

Gaining Advantage 028: Vulnerability and Chronic Illness in Tabletop Roleplaying Games

June 9, 2023



Dale interviews Drew Wale about the [Dretelia campaign setting](#), which is based on his chronic illness, and the importance of vulnerability and authenticity in creating meaningful and resonant tabletop roleplaying games. We discuss how drawing on personal experiences and emotions can help to create more engaging and immersive worlds, and how being open and honest about our own struggles can help to create a more welcoming and inclusive gaming community.

0:00 Introduction: Help caption the D&D cartoon

03:51 Interview: Drew Wale and Dretelia Campaign Setting

50:07 Patreon Showcase & closing

Manually captioned. Transcript available at our website.

Drew Wale Links

▪ [Dretelia](#)

Kickstarter:

<https://www.kickstarter.com/projects/dretelia/dretelia-cam>

[paign-setting-for-dandd-5e](#)

- Twitter: <https://twitter.com/strongestbunny3>

Wyrworks Publishing

- The Dragon's Hoard Email Subscription: <http://wyrworkspublishing.com/hoard>
- Help caption the D&D Cartoon: <http://wyrworkspublishing.com/help-caption-the-dungeons-dragons-cartoon/>
- Reddit Blackout: <http://wyrworkspublishing.com/reddit-ipo-reddit-banishes-the-disabled-community/>
- The Lair: <https://cutt.ly/LairYT>
- Wyrworks Publishing: <http://wyrworkspublishing.com>