

Gaining Advantage 017: Accessible Benefits from TTRPG

May 13, 2022



How can the TTRPG industry teach the rest of the world about accessibility? We welcome Katriel Paige to talk about their work in accessibility.

- 0:00 Introduction
- 02:46 Interview: Katriel Paige
- 30:24 Wrap-up

Manually captioned. Transcript available at our website.

Katrel Paige Links

- [Tabletop Accessibility Page](#)
- [Website](#)
- Twitter: [@kit_flowerstorm](#)
- [Two to Tengu adventure on DMs Guild](#) (co-designed with Lex Winter)
- [Dystopia Rising: Evolution on DriveThruRPG](#)

Wyrmsworks Publishing

- Limitless Heroics: <https://inclusiverpg.com>
 - <http://wyrmsworkspublishing.com>
 - <https://Patreon.com/wyrmsworkspublishing>
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 - [@wyrmsworksdale](#)
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Improvements in TTRPG Inclusion

May 13, 2022



When we launched [Limitless Heroics](#), we said, "***Limitless Heroics*** is more than an RPG book. It's a petition. Back this project, and you communicate to *every game publisher on earth* that disabled people exist and can easily be included in their games, that the customers want that representation, and that accessibility and representation are necessary core features for future products." Some scoffed at that. Others called it virtue signaling. But we truly believe that these small actions have a ripple effect on the industry and the world.

Efforts toward inclusion have definitely improved over the years. Third party products like [Ancestry & Culture](#) and [An Elf and an Orc Had a Little Baby](#) offer suggestions for better representation and an alternative to the bioessentialism that has had such a prominent role in Dungeons & Dragons throughout its existence. Wizards of the Coast began making changes with [Tasha's Cauldron of Everything](#) and took racial representation to the next level with the announcement of [Journeys through the Radiant Citadel](#), and we applaud these efforts and see the leader of the industry providing a positive example for racial representation.

But what about disability representation?

The first well-known effort to better represent disabilities in role-playing games came from the viral [Combat Wheelchair](#), followed closely by the inexplicably controversial "ramps in dungeons" adventure in [Candlekeep Mysteries](#), but note that the latter, while published by Wizards of the Coast, was only designed to be accessible by its author, Jennifer Kretchmer, not by direction from the company, which is obvious in that that's the only adventure in the collection that includes any deliberate accessibility. (GURPS and the Hero System also include disabilities, but [it does more harm than good.](#))

Besides a handful of very small games floating around itch.io, Accessible Games produces [Psi-Punk](#) and [Survival of the Able](#), and Evil Hat's [Fate Accessibility Toolkit](#) was the first deliberate representation publication by a second tier publisher, and it's still considered the best of its kind in the industry, and while it's brilliant, it's also the best because it's the only one of its kind until [Limitless Heroics](#) finishes production.

Other third party offerings have stepped into the D&D system with examples like [Adventures in ADHD](#) and our own [Accessible Adventures of the Week](#), but those examples remain rare.

Proof that Tony Stark Has a Heart

But now Marvel has thrown down the Infinity Gauntlet of accessibility with the [Marvel Multiverse RPG, including limited but deliberate disability representation](#). Disney/Marvel by no means leads the TTRPG space, but they're the first company to enter it in recent years with the potential to challenge WotC on their home turf. While Marvel's past TTRPG offerings haven't challenged D&D for dominance, that's not necessary even now to see more inclusion. (No, I have no illusions that *Limitless Heroics* influenced this decision.)

As more publishers, especially media companies whose reach extends beyond the TTRPG sphere, implement disability inclusion in their game systems and campaign worlds, the more it becomes expected. Imagine how odd a campaign world of all white characters would seem today thanks to the civil rights movements and the ongoing work of millions to demand racial representation. In the same way, games and other media without a broad range of orientations and gender expressions are becoming increasingly expected.

The more we see accurate and positive disability representation throughout different forms of media, the more it becomes a standard. I look forward to the day when the *lack* of disability representation becomes noticeable.

Gaining Advantage 015: Reclaiming Dungeons

May 13, 2022



Let's talk about diversity in games and how often that's not what it could be and how to change that. Collette Quach (they/she) is an award winning writer and game designer based in California. Her focus is writing and designing within speculative fiction. She has a passion for mythology and folklore through nontraditional forms of storytelling. Her work can be found in *Uncaged Anthology*, *Book of Seasons: Solstices*, *Eyes Unclouded* and the *Unbreakable Anthology*. They also were the producer for *Creepy Monster Compendium*, a book of horror creatures for 5th edition. Currently they are a MFA student in Interactive Media and Game Design at USC where they are focusing on narrative and the blend between physical and digital spaces.

- 0:00 Introduction
- 01:23 Interview: Collette Quach
- 26:36 Wrap-up

Manually captioned. Transcript available at our website.

Collette Quach Links

- Website: <https://collettequach.wixsite.com/home>
- Creepy Monster Compendium: https://www.dmsguild.com/product/375813/Creepy-Monster-Compendium&affiliate_id=1283059
- Link to DMS Guild Work: <https://www.dmsguild.com/browse.php?author=Collette%20Quach>

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- Limitless Heroics: <https://inclusiverpg.com>
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The Kickstarter is done. Sort of. Now what?

May 13, 2022



Hi, wonderful patrons! I know I've been quiet lately here on Patreon, and before that, I've been talking a lot about the *Limitless Heroics* Kickstarter, and now that it's done, what's next?

Of course, first of all, it's far from done! If you've been watching the conversations in the Discord (Feel free to jump into the conversations!), everyone is busy creating characters, making artwork, writing additional pieces – over 200 magic items and so much more! We set July as the target date and are on track for that, and here's a Patreon-exclusive teaser draft just for you that I just finished based on a backer submission! (Note: it hasn't gone through our *extensive* editorial process yet, so expect it to change.)

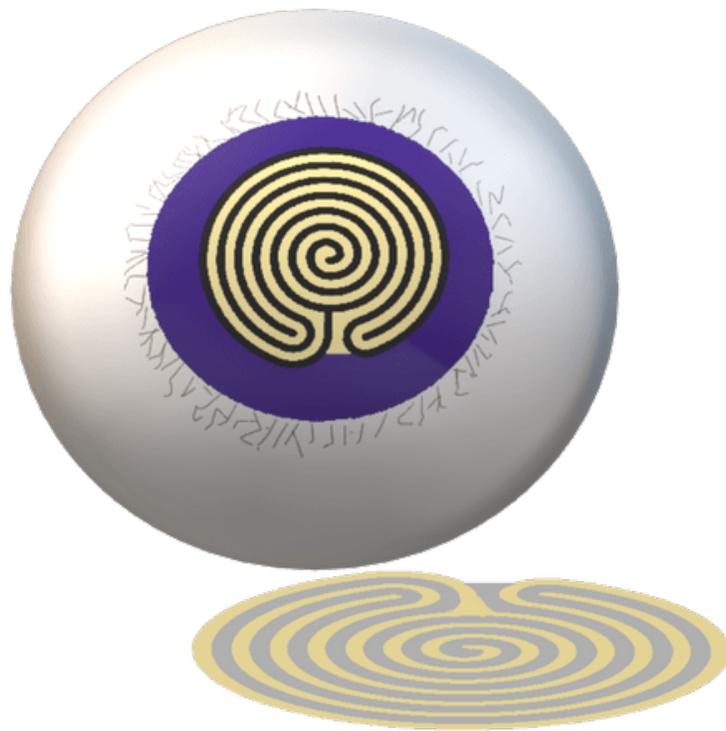
GleamForth Wayfinder

Wondrous Item, Legendary

Follow the Gleam, and find your way. Hold me leftward lest you stumble. Let the third eye guide your path. Look to your heart to find your Truths. Center me, and I will bring you home though the darkness envelop you.

This labyrinthine eye provides protection and direction to those who would be lost without it. Unlike most prosthetic eyes, you hold this one instead of inserting it. When held in the left hand, it provides 5' blindsight. When so held, you cannot use that hand for any other purpose. As an action, you can hold it

mid-forehead and cast the *find the path* spell once per day. Once per day, as your action, you touch the heart of a creature you can reach that is charmed, frightened, or possessed by a celestial, an elemental, a fey, a fiend, or an undead. The creature you touch is no longer charmed, frightened, or possessed by such creatures. When held at the solar plexus, once every seven days, you can cast either *plane shift* or *teleportation circle* to your home. Your home need not have a teleportation circle inscribed, but when you acquire this eye, you must declare your home location as the destination of this function.



Pre-Orders Open

If anyone missed the Kickstarter (or knows someone who did –

feel free to pass on this link), you can [get the pre-order here](#), and use the coupon code **LHPATREON** to get \$2 off! (Yes, you can share this coupon code along with the link!)

But *then what?*

We have a long to-do list that keeps getting longer, but picture this: imagine the **city version of *Limitless Heroics***: a campaign city that explores concepts of accessibility where characters can have all the typical urban adventures while encountering what accessibility in its various forms would look like in a high fantasy setting! I've already received interested notes from accessibility advocates and universal design firms interested in helping with this and several writers and artists eager to work on future Wyrnworks Publishing projects, and if it's well received, we can keep adding pieces to create a campaign world with different locations that explore and teach about all kinds of issues, all while having grand 5e adventures! Add in some miniatures based on some of the 50+ characters being designed for *Limitless Heroics*, and you have something truly unique that helps you improve others' lives!

Tied to that big project, I have a collaborative project in the works that I can't discuss yet, but it's a partnership with at least one well known figure in the D&D space whose name is attached to some official D&D adventures. That one is just in the idea stage right now (We're both pretty busy at the moment but hoping to get started on it later this year), but when I can say more, you'll be the first to know! (OK, besides my wife. She hears these things first.)

And, I have some great guests lined up for future Gaining Advantage episodes, so expect more of those soon!

Thanks so much for your support! You're helping make all this

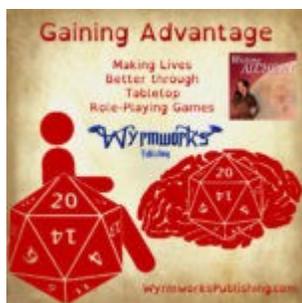
happen!

All the best!

Dale

Gaining Advantage 014: Fantasy Accessibility with Fay Onyx

May 13, 2022



How can we make our fantasy worlds more accessible, thus encouraging more accessibility in the real world? Dale and Fay Onyx nerd out about disability, accessibility, and TTRPGs.

Fay Onyx is a queer, nonbinary, disabled writer, podcaster, game designer, and disability consultant whose work focuses on intersectional disability representation. Ze creates [resources to help storytellers and game designers represent disability respectfully](#), including [a Q&A series](#), a [Decolonizing Games Resource List](#), and [a series of articles about harmful disability tropes](#). Hir podcast, [Writing Alchemy](#), has an actual play series about the adventures of disabled, neurodivergent, and chronically ill heroes. Fay is also working on [Magic Goes Awry](#), a high fantasy roleplaying game that has detailed character

creation with a rules-light core mechanic that creates plenty of magical mayhem.

- 0:00 Introduction
- 02:39 Interview: Fay Onyx
- 42:40 Wrap-up

Manually captioned. Transcript available at our website.

Fay Onyx Links

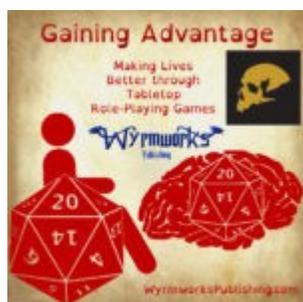
- Website: <https://writing-alchemy.net/>
- Twitter: https://twitter.com/@writing_alchemy
- Patreon: <https://www.patreon.com/WritingAlchemy>
- Ko-fi: <https://ko-fi.com/S6S4BFL0>
- The Owlbear Reintroduction Program Part 1: <https://writingalchemy.net/podcast/episode-33-the-owlbear-reintroduction-program-part-1/>

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Gaining Advantage 013: Relationships in the Margins with @httpaladin

May 13, 2022



How can role-playing games expand your view of the real world? We welcome Paladin, co-director of *The Islands of Sina Una*, to talk about just that. And in our Playing the Other segment, we welcome Nikki to talk about chronic pain, depression, anxiety, and PTSD.

- 0:00 Introduction
- 01:58 Paladin
- 23:25 Playing the Other: Nikki
- 40:15 Wrap-up

Manually captioned. Transcript available at our website.

Paladin Links

- Twitter: [@httpaladin](https://twitter.com/httpaladin)
- Purchase [*The Islands of Sina Una*](#)

Nikki Links

- Twitter: <https://twitter.com/beholdertonooone>
- Linktree: <http://linktr.ee/beholdertonooone>

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- Limitless Heroics: <https://inclusiverpg.com>
- <http://wyrmsworkspublishing.com>
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- [@wyrmsworksdale](#)

Gaining Advantage 012: After School Dungeon Delving with @rma1ena

May 13, 2022



What was your camp experience like? What if it involved fighting dragons & rolling dice? We welcome Richard Malena-Webber from

Academy of Adventures to describe that for us.

- 0:00 Introduction
- 02:13 Richard Malena-Webber
- 34:23 Wrap-up

Manually captioned. Transcript available at our website.

Academy of Adventures Links

- Website: <https://Academyofadventures.com>
- Twitter: <https://twitter.com/rmalena>

Wyrmsworks Publishing

- Limitless Heroics: <https://inclusiverpg.com>
 - <http://wyrmsworkspublishing.com>
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Phobias

May 13, 2022



How can you represent phobias in 5e that reflect real world experiences? [Grab this free D100 table of phobias and resources](#) to implement them in your game.

Or use the [one click generator](#) in the Lair.

First name or full name

Email

Let's do this!



Download at DriveThruRPG

Gaining Advantage 011: Accessibility at the Table with @JesseMcNamee

May 13, 2022



How can the tabletop gaming space be more accessible? We welcome Jesse McNamee to discuss that question – how it has and how it could be more.

- 0:00 Introduction & Announcements
- 07:49 Jesse McNamee Interview
- 29:40 Appreciation

Manually captioned. Transcript available at our website.

Jesse McNamee Links

Twitter: [@jessemcnamee](https://twitter.com/jessemcnamee)

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 - <http://wyrmsworkspublishing.com>
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Braces of Blades

May 13, 2022



[Get a free sample](#) from the *[Limitless Heroics](#)* project: [Braces of Blades](#), an assistive device for those with leg weakness, designed for use with crutches.

First name or full name

Email



Download at DriveThruRPG