

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

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>

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
- Twitter: www.twitter.com/blindpaladin

Wyrms Publishing

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

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

September 18, 2023



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.](#)

Disabled NPC of the Week: Natasja

September 18, 2023



Natasja is a female human experiencing menopause and hypertension (high blood pressure). She can be used in any

campaign setting, or her traits can be adapted to your PC. She appears in our Accessible Adventure of the Week: The Greater of Two Evils



Download for free!

Disabled NPC of the Week

At Wyrmmworks Publishing (wyrmmworkspublishing.com), we believe that the more people have chances to interact with disabled people, the more normal it will become in their lives, the more comfortable they will be around disabled people, and the more inclusive our world will become. To this end, we release a free disabled character to use in your game every week to help your players grow accustomed to disabled people in an RPG setting, allowing them to get used to interacting with disabled people.

Make Lives Better through Role-Playing Games

This character is one piece of a movement within the D&D community to invite, encourage, and include those who have not been, both in the RPG community and nearly everywhere in real life. Wyrmmworks Publishing is dedicated to using RPGs to help you make lives better, to provide tools, training, and a community to this end. We believe that this will extend far beyond the ever-growing RPG community as more and more people learn, grow, and give and receive acceptance. Join the movement by signing up for announcements!

Disabled NPC of the Week: Lolbimirt

September 18, 2023



Lolbimirt is a forest gnome guard with abnormal growth and a rash on 40% of his body.

Is this character actually disabled?

While “taller than usual” and a skin rash don’t seem like disabilities, and by most official definitions, they’re not, this character emphasizes that disabilities are not binary – they’re a spectrum. Most people have multiple physical and/or mental challenges, and there’s no hard and fast line that separates people with or without disabilities. We’re more alike than you think. At the same time, Lolbimirt has difficulty navigating the burrows of his gnomish family, and his rash leaves him in danger of infection, an important condition in a world without antibiotics or, in the real world, to those without proper access to medicine or medical insurance.



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Disabled NPC of the Week: Zentha Beijor

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Zentha Beijor is a high elf Artificer (Artillerist) with Hypermobility Syndrome from this week's [Accessible Adventure of the Week: Fey & Fortune](#).



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Disabled NPC of the Week: Maledos

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Maledos is a 5th level tiefling sorcerer who also experiences severe muscle cramps as featured in our [Accessible Adventure of the Week: The Weight of Glory](#).



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Disabled NPC of the Week: Jeralion the Centaur

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Jeralion the Centaur from this week's [Accessible Adventure of the Week: The Dour Dowry](#). Jeralion was born with a form of Chronic Fatigue Syndrome known in centaurs as Slough (/sloʊ/) Hoof, which causes fatigue and pain.



Download for free!

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Disabled NPC of the Week: Tikaani ☐

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From this week's [Accessible Adventure of the Week, Casts with Wolves](#), we bring you Tikaani, a 3rd level Circle of the Moon Druid.

Tikaani was abandoned by her mother and raised by wolves and now leads her pack. She is challenged by intrusive thoughts and vertigo.



Download for free!

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