

# Gaining Advantage 035: Minimal Minority Meeples: Researcher Reveals Lack of Diversity in Board Gaming

February 19, 2024



Dr. Tanya Pobuda @PobudaTanya discusses her research on diversity in board games, smashing the myth that diversity hurts sales & advocating for inclusion.

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# Reddit Alternative: A Response to Reddit's Accessibility Hostility

February 19, 2024



Discover our move to Lemmy, a federated Reddit alternative, as a response to Reddit's accessibility concerns. Join at [https://ttrpg.network/c/disabled\\_dungeons](https://ttrpg.network/c/disabled_dungeons).

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# What the New Barbie With Down Syndrome Can Teach Us About Inclusivity in TTRPGs

February 19, 2024



## The new Barbie with Down syndrome and her impact

Mattel, the toy company behind Barbie, recently announced a [new doll in their Barbie line with Down syndrome](#), added to a line that includes [dolls with wheelchairs](#) and [one with a hearing aid](#).


As we see this gradual shift in representation in toys, we normalize disabilities in the lives of children. That way, we transform a “plastic” toy into a subtle tool to normalize people with disabilities in their lives, preventing othering and expanding their awareness and acceptance.

This new doll allows children with Down syndrome to play with toys that look like them and represent their experience, just as toys have added more racial and cultural representation in recent decades.

But this toy is for other kids, too, so the fantasy worlds they create in their pretend play includes disabled people as much as any others. And the more we get accurate and respectful portrayals in multiple forms of media, the more understanding, empathy, and acceptance will be mirrored in children’s play and their subsequent real-world interactions and relationships.

I’ve seen this impact in my own children. Because my work and passion lead to many conversations at home about disabilities and inclusion, and they love the service animals in [Limitless Heroics](#), when we met a student at their school with a service dog, they reacted as they would to someone’s cool new backpack—they thought it was cool but not strange. When they encounter people in their lives with disabilities, they notice the differences and are sensitive to them, but they don’t think of them as “those people.” They are “my friends.”

## What can we learn from Barbie about inclusivity in TTRPGs?

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Ollie, the halfling/dragonborn bard with Down syndrome from [Limitless Champions](#) ne

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- How can featuring characters with disabilities, such as Down syndrome, in a respectful and dignified manner enhance inclusivity in TTRPGs?
- What steps can game developers take to accurately reflect people with disabilities in stories and characters in TTRPGs?
- How can TTRPG players create diverse and inclusive gaming environments that accommodate everyone, including those with disabilities?
- How can we better listen to and consider feedback from



players with disabilities in order to ensure inclusivity in all aspects of the game?

By learning from Barbie and paying attention to the importance of including diverse and accurate representations of disabilities, we can help create and foster more inclusive and respectful TTRPG communities.

### 3. ~~Steps~~ Ramps to Improvements in Representation in TTRPGs

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thollie as a miniature in [Limitless Champions](#)

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disabilities are properly represented in TTRPGs:

- Creating characters with disabilities that are complex and multi-dimensional.
- Making sure characters' disabilities do not define them and limit them in any negative way.
- Ongoing conversations with willing players who have disabilities to help shape that representation in game rules and worldbuilding.
- Consider what accessibility looks like in your game world.
- Making sure players with disabilities have the resources and support they need, both physical and social.

- Considering how any special features, skills, equipment, or backstory related to a character's disability impacts both the game and the players.
- Use [artwork](#), props, and [miniatures with disability representation](#).

## What does a better future look like?

“You’re playing D&D? Who’s winning?” Has anyone ever asked you that? TTRPGs are uniquely cooperative. Properly played, everyone wins, because the success is more than loot or levels—it’s a welcoming environment and enjoyment for everyone. So imagine this box text describing the real world:

*As you enter the room, you see a diverse group of adventurers gathered around a table, each with their own unique character sheets. One player, with a character that has a physical disability, shares their backstory with the group. The other players listen attentively and ask questions to better understand the character’s experience.*

*As they start to create their characters, the players encourage each other to consider incorporating diverse backgrounds and experiences. They work together to ensure that each character is balanced and equal in strength and credibility, regardless of any disabilities they may have.*

*As the quest unfolds, the players encounter a wide variety of NPCs, and some have disabilities as part of their larger descriptions and interactions.*

*Throughout their game, the players celebrate each other’s successes and work together to create solutions that benefit everyone. They make sure that all players, including those with disabilities, feel included and supported both in and out of*

*the game.*

*As you watch, you realize that this group of adventurers has truly embraced the importance of inclusivity and diversity in TTRPGs. They have created a safe and welcoming environment where everyone can enjoy their adventures together.*

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## **A More Inclusive Community: Donate to our Community Copies Program**

February 19, 2024



At Wyrmsworks Publishing, we believe that everyone deserves to be represented in the games they play. That's why we created [Limitless Heroics](#), a comprehensive disability compendium for tabletop roleplaying games. We're proud of the work we've done, but we know that not everyone can afford to buy a copy of the book.

That's where our Community Copies program comes in. For every copy someone donates, we match the donation and make two copies available for free. It's a way for us to give back to the community and make sure that everyone who wants to use Limitless

Heroics can do so, regardless of their financial situation. And as we publish more books, we will add them to this program.

When you donate a Community Copy, you're not just helping someone else get access to the book. You're also showing your support for disability representation in tabletop gaming. You're helping us spread the word about this important resource and making sure that people with disabilities are included in the games we play.

## More Donations via Patreon

We also have a [Patreon program](#), and at the beginning of each month, we donate additional copies of Limitless Heroics based on the number and tiers of our patrons.

If you're in a position to help, we encourage you to consider making a donation to our Community Copies program. By doing so, you'll be helping us ensure that everyone has access to our resources, regardless of their financial situation.

To donate, simply click on the "Purchase Community Copies" button. You can then choose the number of copies you'd like to donate, and complete your purchase. We'll take care of the rest, ensuring that your donation goes directly to providing free copies of our products to those who need them.

Thank you for your support. Together, we can build a more inclusive and welcoming community for all tabletop role-playing game enthusiasts.

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# The Cost of a D&D Wheelchair

February 19, 2024



By its use as a universal symbol of disability in the real world and its use throughout literature as the definitive representation of disability, it's no wonder that, when people think of disability representation in TTRPG, wheelchairs roll into our minds immediately, so today (March 1) being [International Wheelchair Day](#), let's examine the role of wheelchairs in tabletop roleplaying games like Dungeons & Dragons.

Wheelchairs first appeared in Wizards of the Coast products with Banak Brawnnavil in the 2010 novel, [Gauntlgrym](#) and in fifth edition sources in [Van Richten's Guide to Ravenloft](#) (2021) with Alanik Ray, though none have yet included usage rules, but the most well known is Sarah Thompson's [Combat Wheelchair](#) (2020). Meanwhile, Pathfinder 2e's [Pathfinder Lost Omens: The Grand Bazaar](#) (2021) includes [wheelchair options](#), and more creators continue to add them to their supplements such as [this current 5e Kickstarter](#). And of course, we've included several options in [Limitless Heroics](#), listed below.

But what does a wheelchair cost in-game, both in gold and other expenses?

# What is its purpose?

Some wish to include wheelchairs to make their game worlds more interesting or to give a real world minority representation in the game world. Following the lead of [Tasha's Cauldron of Everything](#), which added prosthetic limbs as a magic item that perfectly replicates a missing limb without requiring attunement, a wheelchair, magic or not, may be gifted to players with only narrative mechanics. Pathfinder 2e likewise offers a basic wheelchair free as part of a character's backstory or 5 sp or 5 gp, depending on the model, plus upgrades.

The Combat Wheelchair offers its most basic model for 20 gp with multiple upgrade options and associated costs and no mechanical penalties associated with the corresponding disabilities.

The cost, both in gold and other associated effects such as attunement or mechanics may be higher in your game. While understandable to want to give easy access to players, some groups may want to reflect the real world challenge of acquiring proper mobility aids, both in equipment and maintenance costs. You may want to reflect the difficulty of acquiring an expensive specialized device in a world with little or no medical insurance (which is the real world for many). The standard [wheelchair in Limitless Heroics](#) is 50 gp.

Do you require attunement slots for magic wheelchairs? How well can they navigate difficult terrain? Do they have limited levitation to more easily navigate obstacles like stairs? Do they follow the cost guidelines in chapter two of [Xanathar's Guide to Everything](#), or do assistive items get a discount?

Ultimately, these decisions depend on the nature of your game, but even more, the desires of your group. While many dismiss any kind of disability or assistive representation in the name of

verisimilitude (even though wheelchairs predate rapiers in the real world), **it's just as easy to explain why the wheelchair is there as why not.**

But remember: **you don't owe the game anything.** TTRPGs are all about the players. If including wheelchairs in your game, either PC's, NPC's, or other creatures (like the [Goblin Wheelchair Cavalry!](#)) communicates a more welcoming, "We're open to all," environment to your players, include them. If your players struggle to get the assistive care they need and want to forget about red tape for a few hours, let the local temple or artificer give them out for free. Maybe some gnomes like making them with minor added features that aren't always reliable. Or maybe you want to represent the challenges of acquiring accessibility in the real world and explore ways in the game world that will spark ideas for the real world.

## **Magic Mobility**

In your game world, the type of wheelchairs, especially magic wheelchairs, can vary according to the level of magic and technology.

In a magical steampunk world like Eberron, it may be powered by a bound elemental or clockwork. A dark fantasy world may have chairs made from arcane metals and spikes; in other worlds, a fiendish chair resembling a torture rack or a fey chair of braided crystal or wrapped in vines. And again, the costs would be dictated first by their role among your players and second by your world's economy.

- [Animated Wheelchair](#)
- [Rohna Ginnsley](#)

- [Wheelchair Cavalry Goblin](#)
- [Yeroc's Summoning Spiderwalk](#)
- [Webber's Water Wheels](#)
- [Waterlow's Instant Chariot](#)
- [Verallynn's Countryside Conveyance](#)
- [Tockelberry's Chair of Speed](#)
- [Rohna's Manipulative Mobility](#)
- [Howard's Handy Howdah](#)
- [Donna Nason's Wheelchair Ram](#)
- [Chaos's Orca Chair](#)
- [Anjol Hillfollower's Recumbent Carpet of Flying](#)
- [Aaron's Axles of Agility](#)

## The Final Cost

Ultimately, the cost of wheelchairs comes not in their expense, but in their value, partly to in-game characters, but mostly to your players.

However you incorporate them, you communicate the value of disabled people. It communicates acceptance instead of begrudging toleration. It makes your game accessible. It invites more people into the hobby.

It makes the real world a little more fantastic.

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# Disabled D&D5e Heroes Coloring Book

February 19, 2024



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

February 19, 2024



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](#)

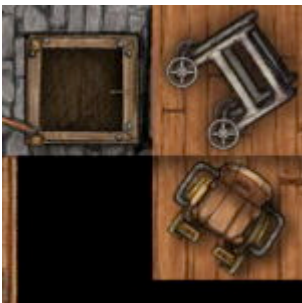
## Wyrmsworks Publishing

- 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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# How to add disability inclusion into Inkarnate maps

February 19, 2024



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!

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

February 19, 2024



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!

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# Limitless Champions: Disabled Fantasy 3D Miniatures

February 19, 2024



## Update: Don't miss the adventures!

*We are making a **book of adventures** that feature these characters and demonstrate how to use them respectfully in a roleplaying game. [Follow the Kickstarter](#) to get notified when it launches for an **early backer bonus adventure!***


And [sign up for The Dragon's Hoard](#) to get weekly inclusive gaming updates, discounts, free gifts, and more in your inbox!

## We are making history!

- What if your fantasy RPG world included disabled people, just like the real world?
- What if that disability representation went beyond wheelchairs and pirates?

We're creating the largest, most diverse line of disabled fantasy miniatures ever made with 5e stat blocks and cards, which [launched in a Kickstarter campaign](#) on May 2, 2023.

**Limitless Champions will make history** as the largest, most diverse collection of disabled fantasy game miniatures ever created.

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Backers at Silver or higher within the first 48 hours get a free alternate STL of Rohna Ginnsley, a bard who uses her multi-armed wheelchair for assistance! (Available to others as an add-on)

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- Alopecia Areata
- Amputation
- Anxiety/Panic Disorder (represented by a fidget, grounding device, and emotional comfort animal)
- Arthritis
- Blindness
- Cerebral Palsy
- Chronic Fatigue Syndrome (Myalgic Encephalomyelitis)
- Down Syndrome
- Dwarfism (Diastrophic Dysplasia)
- Ectrodactyly
- Fibromyalgia
- Face Differences (Treacher Collins syndrome, Cleft Palate)
- Multiple Sclerosis
- Quadriplegia



Each character includes:

- 5e Stat block
- Background & Personality
- Full color character art
- Miniature (Choice of STL, pre-printed mini)
- Plot hooks for inclusion in your game





Also included:

- Condition markers accessible to visually impaired gamers
- Wooden chests with custom artwork
- Digital Planner stickers & VTT Tokens (Stretch Goal)
- Service Animals (Stretch Goals)

The character collection follows accessibility principles for maximum readability (dyslexia, colorblindness, etc.) and will be available in multiple formats: PDF, ePub, txt, audio, and it will be included in [Lair format](#) for all subscribers.

Wyrmmworks Publishing prioritizes [hiring](#) disabled, neurodiverse, and mentally ill creators for all of our projects, and characters on this project are based on a combination of research and conversations from previous projects, real-world people who commissioned characters based on themselves, and consultation with therapists, advocacy professionals, people whose experiences are represented here, and before the final sensitivity reading and edit, besides playtesting, we will send the manuscript to backers who are represented here for additional feedback.

## Missed the Campaign?

All of the pieces are available in our store:

[Check out the whole collection](#)