Mephits

March 8, 2023



Implications of a Trump Presidency on TTRPG

Publishing

Posted on <u>November 13, 2024</u> by <u>Dale</u> 2024



Will Trump's presidency harm the TTRPG industry? Tariffs, affirmative action bans, and benefit cuts hurt small publishers and gaming culture. #DefiantKindness

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challenges, TTRPG publishers response, TTRPG representation,
TTRPG tariffs, Wyrmworks | Leave a reply

WotC's PHB 2024: Hit or Miss on Disability & Diversity?

Publishing

Posted on <u>September 3, 2024</u> by <u>Dale</u>
CritchleySeptember 3, 2024



WotC's #PHB2024 teases inclusion but misses key marks on disability & diversity. Where's the authentic representation? Let's discuss! #DnD

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Wyrmworks Publishing

Posted on <u>July 2, 2024</u> by <u>Dale</u>



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Run a #TTRPG for 100+ players at once with Crowdplay



Posted on <u>May 13, 2024</u> by <u>Dale</u>

CritchleyAugust 5, 2024



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5 DnD ChatGPT Prompts to Make Your Game Better

Publishing Posted on <u>April 21, 2024</u> by <u>Dale</u>
<u>Critchley</u>April 22, 2024



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Accessible DnD Character Sheets for Disabled Players

Publishing

Posted on April 8, 2024 by Dale

CritchleyAugust 5, 2024



Free, emoji-based character sheets designed for #DnD players with print disabilities. Available in PDF and DOCX formats, with features for easy navigation and inclusive representation.

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Breaking Barriers: Accessible Braille 5e SRD!

Wyrmworks Publishing

Posted on March 8, 2024 by Dale

CritchleyAugust 5, 2024



The 1st-ever #braille 5e SRD is now available, making the core #DnD rules more accessible to all. Download for free! #TTRPG #Accessibility

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Braille 5.1 SRD Press Kit



Posted on <u>February 27, 2024</u> by <u>Dale Critchley</u>February 27, 2024



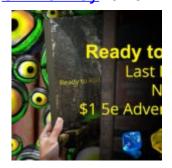
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Posted on <u>January 16, 2024</u> by <u>Dale</u>
CritchleyMarch 14, 2024



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How the Wyrm Worked: 2023 Retrospective



Posted on <u>January 2, 2024</u> by <u>Dale</u>
CritchleyMarch 14, 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.

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