

**Consider how the following topics and themes show up in your campaign:**

- Power and control- does it belong to white straight men?
- Race- what are the IRL racial stereotypes written into the characters?
- Slavery- how it is introduced? From whose perspective- the slavers?
- Oppression- is there systemic oppression with the people in power?
- What is “civilized” vs “savage?” Is it something in the way they use language?
- White acting = goodness?
- Colonizers as “explorers?”
- Do the adventurers conquer or erase cultures/races?
- Relationship with morality and spirituality (are the “good” religions modeled after IRL Christianity)?
- Exploitation/othering- is it based on a race in the world?
- Who are the heroes? Are they white? White acting?
- Who are the criminals/ villains? Are they white? White acting?

Once you’ve illuminated how white supremacy shows up in your campaign/world, take some time to consider how you’d like to make small or large changes. These can be explicitly discussed and changed within your group, or a change in your lens while writing in the future.

If you notice resistance to the idea of making changes, consider why. Often, we play these games several hours a week, so the fantasy worlds we engage in do matter to our implicit biases. These are also topics that you can suss out in therapy.