

DISSIDENT WHISPERS

An anthology of 58 original RPG adventures made by a diverse, international collective of creators in support of the **Black Lives Matter** movement. All proceeds go towards bail funds.

Mothership, Mörk Borg, Troika!, Electric Bastionland, UVG, DCC, 5E, B/X, Trophy Gold, Mausritter and system agnostic adventures.

RPG4BLM



*Tuesday
Knight
games*

in collaboration with the Whisper Collective

Sample file

DISSIDENT WHISPERS

Sample

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INTRODUCTION

By Laura Simpson

The last few weeks have been the anguishing eruption of over 400 years of compounding injustice. This has been an incredible burden that has weighed on myself and other Black Americans. My hope is that together, we will shift that burden into a shared one.

I got into gaming because there is a part of me that never got tired of playing pretend and hacking the rules so that we could play endlessly. There is something vital and magical about being able to join others and through agreeing to a system of rules, we would have fun and tell a story or have an experience.

As a game designer I analyze systems, manipulate and envision ways to have them serve the story we're trying to tell. I add sub-processes, test rigorously and keep my eye on the end goal, creating a unique, engaging experience for my players and myself when we gather at the table.

As a black woman, I am ever conscious about the people that come to the table and begin playing. I am conscious of the mood, micro interactions of the group and the demeanor of other people there. I internally analyze and wonder, "Should I take up less room? How can I design my interactions so that I can have a satisfactory and safe outcome for myself? Should I leave?"

I risk this rejection in hope of playing in alternate settings and making a connection.

The world we inhabit influences what values we bring to the table, how we play, what experiences we choose to build, and who is treated with humanity.

As a mother of a toddler who laughs as he shakes his head "no", I realise it's not enough to carefully analyse the systems of inequality. I see Tamir Rice when I see his eyes sparkle. I imagine George Floyd when I hear him call me "Mama." Continuing to live a parallel existence between those who have freedom of movement and those who are overpoliced and criminalized is intolerable.

I share my burden and charge you with dismantling systems of oppression with the same passion you apply to systems of play. We must not replicate the systems of oppression we currently inhabit in the games we play or design. As I write this introduction, we are on the cusp of Juneteenth. I invite you to embrace the spirit of "We cannot be free, until all of us are free."

I call to us all. When we play, I ask that we demand more from companies and ourselves. When the moment comes, I ask that you do not shirk. Be the voice that is needed. Be an accomplice in undoing systemic racism.

Black Lives Matter.

Laura Simpson
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Who Made 'Dissident Whispers'?

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