

5 DnD ChatGPT Prompts to Make Your Game Better

April 21, 2024



Using AI chatbots like ChatGPT to enhance your #DnD game, their limitations & alternative solutions #TTRPG

How the Wyrms Worked: 2023 Retrospective

April 21, 2024



In 2023, we made strides in inclusive gaming with disability representation, crowdfunded diverse artwork and minis, and advocated for accessibility in the #TTRPG industry.

DriveThruRPG CCP Partners Prohibit TTRPG Ableism

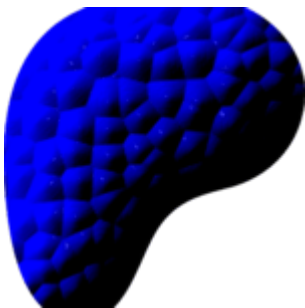
April 21, 2024



In May 2023, I asked @drivethrurpg to add “ableism” to the nondiscrimination template for their CCP content agreements. What happened?

Unlock New Opportunities for Inclusive TTRPG

April 21, 2024



Wormworks Publishing has new ways to make #TTRPG more immersive

& inclusive! Get Foundry access, create canon content, get gifts & more through updated Patreon.

Meet Us at Gamehole Con!

April 21, 2024



Meet us Friday at Gamehole Con 2023 in Madison, WI!

Reddit IPO: Reddit banishes the disabled community

April 21, 2024



reddit is killing 3rd-party Apps and API Access infographic Re

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Impact on the TTRPG Community

The TTRPG community thrives on collaboration, creativity, and diverse perspectives. Reddit has been a vital platform for building real-world adventuring parties of every kind. With the API pricing changes, the TTRPG community faces significant challenges:

- **Limited Customization:** Third-party apps, like Apollo and Dystopia, have allowed TTRPG fans to personalize their Reddit experience like a homebrew fantasy world. These tools have facilitated streamlined access to TTRPG-specific subreddits, making it easier to find relevant discussions, game advice, and homebrew content.
- **Community Engagement:** Third-party apps offer advanced features for interacting with Reddit, including real-time notifications, improved search functions, and intuitive interfaces. This gives TTRPG fans [Advantage](#) to engage in discussions, seek advice, and collaborate on projects.
- **Accessibility Barriers:** Many TTRPG players with disabilities rely on third-party apps to overcome the accessibility [Wall of Force](#) in the official Reddit apps and interfaces. The loss of these apps will limit their ability to participate fully in TTRPG communities and access valuable resources.

Broader Impact on Disabled Individuals

While the TTRPG community is directly affected, it is essential to recognize that the API changes have an even greater impact on various disabled individuals:

- **Visually Impaired Community:** [Blind and visually impaired individuals](#) heavily rely on third-party apps to access Reddit content through assistive technologies. These apps provide the necessary features for screen readers, alternative text, and other accessibility enhancements that enable equal participation.
- **Transcribers and Describers:** Reddit is home to numerous volunteer groups dedicated to transcribing and describing images for alt text, making visual content accessible to individuals with visual impairments. The loss of third-party apps may hinder the crucial work of these groups, resulting in a significant loss of accessibility for the broader Reddit community.
- **Other Disability Communities:** The API changes resonate beyond the visually impaired community. Individuals with motor disabilities, cognitive impairments, or other disabilities may also rely on third-party apps (or hope for new ones that give them better access) to navigate Reddit more efficiently and effectively. The loss of these apps would create additional barriers to access and participation for these individuals.

Unifying for Accessibility and

Inclusion

To ensure that the TTRPG community and disabled individuals continue to thrive on Reddit, collective action is vital. By joining forces and advocating for accessibility, we can make a difference:

- **Amplify Voices:** Share the stories and experiences of TTRPG players and disabled individuals affected by these API changes. Spread the word through your social circles like [chain lightning](#).
- **Join the Blackout:** Join and follow [r/Save3rdPartyApps](#) to learn more, or, if you moderate a subreddit, its sister sub [r/ModCoord](#). [Read about the upcoming Blackout](#) on June 12–14, and plan to participate. (And [find more suggestions](#))
- **Message Your Mods:** Encourage the mods of your favorite subreddits to join the Blackout.
- **Seek Media Attention:** This change comes on the heels of Reddit's IPO announcement like a sycophantic imp chasing an arch-devil. Will potential stockholders want to support a company that has received media attention for knowingly making recent discriminatory choices?

It's time to stand together to ensure that Reddit remains an inclusive platform for all, fostering creativity, collaboration, and accessibility within the TTRPG community and beyond.

Social Spell Schools: Welcome the Isolated to your Dungeons & Dragons Game

April 21, 2024



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.



How to Succeed in Tabletop Roleplaying Game Publishing

April 21, 2024



In September 2020, I left my 22-year career with no prospects. I picked up a temporary day job to pay the bills and provide

health insurance, but in July 2021, I left that job to [focus on roleplaying game development full-time](#). I didn't have much to lose, since my day job wasn't paying enough to sustain my family, but it was still a risk – something is better than nothing. I stepped into uncharted territory with a plan to [launch a Kickstarter](#) to get the business off the ground, but as an Enneagram Type 3 personality, I'm terrified of failure, so I was plagued by the question, "Will I succeed?" And not only do I consider myself already successful, but I believe I've learned how to do that, and in an industry where every challenge seems to be mythic, where the monster, once slain, rises again stronger than ever, it might be helpful to share my insights, as my road has been unlike most in this field.

Note: I'm presenting these observations and tips as a publisher, not a freelancer. It's important that you decide which you want to be as you start out. If you start as a freelancer and don't start building an audience right away, you'll have some makeup work to do if you decide you want more control over your work. But publishing requires a lot of work that's not just creating.

Choose Your Class

The three pillars of any RPGs are exploration, social, and combat. In TTRPG publishing, the tiers follow a similar pattern.

Exploration. Search yourself. What are your passions? What is your niche? What do you love creating? What mark do you want to leave on the hobby? What niche would you love to spend the next few years learning about, exploring, and working on?

Social. Find your audience. What niche is underserved? What are people requesting that isn't available? It could be a topic, a unique combination of topics, or a new product. Maybe people want jellyfish-themed subclasses or feather dusters that look

like phoenixes or cockatrices.

Combat. Where's your proficiency? When you get to work, what are you good at? What do you have a knack for? Are you a wordsmith, an artist, a crafter, a speaker...what rolls do you have bonuses on?

Now find where all three of those overlap. You need the skill to make something valuable, or you won't get compensated for your work. You need an audience that wants what you're creating, even if they don't know it yet, but it's definitely easier if they know and are looking for it already. And you need passion, or it'll get boring fast, and you don't want to turn your hobby into a business only to get bored.



Photo by Evgenia Basyrova on [Pexels.com](https://www.pexels.com)

Find Your Allies

Thanks to recent events, my belief about this industry has been solidly confirmed that, just as TTRPGs are cooperative games, not competitive, the same is true of the TTRPG publishing industry. "A rising tide raises all ships." Consequently, **the most effective form of marketing in the TTRPG industry is cross-promotion.**

So make friends. Find people who share your passions and your niche. But don't stop there. Gamers often have eclectic tastes, so don't limit your social circles. At the same time, by making friends whose lives and interests are different, you'll expand your awareness, empathy, and creativity.


As you expand your social circle, start talking to your friends about cross-promotion. Or just promote their stuff without expectation of reciprocation. Just be a good friend. Over time,

each of you will help each other, you'll expose your audience to new products, and your audience will grow at the same time.



Photo by William Fortunato on [Pexels.com](https://www.pexels.com)

Start Your Quest

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- **Learn the Craft.** Publishing a supplement is more detailed than creating an adventure or homebrew for your home game. Each game system requires certain standard syntax. Learn those phrases. Get involved in an online community like [/r/UearthedArcana/](#). Take the Write Your First Encounter course from the [Storytelling Collective](#) – it's worth the cost.
- **Put some small free creations on [DriveThruRPG](#).** This is the easiest way to build an audience. If you start with free, people will try your work, and you'll be able to email about half of them with future announcements. If writing is your specialty, not layout, find a template for Word or use [GM Binder](#) or [Homebrewery](#) for design, and use public domain art.
- **Create some slightly larger projects, and charge for them.** (Don't make them Pay What You Want. There's no benefit to

that.)

- Meanwhile, start thinking about a **Kickstarter**, a project big enough to make it worth the platform, but it doesn't need to be huge. A 30-page adventure, collection, or other supplement using stock art will get you started, and a low price tier for the digital format will encourage people to try your work with minimal risk. The goal of this project is less about income and more about number of backers. Use [DriveThruRPG](#) to fulfill at least the digital product, and they will allow you two emails to your customer list. And then when your backers get their finished product, they'll be added to your email list there. Meanwhile, when you send out surveys at the end of your project, offer the opportunity to join an external email list, like [Mailchimp's free email tier](#). (Note: Mailchimp recently drastically reduced their free tier subscriber limit. You can start there, but you'll need to move to something else quickly, so shop around.)
- By the time you finish your first Kickstarter, you'll have **three ways to contact your audience**: DriveThruRPG, Kickstarter backer updates, and your email list. Each has a different focus, so be careful how you use each one, and respect each group.
 - Repeat the process, **adding collaborators** to build larger products (or keep doing small ones if you want!), and you're well on your way.

Keep Leveling Up

Part of the benefit of collaborating means learning. Use editors and sensitivity readers. They will help you learn how to make a better product. Hire extra writers, and learn from their styles.

Get on [Discords](#) with other creators to improve your craft. Ask your peers to look at your works in progress, and invite feedback.

Don't Forget Downtime

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Find another hobby. I set goals to read a certain number of comic books via my Marvel Unlimited subscription each week. It allows me to relax and feed my creativity with a different medium and genre than high fantasy TTRPG.

Invest in your values. Think about what's most important to you. For me, it's my Christian faith and my family. If I want both of those to grow stronger, I need to invest time in them. For me, that means blocking out time on my calendar for those priorities and sticking with them. Thankfully, my wife loves me dearly and won't let me neglect those values. If your time use doesn't reflect your values, consider asking someone to hold you accountable to your own goals. I use [RescueTime](#) to set productivity goals, but it also helps me limit my work.

It's a Game. If it's not fun, you're doing it wrong.

Tying back to the first point, TTRPGs are amazing, but publishing has major challenges. It won't always be fun, but check with yourself – when it's time to start your work, are you excited or dreading it? That can change depending on the day's plans, but how do you feel about it overall? If you start to dread it, you may want to consider a different field or at least a different approach. Maybe you need to hire people to take some of the drudgery from you. As I often tell my children, "Make choices that give you what you want."

What I wish I knew before I started

Finally, here's a few tips I learned along the way that might be helpful to someone:

- **VAT:** If you use DriveThruRPG for fulfillment, they handle VAT and other international details. If you don't live in the EU, it's almost impossible to ship physical products there due to VAT unless you work through a distributor. Especially when you're just starting out, using their Print on Demand service is invaluable.
- **Proofread your updates:** You can edit updates for up to 30 minutes after you post them, but most backers read it in their email, so they won't see the typos you fixed. I sent out 2 updates with subject lines that said our pre-order store was open when it wasn't yet, because I thought it would be when I started the message, but then plans changed, and I forgot to edit the subject.
- **Figure out how you're going to handle pledge management in advance.** Contact the company you're planning to use. Get

it set up and ready to launch as soon as possible, preferably shortly after you launch your campaign. Know how to import your backers into it. I tried importing my backers into Gamefound, and while adding people was easy, I gave up trying to import their pledges in a form that worked with our campaign.

- **Marketing isn't evil.** It's just letting people know about the cool stuff you're making so they don't miss it. Even though Limitless Heroics had 2300 backers, more people keep finding it. Our website continues to get significant traffic from Kickstarter, even though the campaign ended a year ago. The more we get the word out, the more people who want this will know it exists. Just be honest.
- **Twitter is lousy for marketing.** I can count on one hand the number of people in this industry who have built a publishing business using Twitter as their primary marketing platform, and they all spent thousands of hours there interacting, and even then, the number of paying customers to followers is minuscule. Twitter is useful for freelancers, because it's about building relationships, not topics, and the algorithm demotes offsite links. But no matter what social media platforms you use, email is still king and the most effective way to connect with those interested in your work..
- **DriveThruRPG's 2 PoD options have significant pros and cons.** When I launched the Limitless Heroics Kickstarter, I had no idea how it would be received, whether anyone would want it, so I chose their voucher system that didn't include the print cost in the backer tier. It was the lowest risk, but it led to a lot of confusion. I still get frustrated backer comments and messages about it. If you're not sure about your project's popularity or plan to allow for a lot of backer-submitted content or stretch goals that could increase the page count, this insures

that print costs don't outweigh backer tier amounts, but be prepared to answer a lot of questions after the campaign when it's time for fulfillment, and be very clear about how this works in advance, repeating it frequently. Also, the boilerplate messaging that OneBookShelf offers for this process is confusing. Here's my suggestion to reword it, but IANAL.

This campaign offers a digital copy as the main reward. However, backers can also pay extra after the campaign to get a discounted physical printed version of the book or cards through OneBookShelf's Print-On-Demand (POD) service. The POD version will become available to order after the digital version has been completed. Backers will receive a link to purchase the discounted POD version from OneBookShelf.

So, what's your TTRPG publishing journey like? Share your thoughts in the comments below!

What the New Barbie With Down Syndrome Can Teach Us About Inclusivity in TTRPGs

April 21, 2024



The new Barbie with Down syndrome and her impact

Mattel, the toy company behind Barbie, recently announced a [new doll in their Barbie line with Down syndrome](#), added to a line that includes [dolls with wheelchairs](#) and [one with a hearing aid](#).

As we see this gradual shift in representation in toys, we normalize disabilities in the lives of children. That way, we transform a “plastic” toy into a subtle tool to normalize people with disabilities in their lives, preventing othering and expanding their awareness and acceptance.


This new doll allows children with Down syndrome to play with toys that look like them and represent their experience, just as toys have added more racial and cultural representation in recent decades.

But this toy is for other kids, too, so the fantasy worlds they create in their pretend play includes disabled people as much as any others. And the more we get accurate and respectful portrayals in multiple forms of media, the more understanding, empathy, and acceptance will be mirrored in children’s play and their subsequent real-world interactions and relationships.

I’ve seen this impact in my own children. Because my work and passion lead to many conversations at home about disabilities and inclusion, and they love the service animals in [Limitless](#)

[Heroics](#), when we met a student at their school with a service dog, they reacted as they would to someone's cool new backpack—they thought it was cool but not strange. When they encounter people in their lives with disabilities, they notice the differences and are sensitive to them, but they don't think of them as "those people." They are "my friends."

What can we learn from Barbie about inclusivity in TTRPGs?

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- How can featuring characters with disabilities, such as Down syndrome, in a respectful and dignified manner enhance inclusivity in TTRPGs?
- What steps can game developers take to accurately reflect people with disabilities in stories and characters in TTRPGs?
- How can TTRPG players create diverse and inclusive gaming environments that accommodate everyone, including those with disabilities?
- How can we better listen to and consider feedback from players with disabilities in order to ensure inclusivity in all aspects of the game?

By learning from Barbie and paying attention to the importance of including diverse and accurate representations of disabilities, we can help create and foster more inclusive and respectful TTRPG communities.

3. ~~Steps~~ Ramps to Improvements in Representation in TTRPGs

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- Creating characters with disabilities that are complex and multi-dimensional.
- Making sure characters' disabilities do not define them and limit them in any negative way.
- Ongoing conversations with willing players who have disabilities to help shape that representation in game rules and worldbuilding.
- Consider what accessibility looks like in your game world.
- Making sure players with disabilities have the resources and support they need, both physical and social.
- Considering how any special features, skills, equipment, or backstory related to a character's disability impacts both the game and the players.
- Use [artwork](#), props, and [miniatures with disability representation](#).

What does a better future look like?

"You're playing D&D? Who's winning?" Has anyone ever asked you that? TTRPGs are uniquely cooperative. Properly played, everyone wins, because the success is more than loot or levels—it's a welcoming environment and enjoyment for everyone. So imagine this box text describing the real world:

As you enter the room, you see a diverse group of adventurers gathered around a table, each with their own unique character sheets. One player, with a character that has a physical disability, shares their backstory with the group. The other players listen attentively and ask questions to better

understand the character's experience.

As they start to create their characters, the players encourage each other to consider incorporating diverse backgrounds and experiences. They work together to ensure that each character is balanced and equal in strength and credibility, regardless of any disabilities they may have.

As the quest unfolds, the players encounter a wide variety of NPCs, and some have disabilities as part of their larger descriptions and interactions.

Throughout their game, the players celebrate each other's successes and work together to create solutions that benefit everyone. They make sure that all players, including those with disabilities, feel included and supported both in and out of the game.

As you watch, you realize that this group of adventurers has truly embraced the importance of inclusivity and diversity in TTRPGs. They have created a safe and welcoming environment where everyone can enjoy their adventures together.

The Cost of a D&D Wheelchair

April 21, 2024



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.