

# DRACONIC MUTANTS

Of the weapons in the fearsome arsenal of a dragon, perhaps the most surprising is their versatility. Able to procreate with numerous other species, producing viable offspring, their ability to produce half-dragons and other draconic beings did not go unnoticed by the world at large. While a dragon cannot be contained or tamed, their power can be utilized through biomancy and perverse rituals, and it is from these blasphemous rites that grotesque mockeries of their kind, dragon mutants, are spawned. Though affronts to the natural order, these monstrous entities are powerful servants to any master that can control them...

**Bred Lackeys.** Lacking autonomy, these creatures are little more than servants, beings without the pride and majesty of the dragons they came from. Lacking a mind, a will, even a soul, these monstrosities are little more than automatons made of flesh and bone. Even a beast has more will than even the most powerful dragon mutant, which only makes their kind more disturbing.

**Overwhelming Power.** As one would expect, these creatures possess the raw power of dragons, including their senses and, in some cases, elemental affinity. This, however, comes at a cost; such power is rarely able to be contained by the mutant's body, and as such, most are equipped with a powerful healing factor, a defensive mechanism that exists solely to keep their forms from being ripped apart by their own energies. In a sense, it is a blessing then, that these creatures have no sense of self, for the pain is undoubtedly excruciating.

**Diverse Broods.** What sort of mutant one ends up with depends heavily upon what sort of dragon they were created from. Horns, scale coloration, elemental affinity, all these depend on what draconic material is available to an organization responsible for their creation. As such, a 'batch' of dragon mutants from the same source will all be broadly similar. Additionally, it is generally unlikely that mutants will be created from more than one type of dragon, as mixing two or more different breeds tends to result in a dangerously volatile result.

## DRACONIC MUTANTS IN YOUR GAME

Dragons in the Unbound setting are extraordinary rare. Their ancient kingdom has fallen and most surviving dragons have become fallen beasts, a shadow of their former glory. So draconic material to create mutants from is highly coveted by the ruthless factions of the world. The nature of the draconic mutants can greatly differ in your game. Here are some examples in how you can feature draconic mutants in your game:

- Strange draconic beings have emerged from the depths of Khyber. The illithid servants of the dalkyr were successful with their experimentations on the captured dragons delivered to them by a mysterious benefactor.
- Tiamat herself has created a new kind of dragon-spawn for mortal pawns to command. Those who fail her will join the ranks of her newest creation.
- One of the wicked Sorcerer-Kings of Athas has in their pursuit of the forced the evolution of the mortal races created pseudo-draconic beings. Unfortunately their newest creation are vacuous beasts, but soon the Sorcerer-King came to find use in their latest failure...
- A draconic cult used the most vile of rituals to twist and break apart the foes of their dark master. From their bodies they create blasphemous mutants to spread the conquer in the name of their evil dragon deity.
- A powerful ancient dragon approaching its twilight came into contact with an accursed being. Through this fateful meeting, the dragon gained immortality, but twisted and contorted its body. The dragon has become a growth onto the world from which the dragon endlessly spawns its twisted offspring. An army of draconic mutants rises an marches to the nightmarish song of the fallen dragon.

## DRAGON BROOD

Depending on what kind of dragon was used to create the draconic mutants from, their damage type, resistances and breath weapons change. Usually all dragon mutants are from the same batch and thus created from the same type of dragon.

The dragon used to create draconic mutants does not have to be restricted to the traditional metallic/chromatic dragons. Any kind of dragon you see fit no matter their origin will suffice.

Dragon	Damage/Resistance Type	Breath Weapon
Black	Acid	5 by 40 ft. line (Dex. save)
Blue	Lightning	5 by 40 ft. line (Dex. save)
Brass	Fire	5 by 40 ft. line (Dex. save)
Bronze	Lightning	5 by 40 ft. line (Dex. save)
Copper	Acid	5 by 40 ft. line (Dex. save)
Gold	Fire	30 ft. cone (Dex. save)
Green	Poison	30 ft. cone (Con. save)
Red	Fire	30 ft. cone (Dex. save)
Silver	Cold	30 ft. cone (Con. save)
White	Cold	30 ft. cone (Con. save)



Artwork by DM Tuz

## DREGGS

Little more than a snapping jaw with legs attached to its squat, scaly body, dreggs live up to their name; they are the remnants of material unfit for use elsewhere, biological scraps that only possess a miniscule fraction of a true dragon's might. Though a single dregg is easily taken for granted by the unwise- often resulting in the victim's untimely death- their true power lies in their tendency to work in packs, a rare trait in true dragons. One almost wonders, is this the dragon that spawned them wishing to be whole once more?

### VARIANT: WINGED DREGGS

While many of the dreggs' front legs are vestigial. But some batches of dreggs may further develop their 3rd pair of limbs and manifest wings.

A winged Dregg has a flying speed of 40 ft. and has the following trait:

**Unstable Flight.** When the Winged Dregg takes damage when flying, it must succeed a Constitution saving throw or falls. The saving throw is 10 or equal to the damage taken, which ever is lower.

## DREGG

*Small dragon, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 23 (5d6 + 5)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	2 (-4)	12 (+1)	4 (-3)

**Proficiency** +2

**Skill Proficiency** Perception +5

**Damage Resistances** acid, cold, fire, lightning, or poison

**Condition Immunities** charmed, exhausted, frightened, paralysis, unconscious

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 15

**Challenge** 1 (200 XP)

**Brood.** The dregg deals an additional 1d6 damage with its bite attack. The type of this damage is depending on the dregg's brood. Additionally the dregg has resistance against the same damage type.

**Mob Attack.** The dregg deals an additional die of its weapon's damage with an attack against a creature if at least one of the dregg's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Pack Tactics.** The dregg has advantage on an attack roll against a creature if at least one of the dregg's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Healing Factor.** The dregg regains 5 hit points at the start of its turn, if it has at least 1 hit point and has advantage on constitution saving throws against poisons and wound effects such as the effect of the Sword of Wounding.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage plus 3 (1d6) acid, cold, fire, lightning, or poison damage (depending on brood).

**Bite (Mob Attack).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) piercing damage plus 3 (1d6) acid, cold, fire, lightning, or poison damage (depending on brood).



Artwork by DM Tuz

## DRAGONKIN

Large, draconic humanoids, with the scaly bodies, gnashing teeth and powerful claws of a dragon, in some cases even a pair of malformed wings jutting from their backs, these creatures are a mockery of naturally-occurring dragonborn, a poor biological copy that know only violence. Formed from a humanoid base infused with draconic power, pushing it well past whatever limits it once possessed, these creatures have somewhat more self-determination than their kin, able to use weaponry and wear armor. This makes them good soldiers, yet does not go so far as to allow them to disobey orders. Given the severe physical and mental trauma of being transformed in such a way, only the blindly fanatic, desperate, or unwilling undergo such a rite, as the result- one way or another- is almost always death.

### DRAGONKIN SOLDIER

Large dragon, neutral evil

**Armor Class** 17 (splint)  
**Hit Points** 85 (10d10 + 30)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	7 (-2)	12 (+1)	6 (-2)

**Proficiency** +3

**Skill Proficiency** Athletics +7, Perception +7

**Damage Resistances** acid, cold, fire, lightning, or poison

**Condition Immunities** charmed, exhausted, frightened, paralysis, unconscious

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 17

**Languages** Any language known before transformation, Draconic

**Challenge** 5 (1,800 XP)

**Brood.** The dragonkin deals an additional 2d6 damage with its bite attack. The type of this damage is depending on the dragonkin's brood. Additionally the dragonkin has resistance against the same damage type.

**Healing Factor.** The dragonkin regains 5 hit points at the start of its turn, if it has at least 1 hit point. Additionally the dragonkin has advantage on constitution saving throws against poisons and wound effects such as the effect of the Sword of Wounding.

### ACTIONS

**Multiattack.** The dragonkin makes three attacks: two with its weapon and one with its bite.

**Greatsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) slashing damage.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage plus 7 (2d6) acid, cold, fire, lightning, or poison damage (depending on brood).

### VARIANT: VESTIGAL WINGS

Some batches of dragonkin have vestigial wings. They have the following trait:

**Vestigial Wings.** When falling, the dragonkin can use a reaction to break its fall, reducing its falling speed to 60 ft. per round and suffering no falling damage until the beginning of its next turn. Additionally its vestigial wings allow the dragonkin to glide, doubling its jumping distance (40 ft. long jump, 20 ft. high jump).

## DRAGONKIN BOLTER

Large dragon, neutral evil

**Armor Class** 15 (chain shirt)

**Hit Points** 85 (10d10 + 30)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	7 (-2)	12 (+1)	6 (-2)

**Proficiency** +3

**Skill Proficiency** Athletics +6, Perception +7

**Damage Resistances** acid, cold, fire, lightning, or poison

**Condition Immunities** charmed, exhausted, frightened, paralysis, unconscious

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 17

**Languages** Any language known before transformation, Draconic

**Challenge** 5 (1,800 XP)

**Bolter.** The dragonkin ignore's the loading property of light or heavy crossbows and has no disadvantage on ranged attacks made with crossbows at long range if the target is within 200 ft.

**Brood.** The dragonkin deals an additional 2d6 damage with its bite attack. The type of this damage is depending on the dragonkin's brood. Additionally the dragonkin has resistance against the same damage type.

**Healing Factor.** The dragonkin regains 5 hit points at the start of its turn, if it has at least 1 hit point. Additionally the dragonkin has advantage on constitution saving throws against poisons and wound effects such as the effect of the Sword of Wounding.

### ACTIONS

**Multiattack.** The dragonkin makes two attacks with its weapon.

**Heavy Crossbow.** *Ranged Weapon Attack:* +7 to hit, range 200/400 ft., one target. *Hit:* 15 (2d10+4) slashing damage.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+3) piercing damage plus 7 (2d6) acid, cold, fire, lightning, or poison damage (depending on brood).

### REACTIONS

**Snap.** The dragonkin makes a bite attack against a creature that makes a melee weapon attack against it while being within 5 ft. of itself. If the attack hits the dragonkin moves up to 10 ft. without provoking opportunity attacks from the triggering creature.

## DRAGONKIN SCOUT

Large dragon, neutral evil

**Armor Class** 15 (chain shirt)

**Hit Points** 85 (10d10 + 30)

**Speed** 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	7 (-2)	14 (+2)	6 (-2)

**Proficiency** +3

**Skill Proficiency** Athletics +7, Perception +8, Stealth +5, Survival +5

**Damage Resistances** acid, cold, fire, lightning, or poison

**Condition Immunities** charmed, exhausted, frightened, paralysis, unconscious

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 18

**Languages** Any language known before transformation, Draconic

**Challenge** 5 (1,800 XP)

**Brood.** The dragonkin deals an additional 2d6 damage with its bite attack. The type of this damage is depending on the dragonkin's brood. Additionally the dragonkin has resistance against the same damage type.

**Climbing Tools.** The dragonkin scout has a climbing speed of 20 ft. as long as it has both of its picks.

**Clumsy Flight.** The dragonkin scout falls if it ends its turn in flight. If it is able to break the fall with its wings it takes no falling damage.

**Healing Factor.** The dragonkin regains 5 hit points at the start of its turn, if it has at least 1 hit point. Additionally the dragonkin has advantage on constitution saving throws against poisons and wound effects such as the effect of the Sword of Wounding.

### ACTIONS

**Multiattack.** The dragonkin makes four attacks; three with its picks and one with its bite.

**Picks.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+2) piercing damage plus 7 (2d6) acid, cold, fire, lightning, or poison damage (depending on brood).

## DRAGONKIN MYRMIDON

Large dragon, neutral evil

**Armor Class** 17 (splint)  
**Hit Points** 114 (12d10 + 48)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	7 (-2)	14 (+2)	6 (-2)

**Proficiency** +3  
**Saving Throws** Con +7, Wis +5  
**Skill Proficiency** Athletics +8, Perception +8  
**Damage Resistances** acid, cold, fire, lightning, or poison  
**Condition Immunities** charmed, exhausted, frightened, paralysis, unconscious  
**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 18  
**Languages** Any language known before transformation, Draconic  
**Challenge** 7 (2,900 XP)

**Brood.** The dragonkin deals an additional 2d6 damage with its bite attack. The type of this damage is depending on the dragonkin's brood. Additionally the dragonkin has resistance against the same damage type.

**Healing Factor.** The dragonkin regains 5 hit points at the start of its turn, if it has at least 1 hit point. Additionally the dragonkin has advantage on constitution saving throws against poisons and wound effects such as the effect of the Sword of Wounding.

**Martial Strike (1/turn).** Once per turn when the dragonkin hits a creature with a melee weapon attack, it deals an additional 5 (1d10) damage and chooses one of the following effects:

- The creature must succeed a DC 16 Strength saving throw or be knocked prone. [Strength Based]
- The creature must succeed a DC 16 Strength saving throw or be pushed back 5 ft. away from the dragon kin. [Strength Based]
- The creature must succeed a DC 16 Strength saving throw or drops a weapon or object the creature is holding. The item lands at its feet. [Strength Based]

### ACTIONS

**Multiattack.** The dragonkin makes three attacks; two with its halberd and one with its bite.

**Halberd.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) slashing damage.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage plus 7 (2d6) acid, cold, fire, lightning, or poison damage (depending on brood).

## DRAGONKIN THEURGE

Large dragon, neutral evil

**Armor Class** 16 (chain mail)  
**Hit Points** 85 (10d10 + 30)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	7 (-2)	17 (+3)	6 (-2)

**Proficiency** +3  
**Saving Throws** Wis +6, Cha + 1  
**Skill Proficiency** Perception +9  
**Damage Resistances** acid, cold, fire, lightning, or poison  
**Condition Immunities** charmed, exhausted, frightened, paralysis, unconscious  
**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 19  
**Languages** Any language known before transformation, Draconic  
**Challenge** 6 (2,300 XP)

**Brood.** The dragonkin deals an additional 2d6 damage with its bite attack. The type of this damage is depending on the dragonkin's brood. Additionally the dragonkin has resistance against the same damage type.

**Healing Factor.** The dragonkin regains 5 hit points at the start of its turn, if it has at least 1 hit point. Additionally the dragonkin has advantage on constitution saving throws against poisons and wound effects such as the effect of the Sword of Wounding.

**Spellcasting.** The theurge is a 7th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit). The theurge can cast the following spells:

Cantrips: *Fire Bolt, Guidance, Mending, Ray of Frost*  
 1st (4 slots): *Bane, Command, Guiding Bolt, Inflict Wounds*  
 2nd (3 slots): *Blindness/Deafness, Hold Person, Silence, Spiritual Weapon*  
 3rd (3 slots): *Bestow Curse, Dispel Magic, Sending, Spirit Guardians*  
 4th (1 slots): *Banishment, Wall of Fire*

### ACTIONS

**Multiattack.** The dragonkin makes three attacks; two with its heavy pick and one with its bite.

**Heavy Pick.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) slashing damage.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage plus 7 (2d6) acid, cold, fire, lightning, or poison damage (depending on brood).

## RAVAGER

There are few creatures with as apt a name as the Ravager. These towering, bipedal monstrosities, armored with a thick carapace and armed with powerful jaws and two sets of arms- one pair ending in terrible, rending claws- are a true terror to behold.

In a bit of cruel irony, however unintentional, the Ravager possesses six limbs, much like a true dragon, but in lieu of wings, their extra set of arms seems to only exist as a means of dealing more devastation to a potential foe. Tireless, violent, and unstoppable by all but the most destructive means, a Ravager will not stop once on the attack, tearing into foes both with physical weapons and a breath attack that pulls from its disturbingly deep reserves of draconic energy. Fighting on until a foe is defeated, ignoring mortal wounds and fatigue, a Ravager will not stop until it is no longer faced with any possible threats, a fact that makes their recovery for their masters afterwards... difficult.



Artwork by DM Tuz

## RAVAGER

*Huge dragon, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 150 (13d12 + 65)

**Speed** 50 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	21 (+4)	3 (-4)	14 (+2)	6 (-2)

**Proficiency** +4

**Saving Throws** Str +10, Con +8, Wis +6

**Skill Proficiency** Perception +6

**Damage Resistances** acid, cold, fire, lightning, or poison

**Condition Immunities** charmed, exhausted, frightened, paralysis, unconscious

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 16

**Challenge** 11 (7,200 XP)

**Additional Arms.** The ravager has an additional pair of arms that it can use to grapple with a reach of 5 feet, escape DC 18.

**Brood.** The ravager deals an additional 2d6 damage with its bite attack. The type of this damage is depending on the ravager's brood. Additionally the ravager has resistance against the same damage type.

**Draconic Rage.** When the ravager is reduced to below half of its hit points, it recharges the use of its breath attack and can use it as a reaction.

**Exhausted Breath.** The ravager deals no additional damage with its bite attack when it needs to recharge its breath attack.

**Healing Factor.** The ravager regains 10 hit points at the start of its turn, if it has at least 1 hit point. Additionally the ravager has advantage on constitution saving throws against poisons and wound effects such as the effect of the Sword of Wounding.

### ACTIONS

**Multiattack.** The ravager makes a grapple check and three attacks; two with its claws and one with its bite. Instead of a bite attack it can use its breath attack.

**Claws.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10+6) slashing damage.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) piercing damage plus 7 (2d6) acid, cold, fire, lightning, or poison damage (depending on brood). This attack has advantage against creatures grappled by the ravager.

**Breath Attack (Recharge 5-6).** The ravager exhales its breath weapon. Each creature the area must make a DC 16 saving throw, taking 28 (8d6) damage on a failed save, or half as much damage on a successful one. The shape, saving throw and damage type of its breath is determined by its brood.

[Constitution Based]

## Unbound Monsters: Draconic Mutants

# DRACONIC TRAGEDY

Little more than a misshapen mass of draconic parts, wings and limbs and even jaws stuck haphazardly to an ever-shifting mass, the Draconic Tragedy lives up to its name. Given the volatility and danger inherent in experimentation with draconic energies, these foul beings are a fairly common result, a biological morasse trapped in a state of constant generation and regeneration of seemingly random limbs and features. Though sickening to behold, these creatures still possess a grave threat, as there are few forces who would let such an expenditure of material go to waste, and as such, they are sent into combat all the same. Less deployed than they are 'dropped' into a fray, they strike out with random, hateful fury, attacking anything their constantly-shifting limbs can reach, until the mercy of death is finally bestowed upon them.



Artwork by DM Tuz

## DRACONIC TRAGEDY

huge dragon, chaotic evil

**Armor Class** 13 (natural armor)

**Hit Points** 184 (16d12 + 80)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	21 (+5)	2 (-4)	8 (-1)	3 (-4)

**Proficiency** +3

**Damage Resistances** acid, cold, fire, lightning, or poison

**Condition Immunities** charmed, exhausted, frightened, paralysis, prone, unconscious

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 12

**Challenge** 9 (5,000 XP)

**Amorphous.** The draconic tragedy can squeeze through openings large enough for medium size creatures, and can move through any opening large enough for a large creature without squeezing.

**Brood.** The draconic tragedy deals an additional 1d6 damage with its bite attack. The type of this damage is depending on the draconic tragedy's brood. Additionally the draconic tragedy has resistance against the same damage type.

**Healing Factor.** The draconic tragedy regains 10 hit points at the start of its turn, if it has at least 1 hit point. Additionally the draconic tragedy has advantage on constitution saving throws against poisons and wound effects such as the effect of the Sword of Wounding.

**Many Maws.** The draconic tragedy can make opportunity attacks with its bite without using its reaction.

### ACTIONS

**Multiattack.** The draconic tragedy makes four bite attacks.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 +5) piercing damage plus 3 (1d6) acid, cold, fire, lightning, or poison damage (depending on brood).

**Draconic Cacophony.** The draconic tragedy's mass of roar in discordant unity. Each creature within 60 ft. of the draconic tragedy that can hear it must succeed on a DC 16 Wisdom saving throw. On a failed save a creature is frightened until the end of the draconic tragedy's next turn. A creature that fails the saving throw by 5 or more must use its reaction to move its speed away from the draconic tragedy. The creature doesn't move into obvious hazards such as fire or a pit.

[Constitution Based]

**Breath Attack (Recharge 5-6).** The draconic tragedy exhales its breath weapon. Each creature the area must make a DC 16 saving throw, taking 42 (12d6) damage on a failed save, or half as much damage on a successful one. The shape, saving throw and damage type of its breath is determined by its brood.

[Constitution Based]

### REACTIONS

**Tortured Roar (1/day).** When the draconic tragedy is reduced to below half of its maximum hit points it uses draconic cacophony.

# Thank you for your continued support, dear patrons!



## Adventurers

Archcanni  
Daniel  
Highway  
Jacob  
Mister Crowbar



## Bosses

Dallas  
John  
Micah  
RatOrchestra  
Reddest Mage  
Happy Myconid



## Dragons

Aaron V.  
Andrew  
Anton  
Andrés R.  
Ariel  
Ashes  
Batwing  
Ben  
Brandon P.  
Casiah L.  
Castreek  
Cesar C.  
Colin S.  
Crabmalique  
Curly  
Dae V.  
David K.  
Davkro  
Desiree T.  
Dillon Y.  
Dismas N.  
Dylan  
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Eveninglion  
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Shifter 124  
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Yhargrim  
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