

For only \$5/month, you get access to the Lair without needing to buy the individual books, plus copies of **all of our Foundry VTT modules!** For \$15/month, you also get access to **full electronic copies of all of our published books** as we release them.

At higher tiers, we have

Plus you get access to our company Discord to chat with our team and more!

[**Visit the Lair for all the details!**](#)

10 Steps to Adventuring in a Wheelchair

January 16, 2023



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 martialists 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.