

# How the Wyrms Worked: 2024 Retrospective

January 13, 2025



Wyrmsworks Publishing leveled up accessibility in 2024! Braille #DnD, free resources, new adventures & more. Make lives better with us in 2025! ☐☐

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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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# The Kickstarter is done. Sort of. Now what?

January 13, 2025



Hi, wonderful patrons! I know I've been quiet lately here on Patreon, and before that, I've been talking a lot about the *Limitless Heroics* Kickstarter, and now that it's done, what's next?

Of course, first of all, it's far from done! If you've been watching the conversations in the Discord (Feel free to jump into the conversations!), everyone is busy creating characters, making artwork, writing additional pieces – over 200 magic items and so much more! We set July as the target date and are on track for that, and here's a Patreon-exclusive teaser draft just for you that I just finished based on a backer submission! (Note: it hasn't gone through our *extensive* editorial process yet, so expect it to change.)

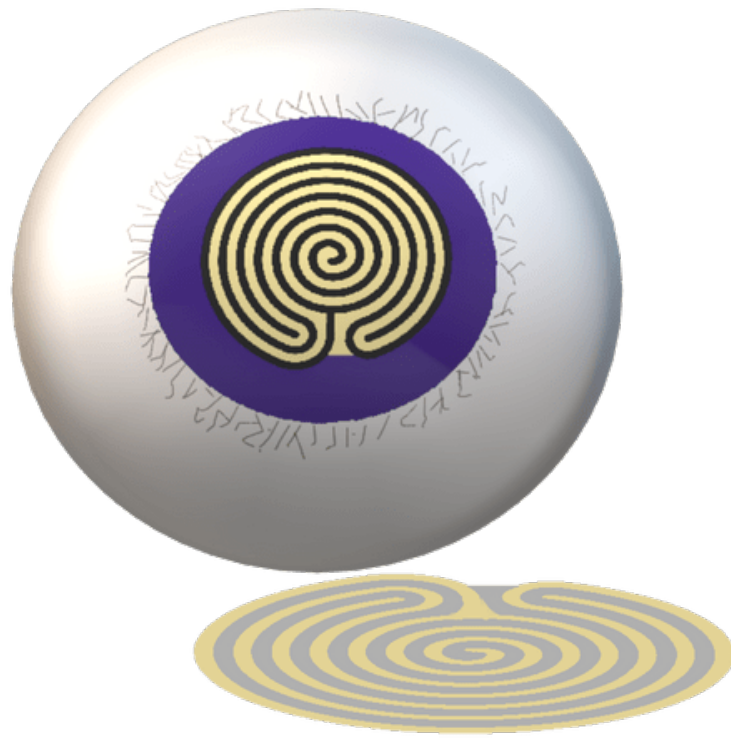
## **GleamForth Wayfinder**

*Wondrous Item, Legendary*

*Follow the Gleam, and find your way. Hold me leftward lest you stumble. Let the third eye guide your path. Look to your heart*

*to find your Truths. Center me, and I will bring you home though the darkness envelop you.*

This labyrinthine eye provides protection and direction to those who would be lost without it. Unlike most prosthetic eyes, you hold this one instead of inserting it. When held in the left hand, it provides 5' blindsight. When so held, you cannot use that hand for any other purpose. As an action, you can hold it mid-forehead and cast the *find the path* spell once per day. Once per day, as your action, you touch the heart of a creature you can reach that is charmed, frightened, or possessed by a celestial, an elemental, a fey, a fiend, or an undead. The creature you touch is no longer charmed, frightened, or possessed by such creatures. When held at the solar plexus, once every seven days, you can cast either *plane shift* or *teleportation circle* to your home. Your home need not have a teleportation circle inscribed, but when you acquire this eye, you must declare your home location as the destination of this function.



## Pre-Orders Open

If anyone missed the Kickstarter (or knows someone who did – feel free to pass on this link), you can [get the pre-order here](#), and use the coupon code **LHPATREON** to get \$2 off! (Yes, you can share this coupon code along with the link!)

## But *then what?*

We have a long to-do list that keeps getting longer, but picture this: imagine the **city version of *Limitless Heroics***: a campaign city that explores concepts of accessibility where characters can have all the typical urban adventures while encountering what accessibility in its various forms would look like in a high fantasy setting! I've already received interested notes

from accessibility advocates and universal design firms interested in helping with this and several writers and artists eager to work on future Wyrmsworks Publishing projects, and if it's well received, we can keep adding pieces to create a campaign world with different locations that explore and teach about all kinds of issues, all while having grand 5e adventures! Add in some miniatures based on some of the 50+ characters being designed for *Limitless Heroics*, and you have something truly unique that helps you improve others' lives!

Tied to that big project, I have a collaborative project in the works that I can't discuss yet, but it's a partnership with at least one well known figure in the D&D space whose name is attached to some official D&D adventures. That one is just in the idea stage right now (We're both pretty busy at the moment but hoping to get started on it later this year), but when I can say more, you'll be the first to know! (OK, besides my wife. She hears these things first.)

*And*, I have some great guests lined up for future Gaining Advantage episodes, so expect more of those soon!

Thanks so much for your support! You're helping make all this happen!

All the best!

Dale

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# We're changing our character class!

January 13, 2025



It's been a while since we posted new content, but that's not because we've been using downtime to kick back at the inn! Since *Tasha's Cauldron of Everything* says we can change class & subclass when we level up, we're taking her up on that opportunity! We've been training & working on some new magic that will be a *massive* level up!

You may have noticed the [Patreon links](#) around here. Fly over there, and you'll see what's coming. Here's a short list of *some* of it:

- **Major change in focus to using RPGs to make people's lives better**
- New book with instructions for adding disabled characters to D&D with ~300 pages of tables, descriptions, game mechanics, magic items, and more.
- Complete website overhaul to be as accessible as possible
- Random generators
- Podcast with interviews discussing using RPGs to make people's lives better
- Training for individuals and organizations in how to use RPGs to make people's lives better

Note that the Wyrmling [Patreon level](#) gives free access to every

product we produce, and the Young Dragon level gives a lot more, with access to prerelease content *literally as it's being written*, the ultimate look behind the curtain.

And finally, we plan to *exponentially* increase our content output as Patreon support buys more time away from other commitments to focus on the work of helping you make people's lives better through RPGs. If you would like to be a part of making this happen, you can do so for as little as \$3/month.

Expect a major public launch once our modrons get everything in place. That will happen sooner the more support we get from our patrons now. If you'd like to get this adventure started, [please consider helping make it happen](#) so we can help you make people's lives better through RPGs.