Accessible DnD Character Sheets for Disabled Players

April 8, 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.

Breaking Barriers: Accessible Braille 5e SRD!

April 8, 2024

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

Gaining Advantage 36: A Game-Changing Education Revolution

April 8, 2024

This education expert is using BOARD GAMES to revolutionize how students learn. Find out his game-changing tricks to boost engagement, critical thinking & more!

Braille 5.1 SRD Press Kit

April 8, 2024

Braille 5.1 SRD & Tutorials

We're committed to creating a more inclusive gaming experience for everyone. We're proud to announce the release of the **first-ever braille conversion of the 5th Edition System Reference Document (SRD)**, making the rules of 5th edition accessible to a wider audience of players and creators.

Features:

- **Free and downloadable**: Available in BRF and BBZ formats for various braille needs.
- **Comprehensive**: Includes Player's Guide, Game Master Guide, Monster Manual, and Spellcasting Guide content.
- **Open access**: Released under a CC-BY license for anyone to freely use and adapt.
- **Tutorial included**: Equips publishers and homebrew creators with the tools to convert their own content into braille using free software.

This initiative marks a significant step towards a more inclusive TTRPG space. We're actively working on further accessibility resources and tools, including upcoming tutorials and future plans for truly inclusive core rulebooks.

Braille 5.1 SRD Illustrations & Assets

Braille 5.1 SRD Press Release: [pdf](pdf) / docx / [brf](brf)

Braille 5.1 SRD Announcement page on our website

DriveThruRPG Download Page

Tutorial Video on YouTube

Project Promotional Image

Assassin poison stat block in BrailleBlaster

Assassin poison stat block in BrailleBlaster

Tutorial video thumbnail

How the Wyrm Worked: 2023 Retrospective

April 8, 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.

Gaining Advantage 033: Using TTRPGs for Healing, Community Building, and Mental Health Support

April 8, 2024

Interview w/ @thehealerdm on therapeutic gaming, community building, mental health, and the South American RPG, Koboa.

Reddit Alternative: A Response to Reddit's Accessibility Hostility

April 8, 2024

Top 10 Reasons to Click the Button: Limitless Champions Adventures: DnD 5e + Disability Representation
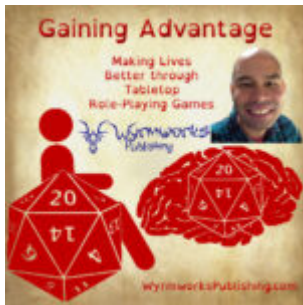
April 8, 2024

Here are the top 10 reasons why you should click the "Notify Me" button right away. #DnD #TTRPG #DisabilityJustice

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Gaining Advantage 031:

Improving Racial Representation in TTRPGs with Aaron Trammell

April 8, 2024

This month, we open discussing the new canon autistic character being introduced in D&D, and how meaningful representation is for traditionally marginalized groups. 🡒 https://www.polygon.com/23850698/dnd-dungeons-dragons-autistic-character-asteria

Then Dale talks with Aaron Trammell, Associate Professor of Informatics at UC Irvine, about improving representation for people of color in tabletop RPGs like Dungeons & Dragons.

Key topics covered:

- How fantasy RPGs have historically lacked racial diversity and inclusion
- Racial stereotypes associated with classic fantasy races like orcs
- Colonialist attitudes reflected in fantasy language use
- Steps publishers and designers can take to improve racial representation in RPG products
- Making your gaming table welcoming for new and diverse players

- Aaron provides insight into issues around race in RPGs, and offers suggestions for how the hobby can become more inclusive. This is an important discussion about seeing diversity reflected in the games we play.

0:00 Introduction: Asteria, the first canon autistic D&D character
6:10 Interview: Aaron Trammell, Associate Professor of Informatics at UC Irvine
54:21 Patreon Showcase & closing

Manually captioned. Transcript available at our website.

Aaron Trammell Links

- Aaron Trammell's work: http://aarontrammell.com/
- Twitter: https://twitter.com/aarontram

Wyrmworks Publishing

- The Lair: https://cutt.ly/LairYT
- Wyrmworks Publishing: http://wyrmworkspublishing.com

Gaining Advantage 030:

Interview with the Blind Paladin: Portraying Disabled Characters in DnD

April 8, 2024

Dale welcomes George McDermith, a talented gamer and the creative mind behind the character Orrelius from the Limitless Champions campaign. George's perspective as a blind gamer offers valuable insights into inclusive gaming and the portrayal of disabled characters in Dungeons and Dragons. Discover the importance of authenticity, representation, and accessible gameplay in this enlightening conversation.

0:00 Introduction: Wyrm's Workshop & Limitless Champions
06:27 Interview: George McDermith
29:10 Patreon Showcase & Closing

Manually captioned. Transcript available at our website.

George McDermith Links

- Facebook: www.facebook.com/blindpaladin
- Twitter: www.twitter.com/blindpaladin

Wyrmworks Publishing

- Wyrm's Workshop: http://wyrmworkspublishing.com/product/wyrms-workshop/
- Limitless Champions Miniatures: http://wyrmworkspublishing.com/product-tag/limitless-champions/
- The Lair: https://cutt.ly/LairYT (**Free 7-Day Trial!**)
- Wyrmworks Publishing: http://wyrmworkspublishing.com