

# 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.

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# 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>

## Wyrworks Publishing

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

Wyrworks Publishing: <http://wyrworkspublishing.com>

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# 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.

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## **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](#)

# Wyrmsworks Publishing

- Limitless Heroics: <http://inclusiverpg.com>
  - The Lair: <https://cutt.ly/LairYT>
  - Limitless Champions: <http://mini.inclusiverpg.com>
  - Wyrmsworks Publishing: <http://wyrmsworkspublishing.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](#)

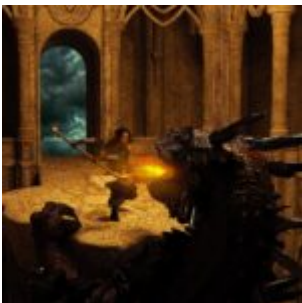
## Wyrworks Publishing

- 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>

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## 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!](#)**

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# **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.

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# Castle Curb Cuts: 10 reasons why ramps in D&D dungeons make sense

January 16, 2023



When Jennifer Kretchmer presented the *scandalous* idea of ramps in dungeons in [Candlekeep Mysteries](#), a significant portion of the D&D community couldn't wrap their mental dice bags around such a concept. It seemed incomprehensible to make dungeons more accessible, and I still get *multiple daily* angry or derisive comments to that effect whenever I run Facebook ads promoting our products.

But just as curb cuts, those little ramps in sidewalk curbs,

were designed for wheelchairs but benefit strollers, shopping carts, bicyclists, and anyone else who uses wheels, including them in dungeons may be more sensible than stairs, regardless what adventurers may come investigating.

So since I get tired of writing the same responses repeatedly, as do others who fight for accessibility and disability representation, consider these concepts, and feel free to comment below.

## **1. Are dungeons supposed to be inaccessible?**

*Dungeons are designed to keep people out!*

Are they, though? That depends on the dungeon. It's a generic term that can refer to any number of structures for any number of purposes. Often, a dungeon is a space that has either intentionally or naturally changed purpose over time. Maybe it was once a castle basement used for storage or as a siege shelter. Or a crypt. Or a cave. Or a menagerie. Or a majestic castle. Or a forest in the Feywild. When considering the accessibility of a dungeon (or any other details in its design), the designer must consider its purpose, its owner, its age, its ecology, and many other factors. But while the 10'x10' stone corridor underground is still a staple, it hardly represents the majority of adventuring environments in D&D.

## **2. Are dungeons all made from flagstone?**

Flagstone, made typically from sandstone or similar materials, is the classic material design for a dungeon, but a dungeon can



be packed dirt, a tunnel carved out of a mountain, the alleys in the darker sections of Waterdeep, massive caverns in the Underdark, the City of Brass on the Elemental Plane of Fire, a rickety old wooden mansion, or the rubble of ancient ruins. Each of these presents accessibility challenges to different characters – my tiefling warlock with chronic leg pain will manage a whole lot better than an able-bodied elf druid in the City of Brass, and if the steps in the haunted mansion suddenly become a slide, the walking character will be prone while the wheelchair user holds out a spear and yells, “Charge!”

### **3. What was the dungeon before it was haunted ruins?**

How many people are specifically building dungeons, anyway? They’re difficult to make and not particularly practical. Most dungeons used to be something else (or still are). The dragon isn’t going to build human-sized steps into its lair. A xorn digging through the Elemental Plane of Earth will create smooth tunnels. Water eroding an ancient cavern won’t erode at jagged 90° angles. An ancient dwarven mine would never have stairs (and may even have cart tracks or elevators). And the [inside of a crashed spaceship](#) will have smooth hallways and elevators. That doesn’t preclude the possibility of steps, a stone cliff (which is difficult for anyone but the rogue or monk to climb), or other obstacles, but if you can creatively find a way to cross that pit filled with a gelatinous cube, you can bet that a seasoned adventurer has some tricks up their sleeve to overcome occasional rough terrain.

### **4. Have you ever tried carrying an**

## **occupied coffin down stairs?**

Many dungeons were or are still crypts designed either for a wealthy family or to keep an ancient evil contained. If the current occupant came into that crypt in a pine box, you can bet there's a ramp. I've attended and conducted dozens of funerals, and there's a reason modern morticians use carts for coffins – they're heavy, especially with a body in them! (And the bigger the corpse, the heavier.) So if you're carrying that coffin to its (hopefully) final resting place, guiding a cart into an underground crypt on a ramp with a rope will save you a whole lot of effort, even if there's also steps beside the ramp, either permanently or in the form of nearby removable timbers. A party coming to investigate a restless spirit would likely find the accommodations designed by the architect or implemented by a past undertaker.

## **5. What size creature were your stairs designed for?**

Stairs are designed for the people using them, so modern stairs are designed for a human range of heights and foot sizes. But if a dungeon occupied by both a clutch of kobolds and a family of ogres will either require the kobolds to bring climbing gear to scale ogre-sized steps or the ogres to walk sideways up the steps, even then with a lot of foot pain. A ramp easily solves this problem, not to mention making it easier to drag in fresh meat from a successful hunt or drag out bags of bones of unsuccessful adventurers.

## **6. How do you feed your monsters?**

Speaking of dragging carcasses, you need to feed that hydra

that's somehow in a chamber with only 10'x10' corridor access and dispose of its waste. While I recommend an underground river or other sewage drain for the latter (which can be its own security problem when kobolds find it), unless you have a city's worth of *really gullible* bullywugs that are willing to go investigate the noises that you insist are coming from a carnival with [dragonfly ripple ice cream](#), you're going to need to kill something and transport it into those snapping jaws, and you'll have a much easier time pushing it over a ramp than stairs.

## **7. How did all those stones, trap mechanisms, and monsters get down there?**

You know that big treasure chest full of gold and jewels? Yeah, it's probably a mimic. But if it's not, good luck lugging that thing down steps into the deepest chamber. Add tons of flagstone, support timbers, cages filled with monsters, chests of potions bottles, or whatever else you're storing down there. Put those containers on wheels down a ramp, and your building process will be a lot easier.

## **8. Which lasts longer in treacherous environments, stairs or ramps?**

As noted above, flagstone is usually made from sandstone. Sandstone erodes. That's how sedimentary rock forms. If that ancient staircase is as ancient as you describe, it's probably a ramp by now, albeit irregular, which would be even easier to navigate if it has some landings.

## **9. Dwarves had specific skills to detect ramps as early as 1st Edition.**

In AD&D, dwarves could, “Detect grade or slope in passage: 1-5 on 1d6.” In other words, ramps in underground passages aren’t some new 5e concept – they’re *oldschool*. Some were gradual, thus the check, and some were more obvious, but they had this skill in the first place because when you’re digging a mine or underground city and need to move a lot of rock and goods around, slopes make a lot more sense than steps. And elevators, even better. And purple worms don’t burrow in straight lines.

## **10. It’s fantasy but makes the real world better.**

All this fantasy talk is fun, but real lives are the most important factor. Discussions of “realistic” in a world where a spoken word can transform steps into a ramp or a mudslide or a mimic or a dimensional gateway, what matters most is the effect on our players. Even if a disabled player doesn’t want to play a disabled character, including disabled NPCs and the effects of their existence in your world tells your players, “I don’t want to imagine a world without you in it.”

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## **Attention Deficit (ADHD) for**

# D&D 5e

January 16, 2023



How can you represent Attention Deficit Hyperactivity Disorder (ADHD) in 5e that reflects real world experiences? Here's a free sample from Limitless Heroics to implement them in your game.

## **Content Warning:** [Cyberbullying](#)

Last year, I posted an early draft version of this preview to promote Limitless Heroics as I prepared for the Kickstarter campaign. In December, it, and consequently I, became the target of a Twitter [hater cyberbullying](#) attack by hundreds of people throughout the TTRPG community.

As a result of that, I pulled it down and wanted to hide. I seriously considered canceling the campaign altogether and closing up shop completely, but too many people were counting on me, and I was encouraged by some well-respected people in the industry to carry on, so with much trepidation, I continued with the campaign, avoiding Twitter and literally getting nauseated every time my phone made the new email chime for fear of the subsequent hate that flowed from that attack, and it has taken me this long to work up the courage to make this revised sample live again, reminding myself that, as big as the Twitter mob was, I've received nearly as many heartfelt notes of thanks and support, and *ten times as many* have already backed or preordered it. And with help from a licensed counselor, I'm learning to manage the subsequent anxiety and depression I've developed.

Ironically, I was recently diagnosed with ADHD myself, so I post this revision with confidence as it also reflects my own lived experience and that of *many* more who also have given input and affirm this as a reflection of their own experiences, plus it has been discussed and revised based on feedback from five sensitivity readers from multiple fields.

Because ADHD is a complex condition with a variety of expressions, we broke it into at least 3 separate traits with options for more, depending on your experience, but here are the three most common associated traits. (I personally have several more.)

You can use this sample by itself for free or [purchase a copy of Limitless Heroics](#) for a more comprehensive guide to disability, neurodiversity, and mental illness representation in fifth edition. Thanks for your interest in making the D&D and broader TTRPG space more inclusive and representative. (If you use it alone, IE = Impact Extent. [See the tables for an explanation.](#))

**LAYOUT NOTE:** The format of this preview does not reflect the final format of Limitless Heroics, which we designed for maximum accessibility, including dyslexia-friendly.



[Download the Preview at DriveThruRPG](#)

No posts found.

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# Disability, Neurodiversity, and Mental Health Resources for Tabletop Roleplaying Games

January 16, 2023



Here's a growing collection of resources to improve your life or to help you improve the lives of others.

## Representation Resources

- [Ableist Tropes in Storytelling « Oppression Aware Podcast, Fairy Tales, and Games \(Interview\)](#)
- [Writing Characters With Disabilities](#)
- [Forge Ahead: A Party to Access](#)
- [DnD Disability](#)
- [Combat Wheelchair 3](#)
- [Limitless Heroics](#)

## Miniatures

- [Limitless Champions](#)
- [Combat Wheelchair](#)
- [Skinny Minis](#)

# Accessibility Resources

- [Accessibility in Gaming Resources](#)
- [Roll for Kindness](#)
- [A big list of accessibility resource lists](#)
- [Braille Dice \(Interview\)](#)

# Mental Health Tools

- [Jasper's Game Day \(Interview\)](#)
- [TTRPG Safety Toolkit](#)
- [Consent in Gaming from Monte Cook Games](#)
- [MCDM Tabletop Safety Toolkit](#)
- [#CouchCon Charity Panel: "Sanity Checks & Stigma- Mental Health in TTRPGs" – YouTube](#)

# Publisher Resources

- [CNIB Clear Print Guide](#)
- [ADA Compliant Print Short Guide](#)
- [Accessible Print Guide](#)

Feel free to add more in the comments below!