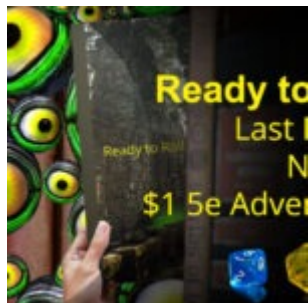


Get a #DnD Adventure for only \$1!

January 16, 2024



What monster has TPKed more #TTRPG parties in history than any other? How do you fight it?

Gaining Advantage 034: Learn about Other Cultures through D&D with Rob Martin

January 16, 2024



Learn about Filipino mythology and expand representation in #DnD through Secret Garden Games' Bukana setting! Hear about the cultural inspirations and current Kickstarter campaign for a

bestiary based on Filipino spirits and monsters. #TTRPG

Gaining Advantage 033: Using TTRPGs for Healing, Community Building, and Mental Health Support

January 16, 2024



Interview w/ @thehealerdm on therapeutic gaming, community building, mental health, and the South American RPG, Koboa.

Top 10 Reasons to Click the Button: Limitless Champions

Adventures: DnD 5e + Disability Representation

January 16, 2024



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

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

January 16, 2024



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

January 16, 2024



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
- Twitter: 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!)
 - Wyrmsworks Publishing: <http://wyrmsworkspublishing.com>
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Small Miniatures, Big Impact: Disabled Dungeons and Dragons Miniatures Now Available

January 16, 2024



I keep seeing headlines like, “(Some name) becomes first Black/Latino/etc. (some respected position),” and every time, I think, “Wow, **what year is it** that this is the first time?” But besides women, disabled people are the largest marginalized demographic in the world. Their “firsts” are still rare. For most of those same positions, “**...becomes first disabled...**” **hasn’t happened yet.**

But we tabletop gamers live in worlds filled with [minotaurs](#) and [merfolk](#), [halflings](#) and [centaurs](#), so we of all people should have no problem imagining people with diverse abilities in every segment of society. And yet **we encounter fewer disabled people anywhere in TTRPG worlds than in executive real-world positions.**

We want this year to be “that year” in every TTRPG world where that representation isn’t happening yet, and we want to help you make that happen. To that end, we [developed the largest, most diverse collection of disabled fantasy minis ever made](#), [now available as downloadable STLs or printed miniatures.](#)

Fighting ableism with stat blocks

Disability representation in tabletop roleplaying games (TTRPGs) fosters inclusive gaming environments. It creates a diverse and welcoming experience. Disabled miniatures enhance the overall storytelling and offer a more authentic and empathetic gaming experience. By incorporating disabled miniatures, RPGs acknowledge and validate the experiences of individuals with disabilities, promoting inclusivity and breaking down barriers. Players with disabilities can recognize themselves reflected in the game, communicating belonging and empowerment.

*I never see my condition represented in **any** media, and now, I'm in D&D!*

A Limitless Heroics backer

Diverse miniatures featuring representative characters also broaden the narrative possibilities within TTRPGs. They allow players to explore different perspectives, experiences, and challenges that disabled characters may face. This not only enhances storytelling but also encourages empathy and understanding among players. This representation promotes dialogue, encourages education, and contributes to a culture of acceptance and respect.




Accessible Conditions

Most TTRPG content is still only available in paper or PDF, two of the least accessible formats for blind and low-vision players, especially watermarked PDF, which screen readers can't access, and PDF without image alt text, which is common due to **all layout software except Adobe InDesign refuses to include**

image alt text capability. For miniatures, condition rings may be color-coded or use embossed text, which gives the same accessibility issues.

So we offer plain text versions of our products and audio and ePub for most, plus [the Lair](#), our online compendium that's accessible to browser tools and screen readers and offers the most affordable option to access all of our content.

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Access the Discount

Through the month of August 2023, the Limitless Champions miniatures are available at [Kickstarter prices](#), which is the lowest price we can offer. We hope you love them as much as we do.

[Find them all at our store.](#)

Gaining Advantage 029: Finding Healing and Fun through TTRPGs: A Journey of Transformation with Bill Lemmond

January 16, 2024



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>

Wyrmmworks Publishing

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

**Gaining Advantage 028:
Vulnerability and Chronic
Illness in Tabletop**

Roleplaying Games

January 16, 2024



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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Gaining Advantage 027: Empowering Kids Through D&D

January 16, 2024



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>

Wyrmwor ks Publishing

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