

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

July 15, 2022



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!

Gaining Advantage 019: Finding Your Space

July 15, 2022



How do you get started with Dungeons & Dragons and find a group that's right for you? We welcome Montana Rosalle from YVR Dungeon Masters to give you some help!

- 0:00 Introduction
- 01:44 Interview: Montana Rosalle
- 23:56 Wrap-up

Manually captioned. Transcript available at our website.

YVR Dungeon Masters Links

- Website: <https://www.yvrdungeonmasters.com>
- Facebook: <https://www.facebook.com/YVRDM/>
- Instagram: <https://www.instagram.com/yvrdungeonmasters/>

Wyrmsworks Publishing

- Limitless Heroics: <http://inclusiverpg.com>
- Minis: <http://mini.inclusiverpg.com>

- Wyrmmworks Publishing: <http://wyrmmworkspublishing.com>
 - Patreon: <https://Patreon.com/wyrmmworkspublishing>
 - Facebook: <https://facebook.com/wyrmmworkspublishing>
 - Twitter: <https://twitter.com/wyrmmworksdale>
-

Gaining Advantage 018: Excellence in TTRPG with @MForbeck

July 15, 2022



How can game excellence make lives better? We welcome Matt Forbeck to talk about excellence in game design.

- 0:00 Introduction
- 02:54 Interview: Matt Forbeck
- 21:46 Wrap-up

Manually captioned. Transcript available at our website.

Matt Forbeck Links

- Main: <http://www.forbeck.com>
- Shotguns & Sorcery 5E preorders: https://shotguns-n-sorcery.backerkit.com/hosted_preorders
- Diana Jones Award: <https://www.dianajonesaward.org>
- Marvel RPG: <https://www.marvel.com/rpg>

Wyrmworcs Publishing

- Limitless Heroics: <http://inclusiverpg.com>
- Minis: <http://mini.inclusiverpg.com>
- Wyrmworcs Publishing: <http://wyrmworcpublishing.com>
- Patreon: <https://Patreon.com/wyrmworcpublishing>
- Facebook: <https://facebook.com/wyrmworcpublishing>
- Twitter: <https://twitter.com/wyrmworcsdale>

Gaining Advantage 017: Accessible Benefits from TTRPG

July 15, 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.

Katreil 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>
 - <https://facebook.com/wyrmsworkspublishing>
 - [@wyrmsworksdale](#)
-

Improvements in TTRPG Inclusion

July 15, 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.

Enter the Dragon's Hoard

July 15, 2022



Our fans are actively dedicated to joining us in our mission to make lives better through tabletop roleplaying games (TTRPG).

We provide what you'd expect from a weekly publisher email: discounts, freebies, and news, but we also provide personal encouragement and opportunities to improve lives by working together. This is also *the* place for playtest announcements of upcoming products.

Our fans make the world a better place, and we truly treasure them, which is why we call them the Dragon's Hoard, and we invite you to become a part of this treasure trove by signing up today and immediately getting your own free collection of treasure as soon as you confirm your subscription!

First name or full name

Email

Let's do this!

Gaining Advantage 016: More Fey, Less Squirrels

July 15, 2022



Let's learn about Attention Deficit Hyperactivity Disorder in a fun way, like a way that will keep your attention! We welcome

Kel and Skald from Awfully Queer Heroes!

- 0:00 Introduction
- 04:38 Interview: Awfully Queer Heroes: Adventures in ADHD
- 37:53 Wrap-up

Manually captioned. Transcript available at our website.

Awfully Queer Heroes Links

- [Adventures in ADHD Kickstarter](#)
- @awfullyqheroes

Wyrmsworks Publishing

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

The Kickstarter is done. Sort of. Now what?

July 15, 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.)

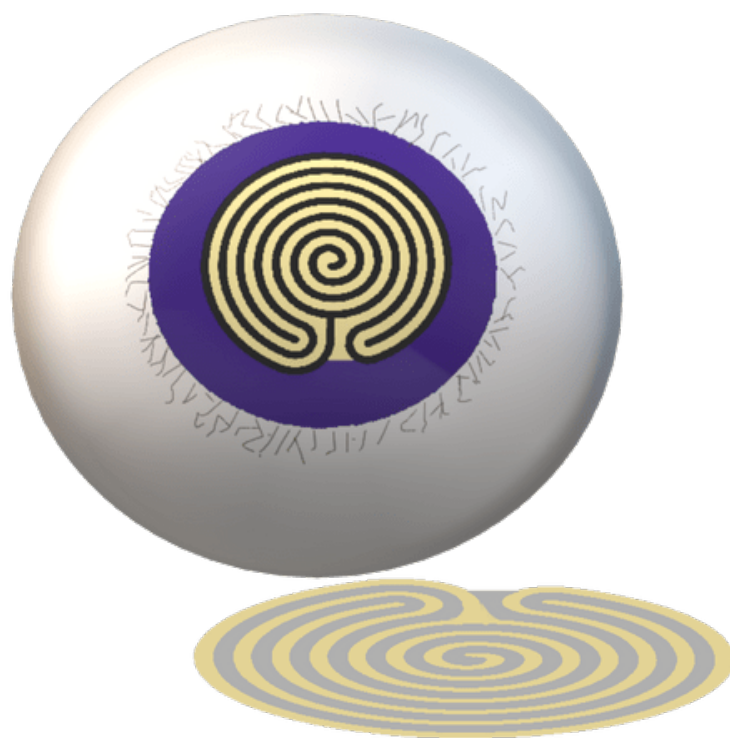
GleamForth Wayfinder

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 008: Pretending to Do Good (Roleplay 4 Charity)

July 15, 2022



It's October! It's all about dressing up and pretending! That's what role-players do best! And now, you can do that for charity! We welcome Oneuppington with Roleplay4Charity.

We are looking for guests for Playing the Other. If you'd like to be our guest, [let us know at wyrmsworkspublishing.com/contact](https://wyrmsworkspublishing.com/contact)

Content Warning: Cancer

- 0:00 Introduction
- 2:10 Rhydian "Oneuppington" John with Roleplay4Charity
- 19:38 Wrap-up

Manually captioned. Transcript available at our website.

Roleplay4Charity Links

- Twitter: [@Role4Charity](#)
- Charity Link: <https://donate.tiltify.com/+roleplay4charity/roleplay4halloween>
- World Cancer Research Fund: <https://www.wcrf.org/> Twitter: [@wcrfint](#)
- Wreckage RPG: <https://linktr.ee/wreckagerpg> and their Twitter handle: [@RpgWreckage](#)
- RPG Apparel: <https://rpg-apparel.com/> and his twitter handle: [@ApparelRpg](#)

Wyrmsworks Publishing

- <http://wyrmsworkspublishing.com>
- <https://Patreon.com/wyrmsworkspublishing>
- <https://facebook.com/wyrmsworkspublishing>
- [@wyrmsworksdale](#)

**Gaining Advantage 007:
Advantage against Psychic**

Damage (Jasper's Game Day)

July 15, 2022



Life is tough, and sometimes, it seems like today's CR is a bit too high. So what do you do? Get more people in the party! We welcome Josh Simons of Jasper's Game Day to talk about mental health and suicide prevention through TTRPGs.

In our "Playing the Other" segment, we welcome Matt Weber with a great discussion about his physical disabilities and his decades of gaming experience.

Content Warning: Suicide, Body shape discussion, Mental Illness, Phobias

- 0:00 Introduction
- 2:26 [Josh Simons](#) & Jasper's Game Day
- 32:34 Playing the Other with Matt Weber
- 1:10:34 Wrap-up

Manually captioned. Transcript available at our website.

Jasper's Game Day

- Website: <https://jaspersgameday.com>
- Twitter: <https://twitter.com/JaspersGameDay>
- Facebook: <https://facebook.com/JaspersGame>

- Instagram: <https://instagram.com/jaspersgameday>
- Discord: <https://discord.gg/MWfwpc9>
- YouTube: <http://tinyurl.com/youtubeJGD>

Josh Simons Links

- Twitch: <https://twitch.tv/joshuasimons>
- Islands of Sina Unstream: <https://twitch.tv/rockpunchATL>
- Twitter: <https://twitter.com/JoshuaMSimons>
- LinkTree: <https://linktr.ee/joshuamsimons>

Matt Weber links

- Reddit: [u/DeliveratorMatt](https://www.reddit.com/u/DeliveratorMatt)

Wyrnworks Publishing

- Limitless Heroics – Including Characters with Disabilities, Mental Illness, and Neurodivergence in Fifth Edition:
<https://www.drivethrurpg.com/product/372478/Limitless-Heroics-Including-Characters-with-Disabilities-Mental-Illness-and-Neurodivergence-in-Fifth-Edition>
- Website: <http://wyrnworkspublishing.com>
- Patreon: <https://Patreon.com/wyrnworkspublishing>
- Maps: <https://wyrnworkspublishing.itch.io>
- Facebook: <https://facebook.com/wyrnworkspublishing>

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