Earth Elemental

March 8, 2023

elemental

Air Elemental

March 8, 2023

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Water Elemental

March 8, 2023

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Fire Elemental

March 8, 2023
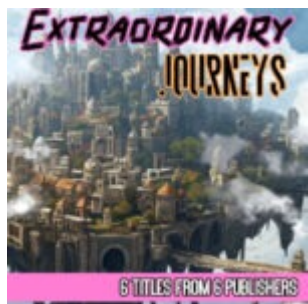

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Mephits

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Posted on [July 2, 2024](#) by [Dale Critchley](#)July 16, 2024

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Posted on **May 13, 2024** by **Dale Critchley**June 17, 2024

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Posted on [April 8, 2024](#) by [Dale Critchley](#)June 17, 2024

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Posted on [March 8, 2024](#) by [Dale Critchley](#)June 17, 2024

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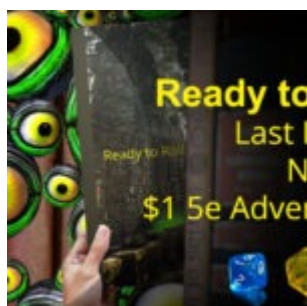
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How the Wyrm Worked: 2023 Retrospective

Posted on [January 2, 2024](#) by [Dale Critchley](#)March 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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DriveThruRPG CCP Partners Prohibit TTRPG Ableism

Posted on [November 27, 2023](#) by [Dale Critchley](#)March 25, 2024

In May 2023, I asked @drivethrurpg to add "ableism" to the nondiscrimination template for their CCP content agreements. What happened?
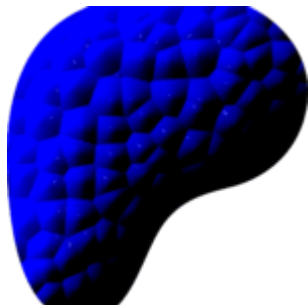
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Unlock New Opportunities for Inclusive TTRPG

Posted on [October 24, 2023](#) by [Dale Critchley](#)February 8, 2024

Wyrmworks Publishing has new ways to make #TTRPG more immersive & inclusive! Get Foundry access, create canon content, get gifts & more through updated Patreon.

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March 8, 2023

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Magma Mephit

March 8, 2023

elemental

Glaciadon

March 8, 2023

Huge elemental, neutral

Armor Class
    17 (natural armor)
Hit Points
    84 (8d12 + 32)
Speed
    30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	6 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities
    fire
Damage Resistances
    bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities
    cold, poison
Condition Immunities
    exhaustion, paralyzed, petrified, poisoned, unconscious
Senses
    darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages
    Aquan
Challenge
    5 (1,800 XP)

Blizzard Barrier (1/Day). A 10 foot radius barrier of snowy wind swirls around the elemental for 1d4 rounds. All creatures within the radius must succeed on a DC 11 Constitution saving throw or take 9 (2d8) cold damage. A creature that succeeds on the saving throw takes half damage. The elemental can invoke this ability as a reaction on its next turn following the Freezing Storm.

Actions

Multiattack. The elemental makes two slam attacks.

Chilling Blast. Ranged Spell Attack: +3 to hit, range 60/180 ft., one target. Hit: 9 (2d8) cold damage. The elemental emits a concentrated blast of icy wind. On hit, the target must succeed on a DC 11 Constitution saving throw or be paralyzed until the end of the elemental's next turn.

Freezing Storm (Recharge 6). The elemental creates a storm of freezing winds in a 60 ft. radius centered on itself. Each creature in the area must succeed on a DC 11 Dexterity saving throw or take 18 (4d8) cold damage and be knocked prone. A

creature that succeeds on the saving throw takes half damage and is not knocked prone.

Slam. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage + 9 (2d8) cold damage.

Description

The Glaciadon resembles a humanoid figure made entirely of ice, with shimmering blue-white crystal armor and a fierce expression. Its limbs and weapons are made of jagged icicles, giving it a deadly appearance. The Glaciadon is surprisingly agile and can fly swiftly through the air as icy winds propel it.

In combat, the Glaciadon attempts to fly out of range of attackers while invoking its Freezing Storm, using its Chilling Blast as long as it can stay out of range of attackers. If it believes an attacker can reach it, the Freezing Storm reduces to the Blizzard Barrier the following round. If it takes damage from a ranged attack or has an opponent within 10 feet, it will switch to slam attacks.

Time Elemental

March 8, 2023

Medium elemental, neutral

- **Armor Class** 16 (natural armor)
- **Hit Points** 104 (16d8 + 32)
- **Speed** 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	12 (+1)	18 (+4)	10 (+0)

- **Saving Throws** Dex +9, Wis +9, Cha +5
- **Skills** Perception +9, Stealth +9
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison
- **Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
- **Senses** darkvision 60 ft., passive Perception 19
- **Languages** Primordial
- **Challenge** 13 (10,000 XP)

Energy Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes three attacks with its temporal claws.

Temporal Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 10 (3d6) force damage. The target must also succeed on a Wisdom saving throw (DC 15) or be temporarily displaced in time, causing them to skip their next turn.

Temporal Wave. Ranged Spell Attack: +9 to hit, range 60 ft., one target. Hit: 22 (4d8 + 4) force damage. The target must also make a Wisdom saving throw (DC 15) or be frozen in time for 1d4 rounds, unable to take any actions or reactions but also immune to all damage.

Reactions

Temporal Deflection. When the elemental is hit by an attack, it can use its reaction to halve the damage it takes.