

Reddit Alternative: A Response to Reddit's Accessibility Hostility

October 4, 2023



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.

Top 10 Reasons to Click the Button: Limitless Champions Adventures: DnD 5e + Disability Representation

October 4, 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

October 4, 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>

Wyrmworlks Publishing

- The Lair: <https://cutt.ly/LairYT>
 - Wyrmworlks Publishing: <http://wyrmworlkspublishing.com>
-

Gaining Advantage 030: Interview with the Blind Paladin: Portraying Disabled Characters in DnD

October 4, 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: Wyrm's 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>

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

October 4, 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.](#)

Gaining Advantage 028: Vulnerability and Chronic Illness in Tabletop Roleplaying Games

October 4, 2023



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>

Wyrmling Publishing

- The Dragon's Hoard Email Subscription: <http://wyrmpublishing.com/hoard>
- Help caption the D&D Cartoon: <http://wyrmpublishing.com/help-caption-the-dungeons-dragons-cartoon/>
- Reddit Blackout: <http://wyrmpublishing.com/reddit-ipo-reddit-banishes-the-disabled-community/>
- The Lair: <https://cutt.ly/LairYT>
- Wyrmpublishing: <http://wyrmpublishing.com>

Gaining Advantage 027: Empowering Kids Through D&D

October 4, 2023



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>

Wyrmsworks Publishing

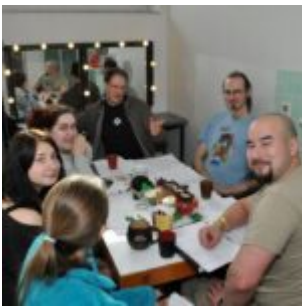
- Limitless Champions:
<https://www.kickstarter.com/projects/wyrmsworkspublishing/limitless-champions-disabled-dandd-5e-npc-cards-and->

[miniatures?ref=d7yy50](#)

- The Lair: <https://cutt.ly/LairYT>
 - Wyrnworks Publishing: <http://wyrnworkspublishing.com>
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Social Spell Schools: Welcome the Isolated to your Dungeons & Dragons Game

October 4, 2023



Disabilities and chronic conditions are isolating. For us, any kind of social life is a unicorn. As Briana describes at [The Daily Disability](#),

The more my health problems grew, the harder it was to find a community that I felt like I fit in to. I joined group after group in hopes of finding a few that would help how I was feeling. I ended up not even being able to join discussions in one of the groups, because I didn't have close relationships with anyone in the group. It was very disheartening.


Even when we have a free block of time that could be spent with friends,

- My ADHD and hearing loss make parties, conventions, crowded restaurants, and anywhere else with a lot of noise nearly impossible to navigate, as I can't filter one voice from another.
- Other neurodivergent traits and mental illness in my family lead to disdainful looks and disparaging comments from the public.
- Potential friends ghost us when they get a taste of the chaos that is our life, unable to handle the stress.
- Neighbors avoid us.

You might be experiencing stress just reading this list.

But aside from our church, the one environment I've found welcoming is the tabletop roleplaying game community, at least the ones I've facilitated. Here's how that magic works:

Enchanting Communities

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- Consider diverse mobility needs. Do people have space to move?
- How does your environment affect those with sensory needs, such as sensitivity to noise?
- Do you allow electronic character sheets and other assistive technology?
- Do you meet in a place that's financially prohibitive to people on limited budgets, like a restaurant or a FLGS with a cover charge?
- Do you exclude people like us from your game world? (Check out [Limitless Champions](#) as a way to add that representation.)

Evoking Trust



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- We may ask for less than we need, worried about how willing you are to coexist with us and being used to settling for less.
- We want to be treated like any other member of the party, but don't ignore our traits and degrees of ability, either. That is, we want to be accepted as we are, neither expecting us to be someone else nor treating us as inspirations.
- When things get inconvenient for you, but you roll with it like you would any other friend's needs, then we start to trust, but we all move at a different rate on that scale.

Conjuring Community

So you have a welcoming and inclusive environment, but we're still sitting at home, reluctant to put ourselves out there. We may never know about you, and we're probably not looking, because you're a unicorn.

- Join local online communities, and mention inclusion and representation. Demonstrate that you're an ally.
- If you play at an FLGS, put a copy of [Limitless Heroics](#) on the corner of the table.
- Post flyers on LFG boards at your FLGS. Include a note that you're accessible.

Friendship Necromancy

We may believe that the idea of social connections or even friendships is dead, that it would truly take some magic to change that. But by creating inclusive and welcoming spaces, we can create environments that truly communicate that D&D is for everyone.



The Cost of a D&D Wheelchair

October 4, 2023



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](#)
- [Veralynn’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.

Gaining Advantage 025: Outrage Fatigue: Taking a Short Rest

October 4, 2023



This week, we welcome Simone Arnold, owner of Hero's Journey Counseling in Vermont, who discusses outrage fatigue, which can lead to burnout and empathy fatigue, how to balance the desire to make the world better with our own limitations, and prioritize rest.

0:00 Introduction

8:59 Interview: Simone Arnold, owner of Hero's Journey Counseling

31:15 Wrap-up

Manually captioned. Transcript available at our website.

Simone Arnold Links

- Website: <https://www.herosjourneycounseling.net>
- Youtube: <https://www.youtube.com/@herosjourneycounseling7933>
- TikTok: <https://www.tiktok.com/@simonearnoldmc>
- Twitch: <https://twitch.tv/dessicanuvell>

Wyrmsworks Publishing

- Limitless Heroics: http://wyrmsworkspublishing.com/product/limitless-heroics/?utm_source=youtube

- The Lair: <https://cutt.ly/LairYT>
- Inclusive Artwork: Fantasy Stock Art with Disability Representation for TTRPGs: https://crowdfunder.com/inclusiveartwork/?utm_source=youtube

Wormworks Publishing: <http://wormworkspublishing.com>