

How the Wyrms Worked: 2023 Retrospective

January 2, 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 030: Interview with the Blind Paladin: Portraying Disabled Characters in DnD

January 2, 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: Wyrms' 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

Wyrmsworks Publishing

- Wyrms' Workshop: <http://wyrmsworkspublishing.com/product/wyrms-workshop/>
 - Limitless Champions Miniatures: <http://wyrmsworkspublishing.com/product-tag/limitless-champions/>
 - The Lair: <https://cutt.ly/LairYT> (Free 7-Day Trial!)
 - Wyrmsworks Publishing: <http://wyrmsworkspublishing.com>
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Small Miniatures, Big Impact: Disabled Dungeons and Dragons Miniatures Now Available

January 2, 2024



I keep seeing headlines like, “(Some name) becomes first Black/Latino/etc. (some respected position),” and every time, I think, “Wow, **what year is it** that this is the first time?” But besides women, disabled people are the largest marginalized demographic in the world. Their “firsts” are still rare. For most of those same positions, “**...becomes first disabled...**,” **hasn’t happened yet.**

But we tabletop gamers live in worlds filled with [minotaurs](#) and [merfolk](#), [halflings](#) and [centaurs](#), so we of all people should have no problem imagining people with diverse abilities in every segment of society. And yet **we encounter fewer disabled people anywhere in TTRPG worlds than in executive real-world positions.**

We want this year to be “that year” in every TTRPG world where that representation isn’t happening yet, and we want to help you make that happen. To that end, we [developed the largest, most diverse collection of disabled fantasy minis ever made, now available as downloadable STLs or printed miniatures.](#)

Fighting ableism with stat blocks

Disability representation in tabletop roleplaying games (TTRPGs) fosters inclusive gaming environments. It creates a diverse and welcoming experience. Disabled miniatures enhance the overall storytelling and offer a more authentic and empathetic gaming experience. By incorporating disabled miniatures, RPGs acknowledge and validate the experiences of individuals with disabilities, promoting inclusivity and breaking down barriers. Players with disabilities can recognize themselves reflected in the game, communicating belonging and empowerment.

*I never see my condition represented in **any** media, and now, I'm in D&D!*

A Limitless Heroics backer

Diverse miniatures featuring representative characters also broaden the narrative possibilities within TTRPGs. They allow players to explore different perspectives, experiences, and challenges that disabled characters may face. This not only enhances storytelling but also encourages empathy and understanding among players. This representation promotes dialogue, encourages education, and contributes to a culture of acceptance and respect.




Accessible Conditions

Most TTRPG content is still only available in paper or PDF, two of the least accessible formats for blind and low-vision players, especially watermarked PDF, which screen readers can't access, and PDF without image alt text, which is common due to **all layout software except Adobe InDesign refuses to include**

image alt text capability. For miniatures, condition rings may be color-coded or use embossed text, which gives the same accessibility issues.

So we offer plain text versions of our products and audio and ePub for most, plus [the Lair](#), our online compendium that's accessible to browser tools and screen readers and offers the most affordable option to access all of our content.

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Access the Discount

Through the month of August 2023, the Limitless Champions miniatures are available at [Kickstarter prices](#), which is the lowest price we can offer. We hope you love them as much as we do.

[Find them all at our store.](#)

Gaining Advantage 026: Accessibility in Tabletop Gaming: Tips and Strategies for Inclusion with @tahina_andale

January 2, 2024



This month, we talk to Tahina Andale, co-host of Dicecourse, about accessibility and avoiding ableism in tabletop roleplaying games. Tahina shares her experience as a disabled woman and provides tips on accommodating different accessibility needs. She emphasizes the importance of representation and encourages

listeners to be more empathetic and respectful of others' needs.

0:00 Introduction: Limitless Champions Preview

10:50 Interview: Tahina Andale, co-host of Dicecourse

39:22 Patreon Showcase & closing

Manually captioned. Transcript available at our website.

Tahina Andale Links

- DiceCourse Podcast: <https://dicecourse.com/>

Wyrworks Publishing

- Limitless Champions: <https://www.kickstarter.com/projects/wyrworkspublishing/limitless-champions-disabled-dandd-5e-npc-cards-and-miniatures?ref=d7yy50>
- The Lair: <https://cutt.ly/LairYT>
- Wyrworks Publishing: <http://wyrworkspublishing.com>