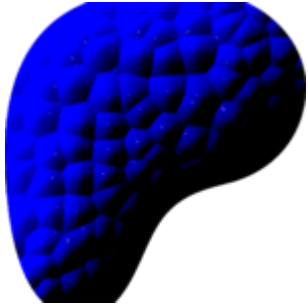


Unlock New Opportunities for Inclusive TTRPG

October 24, 2023



Wyrnworks Publishing has new ways to make #TTRPG more immersive & inclusive! Get Foundry access, create canon content, get gifts & more through updated Patreon.

Gaining Advantage 032: The Secret to Unlocking Boundless Creativity: Tabletop RPGs for Kids with Steph from TTRPGKids

October 24, 2023



In this episode, we speak with Steph from @ttrpgkids about using #TTRPG to nurture creativity and connection with kids.

Reddit Alternative: A Response to Reddit's Accessibility Hostility

October 24, 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 24, 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 24, 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>
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Gaining Advantage 030: Interview with the Blind Paladin: Portraying Disabled Characters in DnD

October 24, 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

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

October 24, 2023



Breaking barriers in TTRPGs! Our new line of disabled fantasy minis brings authentic representation to your games. Download STLs or get printed minis now! #DiversityInGaming #InclusiveTTRPG

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

October 24, 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)
<https://www.kickstarter.com/projects/dretelia/dretelia-campaign-setting-for-dandd-5e>
- Twitter: <https://twitter.com/strongestbunny3>

Wyrmsworks Publishing

- The Dragon's Hoard Email Subscription:
<http://wyrmsworkspublishing.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>
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Gaining Advantage 027: Empowering Kids Through D&D

October 24, 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>
 - Wyrmsworks Publishing: <http://wyrmsworkspublishing.com>
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Social Spell Schools: Welcome the Isolated to your Dungeons & Dragons Game

October 24, 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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Support Limitless Champions to create more inclusive game worlds! [On Kickstarter now!](#)

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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.

