

IPHAE'S FALL

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IPHAE'S FALL, THE VOLCANIC CITY

Iphae's Fall (or Illinditharl, "The Way Below" as it was originally called) was founded over two hundred years ago by Illhaefen Iphae, a drow who sought to create a society free from the wicked aspirations and bitter politicking under the thumb of the drows' patron goddess. Eventually settling far from home in the caverns below a dormant volcano called Oluth'kairn, Iphae labored to liberate her elven brothers and sisters from their religious and familial binds; other ancestors, such as the duergar and deep gnomes, also grew to call Illinditharl home. Before long, this refuge grew to a small city—and with this new prosperity, its time of reckoning began.

Iphae's spurned goddess, ever scheming and venomous, waited patiently for Illinditharl to become plump with the hopes and dreams of apostates. When the time eventually came to pluck it—as one would a ripe fruit—and harvest its sorrows, the goddess reignited the long-dormant Oluth'kairn volcano. Magma began to flow once more, and without intervention, the city would be swept away in a sea of fire, and the goddess would have her harvest.

In her hour of need, Queen Iphae was visited by a child of light, a **solar** called Sabrael. On behalf of her sun goddess mother, the celestial creature bound Queen Iphae to a divine oath, purifying the Queen of her wicked goddess' taint. Armed with a newfound divinity, Queen Iphae then plunged herself into the heart of Oluth'kairn in an act of divine-inspired martyrdom. It was through this act of defiance that the queen was transmuted into a living artifact: the Queen's Heart Crystal. By joining herself to Oluth'kairn, Queen Iphae could regulate its magma flows, ensuring that the volcano would never be a threat to Illinditharl again. Shortly thereafter, her daughter, Queen Iphae II, renamed the city to "Iphae's Fall" in honor of that sacrifice.

The fallout from her absence is still being felt today; various members of her family have vied for the throne over the past two centuries, resorting to the same infighting, assassinations, and brutal politicking that Iphae had sought to originally escape. It wasn't until recently, however, that open warfare came to the city's streets, when Queen Iphae VIII decided to exterminate all opposition to her rule. This led to a civil war that lasted three years. It ended recently when Morne Inabella, the leader of the city's resistance, drove her blade through the Tyrant Queen's heart. Thus it was that the Iphae bloodline was ended, and thus it was that the city's name, "Iphae's Fall," took on a double meaning.

Now, the city finds itself in an uneasy, transitional period: the scars of civil war are still fresh, and bad actors threaten to undermine the good intentions of Morne and her new government. It will take compassion, understanding, and most importantly, time, for Iphae's Fall to rediscover its original mission as a safe haven from the ills of the world.

CITY OF ASH

Iphae's Fall is a city with a troubled history. Here are some of the more notable organizations currently in power.

The Provisional Government. Iphae's Fall is currently ruled by a provisional government, led by Morne Inabella. Their Volunteer Guard, composed of everyday citizens, is struggling to maintain order in the city, especially in the so-called "Gutter" surrounding Iphae's Fall.

Obsidian Bike Gangs. The civil war drove many people to seek shelter in the outer edges of Iphae's Fall. It was here that many turned to a life of crime, forming obsidian bike gangs. These gangs are naturally distrustful of the provisional government, and don't wish to conform to their (or anyone's) rule of law. Their distrust of authority doesn't make them evil, however, only insular; most wish to be left alone. Within these gangs, their own codes of conduct rule supreme.

The Druids of Flame. A secret sect of druids lurk within Iphae's Fall, drawing their power from the Elemental Plane of Fire. They lure in unsuspecting refugees and new arrivals to their charity organization, The Open Flame, wherein they attempt to recruit them to their dire cause: the destruction of the Queen's Heart Crystal.

IYRDYLIN

THE QUEEN'S HEART CRYSTAL

When Iphae cast herself into the Oluth'kairn volcano, her divine oath to the sun goddess transformed her into a crystalline artifact: the Queen's Heart Crystal. By doing so, she joined herself to the very foundation of the volcano, which allowed her to quell its raging heart and prevent it from erupting. Through this noble sacrifice, her people have been allotted a unique opportunity: by magically attuning themselves to the Queen's Heart Crystal, or at least a shard of the local obsidian, the people of Iphae's Fall have been able to create marvelous wonders found nowhere else in the world.

Unfortunately for them, the Queen's Heart Crystal is under threat. A scion of the Elemental Plane of Fire, Baron Ignean, seeks to consume the artifact's divine magic to increase his own power. See "The Flame Druid Conspiracy" on page 10 for more information.

Queen-Touched Obsidian. The Queen's Heart Crystal radiates out into the surrounding earth, transforming ordinary rock formations into chunks of purplish, "queen-touched" obsidian. These gemstones are valuable for their beauty, as normal, and also for their use in the local machinery. Machines that are made using chunks of queen-touched obsidian at their core can be controlled, magically, and with the aid of levers or pulleys, by anyone attuned to such a shard themselves. See "Obsidian Technology" below.

However, creatures that frequently interact with large quantities of the obsidian (for example, **queen-touched bulettes**—see the appendix) become changed on a fundamental level—so far, there are no cases of citizenry becoming changed, but plenty of herbalists and merchants are already claiming cures for such an ailment.

- Queen-touched obsidian loses its unique properties once taken at least 10 miles from Iphae's Fall; its purple sheen dulls, and its flexibility fades. This also occurs if the Queen's Heart Crystal is destroyed.

Obsidian Technology. The Queen’s Heart Crystal has allowed for the creation and control of unique, magical technologies powered by queen-touched obsidian. The most prevalent of these technologies is the obsidian bike. These devices are as fast as horses, but can be temporarily sped up to go twice as fast by infusing it with the dust of crushed queen-touched obsidian.

- A creature must attune to a shard of queen-touched obsidian worth at least 10 gp. Doing so allows that creature to interface with obsidian technology; all obsidian devices have a similarly-sized chunk of obsidian at their core.
- Obsidian devices become inert, nonmagical objects once removed from Iphae’s Fall (they must stay relatively near the Queen’s Heart Crystal to remain active). They also become inert if the Queen’s Heart Crystal is destroyed.

POPULATION

The population of Iphae’s Fall is approximately 12,000 people, composed mostly of drow, duergar, and deep gnomes. Trace numbers of surface dwelling ancestries (humans and halflings, mostly) make up a small, but active minority of the city’s populace. Rarer still are other, non-humanoid creatures—such as xorn, trolls, and elementals—that have taken residence within the metropolis.

EVERYDAY LIFE

Life in Iphae’s Fall is not too dissimilar to life in any other major city, with a few key differences:

Surface Detail. As an underground city inhabited mostly by creatures who can see in the dark, the streets of Iphae’s Fall are lit by low-brightness lamps filled with cooling magma pumped from the volcano’s core. The city has a smoky, industrial atmosphere that nature-lovers might find particularly oppressive.

- Creatures without darkvision treat the entire city as if it were lightly obscured.

Oppressive Heat. Iphae’s Fall is an incredibly hot city, bordering on unlivable for most ancestries; newcomers must undergo a period of acclimation. Creatures with resistance or immunity to fire damage, however, find it quite comfortable.

Obsidian Trams. By far the most impressive feature of Iphae’s Fall is its cutting edge public transportation system and technological marvel, the obsidian trams: trains suspended from steel rails that encircle the entirety of the city. With the obsidian trams, a person can reach the opposite end of the city in a fraction of the time it would take to walk.

The Gutter. The carved trench below the tram system, however, is far less glamorous. Called “the Gutter” by the city’s denizens, this trash-filled and crime-ridden trench serves as the private playground for various obsidian bike gangs, who spend their days racing up and down the impromptu highway and battling over the city’s scraps.

The Volunteer Guard. Following the city’s civil war and the formation of its current provisional government, the need arose for a new peacekeeping force, one organized from the citizenry itself. This Volunteer Guard struggles daily to bring order to the Gutter and legitimize the provisional

government’s rule in the people’s eyes. Their efforts thus far, however, have proven inadequate in combating the city’s crime.

NOTABLE LOCATIONS

PA ELENALVA, “THE ENDURING SILVER”

Pa Elendalva, or “The Enduring Silver” in the Common tongue, is a massive marketplace that never sleeps; amidst the magma lights, the silvered surfaces of trinkets and bangles twinkle and gleam, hence the market’s name. There are four proper shops in Pa Elendalva, around which a veritable tent city has arisen: rows upon rows of independent kiosks jostling for attention and coin. Whatever the product or service the characters desire, they can almost assuredly find it here.

Crowded. Day or night, Pa Elendalva is packed with people.

- Treat the entire area as difficult terrain.
- If combat breaks out, bystanders panic and flee. Each round on initiative count 20, every creature involved in the combat must succeed on a DC 12 Strength saving throw or be knocked prone and trampled for 7 (2d6) bludgeoning damage. Creatures with features that allow them to move into other creatures’ spaces (such as a **fire elemental’s** Fire Form) ignore this rule. Bystanders clear out of the immediate area after 3 rounds.



RANDOM ENCOUNTERS

As the characters explore Pa Elendalva, a complication or development might help bring the setting to life. The table below offers some suggestions:

PA ELENDAVA RANDOM ENCOUNTERS

d10 Encounter

- 1 A pair of **bandits** rip a character's coin purse from their belt and take off through the crowd.
A 30-foot-wide and 100-foot-long fissure erupts beneath the characters' feet; magma bubbles to the surface, burning a nearby **commoner** and reducing their hit points to 1. The commoner will perish on initiative count 20 of the following round. The magma rapidly cools at the beginning of the third round. At the beginning of each round, each character still standing in the area must succeed on a DC 12 Dexterity (Acrobatics) check to navigate the bubbling magma, taking 21 (6d6) fire damage on a failed saving throw, or half as much on a successful one. Keep in mind that Pa Elendalva itself is treated as if it were difficult terrain.
- 2 The characters pass by a refugee (**commoner**) who's asking passerby if they've seen their missing partner. See "The Flame Druid Conspiracy" on page 10 for more information.
Someone's obsidian-powered toy plane loses control and spirals toward one of the characters. That character must succeed on a DC 14 Dexterity saving throw or take 1 bludgeoning damage; regardless, the characters can claim the broken toy plane. The toy plane can be fixed at Obsidian Tinkerers Inc. (see page 5) for 20 gp. Once fixed, the toy plane functions identically to a *silver raven figurine of wondrous power*.
- 3 Through the sight of an invisible *arcane eye*, Mistress Lythra attempts to use her Charm on the character with the highest Charisma score; for the purposes of this encounter, the character doesn't need to see the vampire to be charmed. The character must make a DC 17 Wisdom saving throw. On a success, nothing happens. On a failure, however, the character is beckoned to The Hot Crater "for an evening drink" (see page 6).
- 4 A **xorn**, desperate for a taste of queen-touched obsidian, begins wreaking havoc in the marketplace when no one will give him a piece.
Two **flame druids** (see the appendix) are passing out fliers advertising The Open Flame's charity services (see page 5). They encourage the characters to stop by and donate their time.
- 5 A troupe of buskers and hedge sorcerers (4 **commoners** with proficiency in Performance and the ability to cast *dancing lights* without needing components) is putting on a song-and-light show. A basket on the ground contains 16 cp and 5 sp.

d10 Encounter

- 9 Frustrated with the heat, a visiting **mage** decides to cast *create or destroy water*, using the Create Water option to douse the crowd (including the characters) with lukewarm water and causing the area to fill with hissing steam.
An adolescent **troll** (treat it as normal, except it has half the normal hit points) appears to be lost in the crowd. He's clutching a "blankie," which is really the entire pelt of a sheep. Its mother was last seen heading toward The Open Flame (see page 5).
- 10

COALHEART'S FORGE

Smithing and repair services

Babrar Coalheart (NG male dwarf **noble** with expertise in smith's tools) is the proud owner and operator of Iphae's Fall's preeminent forge. He and his apprentices are capable of crafting and/or repairing any equipment the characters might need...that is, if they can rouse Babrar from his drunk-en stupor.

BIBBINS & BOBBINS MAGICAL SUNDRIES

Magical miscellanea and enchantment services

Bibbins and Bobbins (neutral good male gnome **magics**) are a pair of gnomish brothers that moved to Iphae's Fall to start their own business. If the characters require magical services (such as enchanting, divination, magic item purchasing, etc.), they may be able to find what they're looking for at Magical Sundries.

OBSIDIAN TINKERERS INC.

Custom obsidian-powered gizmos

Obsidian Tinkerers Inc. is a guild of craftspeople who specialize in utilizing the Queen's Heart Crystal's capabilities in creating unique, obsidian-powered items. Headmaster Snalwi (neutral evil male **deep gnome** with expertise in smith's tools) leads the guild; his proudest invention, the obsidian bike, has unfortunately landed him in hot water with the provisional government.

THE OPEN FLAME

Charity and refugee organization

In the wake of the city's civil war, a male drow named Emrysin (see "People of Interest" on page 8) founded The Open Flame, a charity organization devoted to helping refugees and newcomers to the city find their footing. Though The Open Flame has in fact done splendid work toward mending the city's war wounds, their beneficence is merely incidental: The Open Flame is actually a front for a cult of druids (led by Emrysin himself) who seek to summon their dark master onto the Material Plane. See "The Flame Druid Conspiracy" on page 10 for more information.

Guards. The Open Flame compound is guarded by 6 **flame druids** (see the appendix). If their numbers are reduced to 1, the final flame druid attempts to retreat to the Ireburn Gorge and warn Archdruid Emrysin.

Ireburn Gorge Entrance. Within The Open Flame lies a secret passage to the Ireburn Gorge (see “The Ireburn Gorge” on page 7), where the druids and their followers conduct plans.

THE GUTTER

“The Gutter” is a deep trench that runs underneath and parallel to the obsidian tram system that girdles the entire city. As the city grew larger, its people began disposing of their garbage in the trench, hence its name.

During the civil war, the displaced and disaffected took refuge in the Gutter. The flat, wide trench, broken up only by the obsidian tram’s support pillars and the city’s trash, lent itself perfectly for scavenging, survival, and, eventually, obsidian bike racing. It was only natural that these forgotten citizens eventually organized themselves into obsidian bike gangs.

Gutter Dimensions. The Gutter is about 500 feet wide and 100 feet deep, with sloped sides that make for a steep, but doable climb.

Overwhelming Stench. The Gutter is filled with the city’s smelly garbage.

- Creatures in the Gutter have disadvantage on Wisdom (Perception) checks that rely on smell.

Obsidian Bike Gangs. The Gutter is inhabited and fought over by five gangs of obsidian bike riders:

- Banshees—tune their bikes to literally wail (the faster, the louder).
- Liarinas—paint ghoulish, pallid masks over their own faces.
- The Longswords—fancy themselves as proper knights, with a chivalric code. They’d have horses if they could survive in the harsh heat.
- The Mad Dragons—red bikes, red clothes, pyrotechnics.
- Razorgirls—all-girl gang wielding bladed knuckles.

Street Racing. The obsidian bike gangs engage in a daily ritual of high-speed combat racing. Though death is rare, the sport is incredibly dangerous. Refer to “Obsidian Bike Racing” on page 10 for more information.

RANDOM ENCOUNTERS

As the characters explore the tram gutter, a complication or development might help bring the setting to life. The table below offers some suggestions:

THE GUTTER RANDOM ENCOUNTERS

d10 Encounter

- 1 A Mad Dragon **obsidian bike rider** (see the appendix) zips past the characters, followed shortly thereafter by 1d4 Liarinas **obsidian bike riders**. If the characters help the Mad Dragon, they may offer to introduce them to Dekana, their leader (see page 8).
- 2 The characters come across 1d4 Volunteer **guards** that are in the process of arresting a Longsword **obsidian bike rider**.

d10 Encounter

- 3 1d4 + 1 Longsword **obsidian bike riders** approach the characters peacefully. In exaggerated, regal tones, they request their assistance in slaying a colony of 1d4 + 1 **roppers** that have taken residence in the garbage heaps nearby.

- 4 The characters are caught in the middle of a death race between 1d4 Banshee **obsidian bike riders** and 1d4 Razorgirl **obsidian bike riders**; the race devolves into an all out brawl.

- 5 An obsidian tram passes overhead in a roar of metal and smoke; garbage bags begin raining from the sky. Have each character make a DC 12 Dexterity saving throw. Any character that fails is hit in the head with a bag of garbage for 17 (5d6) bludgeoning damage.

- 6 The characters hear the approaching wail of 2d4 Banshee **obsidian bike riders**. They may attempt to hide in nearby garbage piles by performing a group DC 14 Dexterity (Stealth) check. If half or more of the group succeeds, they remain hidden, and the bikers continue past; if half or more of the group fails, however, the bikers confront the characters.

- 7 2 **fire elementals** are burning garbage, causing the area to fill with black, acrid smoke. A creature that breathes the smoke must succeed on a DC 12 Constitution saving throw or become poisoned until they finish a long rest.

- 8 2d4 **giant rats** have cornered a small child (treat them as a **commoner**, except their size is Small and they have no effective attacks). The child is severely undernourished, and lost her parents after they visited The Open Flame.

- 9 1d4 + 1 queen-touched mining carts (treat them as **animated armors**, except their False Appearance trait makes them look like mining carts), along with 1d4 + 1 queen-touched shovels (treat them as **flying swords**, except their False Appearance trait makes them look like shovels and their Longsword attack deals bludgeoning damage) come to life as the characters draw near.

Once the animated creatures are defeated, the characters can claim 1d4 + 1 chunks of queen-touched obsidian, worth 10 gp each.

- 10 A pack of 2d4 + 2 **blink dogs** begin surrounding the characters. A character that succeeds on a DC 10 Wisdom (Animal Handling) check realizes that the creatures are simply hungry; offering the dogs a day’s worth of rations causes them to relax.

THE HOT CRATER

The Hot Crater is the most popular bar and dance hall in all of Iphae’s Fall, located in the heart of Pa Elendalva. It’s also a towering inn, with rooms that remain magically cool, and are even proofed from sound and divination magic—“to ensure both comfort and discretion for all their clients,” the staff will chime. Unbeknownst to the good people of Iphae’s Fall, however, the club harbors a terrible secret.

Vampire Owner. The club is run by a drow-turned-vampire called Mistress Lythrana (neutral evil female **vampire**), who wouldn't be caught dead (if such a thing were possible) without an entourage of servants (4 **vampire spawns**). Needless to say, when she does make a rare appearance, her dance partners are rarely seen again; she's only evaded detection thus far thanks to her own cautious nature and the crowded environs of Pa Elendalva.

- Mistress Lythrana wears a *ring of mind shielding*, an *amulet of proof against detection and location*, and carries a *wind fan* with her, which she uses to make coy advances on unsuspecting prey.

Anti-Divination Magic. The entire club is warded against divination magic by a permanent *private sanctum* spell. Additionally, features and spells that detect undead don't function inside the club.

Lythrana's Blood Bank. Below the club, inside a secret chamber, Mistress Lythrana's victims hang upside down, their blood draining slowly into all manner of cups, goblets, wine glasses, and bowls. Her coffin, too, lies here—after all, who wants to walk far from their bed for a midnight snack? When they're not accompanying Lythrana to the dance floor, her **vampire spawn** entourage lay here, eager to serve their mistress.

RANDOM ENCOUNTERS

As the characters explore The Hot Crater, a complication or development might help bring the setting to life. The table below offers some suggestions:

HOT CRATER RANDOM ENCOUNTERS

d10 Encounter

- 3 **ghosts** descend from the ceiling and begin vigorously tap dancing. The ghosts are harmless unless threatened. A character that succeeds on a DC 16 Wisdom (Perception) check notices bite marks on the ghosts' necks.
- 1
- The characters witness a brawl break out between 4 **commoners**. After a few rounds, 3 bouncers (**bandits**) carry them from the dance floor and toss them outside.
- 2
- A troublemaker shatters an experimental potion on the dance floor, causing the area to fill with blueish smoke. Any creature that inhales the smoke can hover for 30 minutes. The crowd is delighted.
- 3
- A **commoner** stumbles onto the dance floor, naked and covered in blood; nearby dancers begin screaming. The commoner collapses, dead. A *speak with dead* spell or similar effect reveals that they were murdered, torn apart by fanged animals somewhere downstairs. Mistress Lythrana and her entourage work to abscond with the body as soon as possible. They give out a round of drinks to return the hall to normal.
- 4
- A jilted lover casts *zone of truth* over the dance floor.
- 5

d10 Encounter

- A colony of 3d4 **giant fire beetles** burst through the dance floor, sending everyone into a panic. A creature of Small size or smaller can shimmy through the hole that they made. After two hours of travel, they arrive at the bugs' place of origin: the Ireburn Gorge (see "Part Two: Ireburn Gorge" on page 10).
- 6
- A pair of enchanted boots dances on its own. The boots are cursed: any creature that dons them is forced to continue dancing for as long as they wear them. The boots can't be removed until either the curse is lifted (via a *remove curse* spell or similar effect) or the next time it strikes midnight.
- 7
- 2d4 **shadows** skulk on the walls and ceiling; they attempt to use their Strength Drain on one dancing **commoner** at a time. They remain hidden for the duration (Perception check DC 18). If the characters don't notice them, the crowd is sent into a panic after the third **commoner** is slain.
- 8
- An **efreeti**, in disguise as a beautiful human woman named Teshah, watches the characters carefully. If they've already proven themselves as an adventurous sort (either by witnessing their deeds in the market or the club itself), she approaches the characters. Otherwise, she remains in the club until the characters catch her eye.
- Once the characters have proven themselves useful, Teshah warns the characters not to trust The Open Flame, and encourages them to investigate the premises. A character that succeeds on a DC 14 Charisma (Persuasion) check can convince Teshah to share the full story: she is a rival of a dangerous creature called Baron Ignean, and doesn't want to see him emerge on the Material Plane (see "The Flame Druid Conspiracy" on page 10).
- 9
- Teshah is unwilling to tell them anything else, but does offer them a small boon: until Baron Ignean is destroyed, she imparts on them resistance to fire damage. Characters who are already resistant to fire damage become immune. The boon also ends if any character leaves the city.
- Mistress Lythrana and her entourage make a grand entrance to the dance floor. Lythrana uses her *wind fan* to make sly advances on the character with the highest Charisma. Once an opportunity presents itself, she attempts to use her Charm on that character to convince them into joining her in her secret lair downstairs.
- 10

THE IREBURN GORGE

A series of magma caverns lie beneath Iphae's Fall, leading directly into the heart of the volcano itself—the Ireburn Gorge. It is here that the Flame Druids, led by Archdruid Emrysin, work tirelessly to rip open a portal to the Elemental Plane of Fire. Should they succeed, the Archdruid's patron, a massive elemental creature called Baron Ignean, will emerge, threatening the Queen's Heart Crystal and eventually bringing Iphae's Fall to ruin.

DEFENSES

Servants of Flame. The Flame Druids have a host of creatures under their control, courtesy of Baron Ignean: **magma mephits**, **fire elementals**, **salamanders**, **giant fire beetles**, and even a pair of **fire giants**. These creatures obey the Flame Druids' every command (some begrudgingly, out of fear for Baron Ignean's wrath); in rare cases, a Flame Druid may even choose one of the lesser creatures as a familiar or pet.

Lava Flows. Wherever you are in the Ireburn Gorge, you're never more than 60 feet away from a source of lava. A creature that falls into lava or starts its turn in lava takes 33 (6d10) fire damage.

Consequently, treat the Ireburn Gorge as being well lit.

RANDOM ENCOUNTERS

Ireburn Gorge's random encounters table can be found on page 11.

PEOPLE OF INTEREST

The fate of Iphae's Fall is constantly being written, its destiny molded—for good or ill—by a chosen few. Here are some of the most important authors of the city's story:

DEKANA, MAD DRAGON CAPTAIN

Dekana Torrieth (chaotic good **obsidian bike rider**—see the appendix—with darkvision out to 120 feet and the Fey Ancestry, Innate Spellcasting, and Sunlight Sensitivity traits identical to a drow) is the captain of the Mad Dragons, the largest gang of obsidian bikers in the Gutter. Like a great many others, Dekana fled to the Gutter as a youth during the city's civil war, wherein they discovered a freer way of life. Now, Dekana's influence is beginning to spread; the Mad Dragons have already absorbed a number of other gangs. As these disaffected bikers take their fights into the city proper, they threaten to upend the provisional government's efforts at stability.

- **Ideal: Freedom.** Dekana doesn't believe in organized government. To them, the provisional government and its promises of democracy is just as bad as the last Queen Iphae's tyranny.
- **Bond: The Mad Dragons.** Dekana's bonds of fellowship begin and end within the Mad Dragons gang. That being said, they are a naturally compassionate person, and would never turn down someone in need.
- **Flaw: Reckless.** Young and brash, Dekana tends to throw themselves headlong into problems before thinking them through.
- **Goal: Stay Free.** Dekana thinks only of total autonomy, both for themselves and their fellow Mad Dragons. They are determined to defy the provisional government—and any outside threats that present themselves—for as long as possible.

MORNE, PROVISIONAL GOVERNOR

Morne Inabella (neutral evil female **gladiator** with darkvision out to 120 feet and the Fey Ancestry, Innate Spellcasting, and Sunlight Sensitivity traits identical to a drow) is the cur-

rent governor of Iphae's Fall; hers was the cause that plunged the city into civil war, and hers was the blade that slew Queen Iphae atop her throne. Unfortunately for Morne, her own ambitions have led her into a position of power for which she's ill-equipped. With the flames of war still cooling, Morne finds herself floundering in matters of statecraft—with each passing day, the authority of her provisional government wanes in the people's eyes.

- **Ideal: Justice.** Morne is driven by an intense desire for justice. She is decisive in matters where right is clear from wrong, but struggles to navigate the more morally ambiguous (and, frankly, boring) matters of governance.
- **Bond: The City.** Morne cares deeply for the city, and wants nothing more than to see its people happy—no matter the cost. This desire, however, leaves her vulnerable to bad actors; her government is rife with corruption.
- **Flaw: Rigid.** Morne conducts herself according to a rigid code of honor. This rigidity proved a boon to commanding an army, but has since become a hindrance to the agile governance of 12,000 civilians.
- **Goal: Lead the City.** Though Morne knows that she's a poor fit for the governor's office, she's nevertheless determined to "right the ship" and lead Iphae's Fall into a new, democratic future.

EMRYSIN, ARCHDRUID OF FLAME

To the people of Iphae's Fall, Emrysin (chaotic neutral male **archdruid of flame**—see the appendix) is the benevolent founder and organizer of the Open Flame, a charity organization formed in the wake of the city's brutal civil war. However, this public image is but a carefully cultivated charade; in truth, Emrysin is the Archdruid of the Flame Druids, a cult that lurks in the magma caverns below Iphae's Fall. Under Emrysin's leadership, the cult works tirelessly to usher in their fiery master, a scion of the Elemental Plane of Fire, Baron Ignean.

During the city's civil war, Emrysin's family was slain by rebels loyal to Morne; on that day, Emrysin vowed vengeance against Morne, and by extension, the city itself, which Emrysin sees as nothing more than a monument to wanton violence. Praying to the gods both old and new, he sought a divine reckoning—and was answered by Baron Ignean. See "The Flame Druid Conspiracy" on page 10 for more information.

- **Ideal: Change.** Emrysin holds change—and by extension, adaptability—above all else. To him, stability is a lie. The true face of the world is reflected in the light of a guttering candle: everchanging.
- **Bond: Baron Ignean.** Emrysin owes his power and influence to Baron Ignean, whom he reveres as a godlike figure. If Emrysin were to ever renounce the Baron, his powers would be lost.
- **Flaw: Traumatized.** Deep down, Emrysin is suffering from the traumas of civil war. His disillusionment with the world (and his desire to see it burn) is born of fear and anger. When confronted, there is a slim opportunity to change Emrysin's course of action.
- **Goal: Destroy Iphae's Fall.** Blinded by his grief and rage, Emrysin hopes to rip open a portal to the Elemental Plane of Fire and summon Baron Ignean onto the Material

Plane. Should Baron Ignean claim the Queen's Heart Crystal, he will subvert its power to overload the volcano and destroy Iphae's Fall—at least, that's what Baron has promised. Until then, Emrysin eschews all obsidian technology.

Secret: The Baron's Motivation. Baron Ignean is an ancient lord of the Elemental Plane of Fire, an evil, malevolent creature that hungers for power and domination. By consuming the divine magic of the Queen's Heart Crystal, the Baron would be able to challenge his superiors and name himself Prince. Iphae's Fall, Archdruid Emrysin, and his cult are but pawns in this larger scheme; the Baron will discard them at his earliest convenience.

PROVISIONAL GOVERNMENT TASKS

- | d4 | Task |
|----|---|
| 1 | Patrol Pa Elendalva: roll on or choose from the "Pa Elendalva Random Encounters" on page 5. |
| 2 | Patrol the Gutter: roll on or choose from the "The Gutter Random Encounters" on page 6. |
| 3 | Bug Hunt: a colony of 2d4 giant fire beetles have burrowed into someone's home. They need to be exterminated before they begin to spread. |
| 4 | Investigate Missing Persons: there have been dozens of missing persons reports over the past few months. The Open Flame and The Hot Crater warrant investigation. |

THINGS TO DO IN IPHAE'S FALL

Iphae's Fall is a bustling city filled with opportunities for adventure; the following activities can help bring the setting to life, or even provide adventure hooks for longer sessions.

WORK FOR THE PROVISIONAL GOVERNMENT

Morne Inabella and her Volunteer Guard need all the help they can get in legitimizing their government and maintaining the peace. Characters who wish to uphold the rule of law will find plenty of work...and plenty of temptations.

Should the characters wish to work for the Volunteer Guard, roll on or choose from the task table below:

Complication

Roll a d6. On a result of 1–3, the characters' relief force doesn't arrive—in fact, they've gone missing. They were last seen in The Hot Crater club.

Roll a d6. On a result of 1–3, the characters come face to face with Dekana (see page 8), flanked by 2d4 Mad Dragon **obsidian bike riders** (see the appendix). Dekana offers the characters a set of bikes in exchange for turning a blind eye.

Roll a d6. On a result of 1–3, the characters discover the burrow, still intact. A creature of Small size or smaller can shimmy through the burrow, arriving in the eastern part of the Ireburn Gorge (area 4; see "Part Two: Ireburn Gorge" on page 10) after 2 hours.

Depending on what the characters do, they may run afoul of Mistress Lythrana (see page 7) and/or stumble onto The Flame Druid Conspiracy (see page 10).



OBSIDIAN BIKE RACING

Within the Gutter, characters can participate in the daily ritual of high-stakes obsidian bike racing. To do so, however, they must acquire their own obsidian bikes, either by purchasing them from Obsidian Tinkerers Inc. for 250 gp each, or by scavenging them from encounters in the Gutter.

How Do Obsidian Bikes Work? Obsidian bikes are magic mounts with the following qualities:

- A creature must be attuned to their own shard of queen-touched obsidian to control an obsidian bike.
- Obsidian bikes become inert, nonmagical items once removed from Iphae's Fall, or if the Queen's Heart Crystal is destroyed.
- Each bike has 40 hit points, an AC of 10, a damage threshold of 10, and immunity to psychic and poison damage.
- Bikes move as fast as riding horses.
 - A bike can be supercharged to move up to twice as fast as horses by sprinkling crushed queen-touched obsidian onto the bike; the bike's speed increases by 10 feet for every 10 gp of obsidian dust sprinkled this way (up to 60 additional feet). Sprinkling this dust requires a bonus action while mounted on the bike.
 - This supercharged effect lasts for 1 minute. Adding another application of dust resets the duration.
 - Crushed queen-touched obsidian ashes can be obtained from other riders in the Gutter (10 gp per pinch) or from manually crushing queen-touched obsidian chunks you've found or bought.
- The rider must maintain concentration on using the bike at all times, as if concentrating on a spell.
- If the rider loses concentration, the bike spins out, dealing 3 (1d6) bludgeoning damage to both the rider and the bike for every 10 feet of movement they're going and causing the rider to fall prone.
 - For example, if the rider is going 60 feet per round and crashes out, both the rider and the bike take 21 (6d6) bludgeoning damage and fall prone.

Races could play out as follows:

Objective. Race around the length of the Gutter and try to place in the top 3 for a reward.

How to Play. Each character that wants to participate must first choose between a high-stakes race (using crushed queen-touched obsidian ashes) or a low-stakes race (no supercharging allowed). If they choose a high-stakes race, they must ante up by placing 50 gp into a shared purse; if they choose a low-stakes race, the ante-up cost is 25 gp. Once the characters are ready to begin, they and 4d4 **obsidian bike riders** (split evenly amongst the Gutter gangs) line up.

- **Disqualification.** Using weapons is prohibited. If the race is low stakes, supercharging is prohibited. These rules are enforced by a collective beatdown at race's end, and a banning from future races.
- **Race Length.** The course is 3,000 feet long.
- **Roll Initiative.** Before the race starts, each participant rolls initiative.
- **Bike, Interrupted.** Participants are encouraged to shove, punch, and kick their way to victory. Throwing small objects is also allowed. These attacks can be aimed at the rider (to break their concentration) or the bike itself, in

which case the rider must succeed on a DC 12 Dexterity saving throw to maintain their balance. If the rider fails, they crash out as if their concentration was broken.

Race's End. A character that finishes in the top 3 without being disqualified is entitled to a percentage of the race purse.

- The purse total for a high-stakes race is equal to 50 gp per participant; for a low-stakes race, the purse total is equal to 25 gp per participant.
- **1st Place:** 6/10ths of the total purse.
- **2nd Place:** 3/10ths of the total purse.
- **3rd Place:** 1/10th of the total purse.

THE FLAME DRUID CONSPIRACY

Below Iphae's Fall, in the molten caverns of Ireburn Gorge, Emrysin commands a host of druids in service to one of the fiercest sons of the Elemental Plane of Fire: Baron Ignean. Once Emrysin and his cult open the way for Baron Ignean, the flame lord will blaze a trail of fire and woe directly to the Queen's Heart Crystal, then consume its divine magic. Without the crystal, Oluth'kairn will erupt, causing a wave of magma to cascade through Iphae's Fall.

The adventure could play out as follows.

PART ONE: MISSING PERSONS

The characters begin to hear rumors of persons (see "Pa Elendalva" on page 4) vanishing inside The Open Flame. Simultaneously, people are reportedly going missing inside The Hot Crater club (see "The Hot Crater" on page 6)—however, this is a red herring.

A careful investigation (DC 18) of The Open Flame reveals a secret, subterranean passage that leads to the Ireburn Gorge. Once the characters enter the Ireburn Gorge, proceed to part two.

PART TWO: IREBURN GORGE

The characters must explore the winding caverns of Ireburn Gorge and seek out Archdruid Emrysin.

Resting. The characters can't take long rests while within the Ireburn Gorge, as it's crawling with the Flame Druids' servants. Furthermore, if the characters take three long rests before confronting Archdruid Emrysin after discovering the Druids' plans, Baron Ignean arrives, and they lose the opportunity to turn the Archdruid against his master (skip to part four).

Exploration Rolls. Locating Archdruid Emrysin will require the characters to explore Ireburn Gorge.

The characters always begin with Encounter 1. Whenever the characters leave an encounter and move on, roll a d8 and add 1 to the result for every encounter the characters have completed already (up to a maximum total of 10), including repeat encounters. Then consult the table. Each combat encounter will only occur once, even if the same result is rolled multiple times; roll again.

IREBURN GORGE - RANDOM ENCOUNTERS

d8 + X Encounter

1 3 **flame druids** are surrounding a summoning circle, wherein a magical ripple is forming—an entrance to the Elemental Plane of Fire. The druids are concentrating on summoning a **fire elemental**; they only stop their ritual if physically forced. Unless all three druids are forced to stop concentrating, the **fire elemental** arrives after 2 rounds.

2 10 **giant fire beetles** scurry out from a nearby fissure and attempt to surprise the characters. A careful search of the fissure reveals 2d4 chunks of queen-touched obsidian.

3 2 **flame druids** are commanding an irritated **fire giant** to erect a large, stone column; the column bears the dark countenance of Baron Ignean. At the base of the column lie offerings of gold and incense. A character that prays to Baron Ignean, makes the proper offering (at least 25 gp), and succeeds on a DC 14 Intelligence (Religion) check receives the **Baron's Blessing**: until the character finishes a long rest, their weapon attacks deal an additional 2 (1d4) fire damage.

Additionally, flecks of queen-touched obsidian are stuck in the stone. A character with proficiency in mason's tools can extract 2d6 × 10 gp of the gemstone over the course of an hour. However, the defiling character receives the **Baron's Bane**: until the character finishes a long rest or is targeted by the *remove curse* spell or similar magic, they have vulnerability to fire damage.

4 A pool of magma begins to rapidly seep through the stone beneath the characters' feet: each character must succeed on a DC 12 Dexterity saving throw or take 33 (6d10) fire damage.

5 4 **magma mephits** are conspiring amongst themselves, speaking in hushed whispers; if the characters approach peacefully, they may be able to convince the mephits to turn against their druidic masters.

6 The characters come to a sulfuric vent spewing toxic gasses. A creature with a passive Perception of 14 or higher smells the gas before passing through the area. Otherwise, at the beginning of each round, each living creature in the area that has to breathe must succeed on a DC 14 Constitution saving throw or become poisoned until they finish a long rest. A creature that succeeds on this saving throw is immune to this effect for the next hour.

7 2 obsidian-encrusted horrors (treat them as **shambling mounds**, except they absorb fire damage instead of lightning, and their Slam attacks deal an extra 1d4 necrotic damage and reduce the target's Strength score by 1d4) emerge from the cavern walls and attempt to Engulf the characters.

d8 + X Encounter

The way forward is covered in a 100-foot-wide, 120-foot-long field of exotic underground flowers, called magmatic blooms. The field is filled with the blooms, which glow softly like countless embers. A creature that succeeds on a DC 14 Intelligence (Nature) check recalls the following: a magmatic bloom explodes whenever a creature within 5 feet of it disturbs the ground it's growing in.

8 A magmatic bloom that explodes deals 7 (2d6) fire damage to everything within 10 feet of it. For every 30 feet that each creature walks while in this area, it must succeed on a DC 10 Dexterity saving throw or cause 1d4 nearby magmatic blooms to explode. Thankfully, the flowers' explosions don't upset the ground below them.

9 A **queen-touched bulette** (see the appendix) attempts to catch the characters by surprise.

10 The characters enter Archdruid Emrysin's sanctum. Proceed to part three.

PART THREE: CONFRONTING THE ARCHDRUID

After a perilous delve into the Ireburn Gorge, the characters come face to face with Archdruid Emrysin.

Surface Detail. When the characters arrive, Archdruid Emrysin is silhouetted against a rippling portal of fire; the everburning, vast expanse of the Elemental Plane of Fire lies beyond.

Appeal to Reason. Even at this late stage, Archdruid Emrysin may yet be redeemed. To do so, however, means understanding the pain that roils inside his heart (see "Emrysin, Archdruid of Flame" on page 8). Redeeming the Archdruid happens in three stages:

- Stage 1: A successful DC 14 Wisdom (Insight) check allows the characters to understand Emrysin's motivations, and the deeper hurt running through him. Characters who question Baron Ignean's true motivations have advantage on this check.
- Stage 2: A successful DC 17 Charisma (Persuasion) check convinces Emrysin that it's not too late to turn back. But unfortunately for the characters, he insists that he's irredeemable, and that it'd be best to "wipe the slate clean."
- Stage 3: One final, successful DC 20 Charisma (Persuasion) check convinces Emrysin that he can, in fact, be forgiven; he stands down, and becomes allied with the characters. Proceed to part four.

Reason Fails. If the characters fail to convince Emrysin to stand down, they'll have to fight him. Emrysin is an **archdruid of flame** that wields a *staff of fire*.

At the end of the first round, 2 **fire elementals** emerge from the half-opened portal and join the fray under Emrysin's command.

PART FOUR: STOPPING BARON IGNEAN

The events of part 4 depend on the characters' actions in part 3.

Emrysin Dead. If Emrysin died, he begs for forgiveness with his dying breath. Shortly thereafter, **Baron Ignean**

bursts through the erupting flame portal. The characters must escape the Ireburn Gorge:

- The characters must traverse 500 feet of terrain.
- On even rounds (rounds 2, 4, 6, etc.), on initiative count 20, 1d2 **magma mephits** fly out of the flame portal and give chase.
- On odd rounds (rounds 1, 3, 5, etc.), on initiative count 20, Baron Ignean causes fissures to erupt beneath the characters' feet: each character must succeed on a DC 12 Dexterity saving throw or fall prone.
- On round 12, on initiative count 20, the Ireburn Gorge collapses: each character still in the Gorge must succeed on a DC 14 Strength saving throw, taking 55 (10d10) bludgeoning damage and becoming pinned beneath 250 lbs of rubble on a failed saving throw, or taking half as much damage and avoiding becoming pinned on a successful one. All magma mephits are automatically destroyed. Baron Ignean is unaffected.
- Once the characters are free from the Ireburn Gorge (either by running or its collapse), they find themselves in the middle of Pa Elendalva.
 - At the end of the following round, the characters are automatically joined by Morne and 2d4 **guards**.
 - At the end of the following round of combat, if the characters had made friends with Dekana, they and 2d4 **obsidian bike riders** belonging to every gang in the Gutter join the battle.

Emrysin Alive. If Emrysin was redeemed, Baron Ignean rips open the portal himself, proclaiming that the Archdruid was a miserable failure. The characters—along with Archdruid Emrysin—must defeat the Baron within Ireburn Gorge.

- Baron Ignean focuses his attacks on Archdruid Emrysin before turning to the characters.
- At the end of the first round, 2 **fire elementals** spill out from the portal and attack the characters.

Rewards and Aftermath. If the characters successfully defeat Baron Ignean, the massive elemental creature bursts into a shower of sparks and flame, and the portal closes. The Queen's Heart Crystal is safe once more, but the city's future remains uncertain:

- If Emrysin was redeemed, he works to legitimize The Open Flame's mission and disband the flame druid cult. Though detractors claim that Baron Ignean's emergence was a plot of Morne's government, Emrysin dispels that notion, proclaiming Morne as the city's savior. This in turn convinces Dekana and the other bike gangs to rejoin society...but not to stop racing.
- If Emrysin is slain, rumors begin to take hold that Morne and her government worked with the cult to stage an existential threat to the city. Dekana and the bike gangs begin actively working against the provisional government. Only the characters (if alive) know the full extent of what happened. Unless they openly campaign for Morne's innocence, the city's period of unease continues.

EXAMPLE TREASURE

Drow and volcanic-themed magic items would be especially fitting for an adventure in Iphae's Fall. Possible items could be the *ball of wild earth*, *crash and burn*, *fey-touched armor*, *furious flail*, *pouch of mephit marbles*, *stalagmite geode*, *stone soldier*, *volcanic boots*, *volcanic ocarina*, or *warhammer of eruptions*.

Depending on the lengths the characters go into Iphae the first's history, divine or even spider-related items may be an apt reward. Possible items include the *axe of essential inversion*, *beads of meditation*, or *heart of damned intervention*, *ring of retribution*. Fiery items themed for druids would be a fitting treasure for the Open Flame, as well.

Consider the *rod of the magicycle*, as well, which can transform into a bike-like mount untethered by the limits of obsidian technology. Anything obsidian, too, would be a good fit, such as the *chromatic obsidian breastplate* or *greataxe*, or the *obsidian star*. The *navis anima* could be a good item to introduce to players looking to upgrade their mundane vehicles into something more special after bearing witness to the obsidian bikes of Iphae's Fall.

APPENDIX: IPHAE'S FALL STAT BLOCKS

ARCHDRUID OF FLAME

Emrysin is the leader and Archdruid of the Open Flame, a cult of druids and followers hell-bent on opening a portal to the Elemental Plane of Fire. Emrysin is led by grief and anger, two powerfully motivating emotions, and extends those emotions to the people he's brought (sometimes forcibly) under his control and tutelage.

BARON IGNEAN

Baron Ignean is a mighty fire elemental. He seeks nothing but power, and sees his ticket to Princeship in the Queen's Heart Crystal. He uses Emrysin and his machinations as a means to gain power, and has no intention of fulfilling any larger promises he's made to them.

FLAME DRUID

A lackey and cult member of The Open Flame. Many were brought into the organization with promises of aid, food, or shelter, and have since been convinced that their larger goals of bringing Baron Ignean to power in Iphae's Fall is the only path to salvation for them and their loved ones.

OBSIDIAN BIKE RIDER

These adopters of obsidian technology are mostly young refugees from the city's civil war. These riders take to The Gutter on their magical wheeled machines and have since formed numerous gangs in place of the city's out-of-touch (and out-of-their-depth) provisional government.

ARCHDRUID OF FLAME

Medium humanoid (any race), typically lawful evil

Armor Class 16 (studded leather, shield)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	18 (+4)	13 (+1)	20 (+5)	14 (+2)

Saving Throws Dex +6, Int +5, Wis +9

Skills Deception +6, Intimidation +6, Perception +9, Religion +5

Damage Resistances fire

Senses passive Perception 19

Languages Common, Druidic, Ignan

Challenge 11 (7,200 XP)

Spellcasting. The druid is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *guidance*, *mending*, *shillelagh*, *produce flame*
1st level (4 slots): *burning hands*, *cure wounds*, *healing word*, *hellish rebuke*

2nd level (3 slots): *flaming sphere*, *heat metal*, *hold person*, *scorching ray*

3rd level (3 slots): *daylight*, *dispel magic*, *meld into stone*

4th level (3 slots): *conjure minor elementals*, *fire shield*, *wall of fire*

5th level (2 slots): *conjure elemental*, *mass cure wounds*

6th level (1 slot): *move earth*

7th level (1 slot): *fire storm*

ACTIONS

Staff. *Melee Weapon Attack:* +4 to hit (+9 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 9 (1d8 + 5) bludgeoning damage with *shillelagh*.

Change Shape (2/Day). The archdruid magically polymorphs into a fire elemental. When the archdruid polymorphs, it gains 100 temporary hit points, and it can choose whether its equipment falls to the ground, melds into its new form, or is worn by the new form (if possible).

While in this form, the archdruid's game statistics are replaced by the statistics of a fire elemental, except it retains its hit points, alignment, and personality. For the duration, its attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks.

The archdruid reverts to its true form after 5 hours, if it loses all of its temporary hit points, or if it dies or falls unconscious. The archdruid can revert to its true form early using a bonus action on its turn.

BARON IGNEAN

Huge elemental, lawful evil

Armor Class 18 (plate)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	20 (+5)	10 (+0)	16 (+3)	15 (+2)

Saving Throws Dex +8, Con +10

Skills Intimidation +7, Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 60 ft., passive Perception 18

Languages Ignan

Challenge 13 (10,000 XP)

Fire Absorption. Whenever Baron Ignean is subjected to fire damage, he takes no damage and instead regains a number of hit points equal to half the fire damage dealt.

Illumination. Baron Ignean sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Legendary Resistance (3/Day). When Baron Ignean fails a saving throw, he can choose to succeed instead.

Magic Resistance. Baron Ignean has advantage on saving throws against spells and other magical effects.

Magic Weapons. Baron Ignean's weapon attacks are magical.

Water Susceptibility. For every 5 feet Baron Ignean moves in 1 foot or more of water, he takes 2 (1d4) cold damage.

ACTIONS

Multiattack. Baron Ignean makes three greatsword attacks.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage, plus 10 (3d6) fire damage.

Fire Prison (2/Day). Baron Ignean conjures a wall of fire, which encloses a Medium or smaller creature he can see within 60 feet of him. The wall is a sphere or hemispherical dome with a diameter of 15 feet, and it is 3 feet thick. The wall is opaque, and it lasts for 1 minute or until Baron Ignean's concentration ends (as if concentrating on a spell).

A creature that enters the wall for the first time on a turn or starts its turn in the wall takes 66 (12d10) fire damage. When a creature starts its turn enclosed by the wall, it must succeed on a DC 18 Wisdom saving throw or flee in fear, taking the Dash action and using all of its movement to move in a random direction, passing through the wall and taking its damage in the process. Whenever a creature ends its turn enclosed by the wall, it takes 33 (6d10) fire damage.

Flame Surge (Recharge 5–6). Baron Ignean releases a fiery explosion in a 30-foot-radius sphere centered on himself. Each creature in the area must make a DC 18 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much damage on a successful one. Baron Ignean automatically fails this saving throw.

FLAME DRUID

Medium humanoid (any race), typically lawful evil

Armor Class 15 (studded leather, shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	12 (+1)	17 (+3)	11 (+0)

Skills Deception +2, Perception +5

Damage Resistances fire

Senses passive Perception 15

Languages Common, Druidic, Ignan

Challenge 3 (700 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *guidance*, *shillelagh*, *produce flame*

1st level (4 slots): *burning hands*, *cure wounds*, *hellish rebuke*

2nd level (3 slots): *flaming sphere*, *heat metal*, *scorching ray*

ACTIONS

Staff. Melee Weapon Attack: +2 to hit (+5 to hit with *shillelagh*), reach 5 ft., one target. **Hit:** 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 7 (1d8 + 3) bludgeoning damage with *shillelagh*.

FLAME DRUID

A lackey and cult member of The Open Flame. Many were brought into the organization with promises of aid, food, or shelter, and have since been convinced that their larger goals of bringing Baron Ignean to power in Iphae's Fall is the only path to salvation for them and their loved ones.

OBSIDIAN BIKE RIDER

These adopters of obsidian technology are mostly young refugees from the city's civil war. These riders take to The Gutter on their magical wheeled machines and have since formed numerous gangs in place of the city's out-of-touch (and out-of-their-depth) provisional government.



FLAME DRUID

OBSIDIAN BIKE RIDER

Medium humanoid (any race), typically chaotic neutral

Armor Class 13 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+1)	12 (+1)	11 (+0)

Skills Intimidation +2

Senses passive Perception 11

Languages Common plus one other language

Challenge 1 (200 XP)

Mounted. The bike rider is mounted on an obsidian bike. See page 10 for its statistics.

ACTIONS

Multiattack. The bike rider makes two club attacks.

Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

VARIANT: BIKE GANGS

At the GM's option, members of the various Obsidian Bike Gangs that inhabit the Gutter can have the special characteristics described below.

- Members of the Banshees gain the following trait:

Spiteful Drive. The rider has advantage on saving throws against being frightened, and it can take the Dash action as a bonus action on each of its turns.

- Members of the Liarinas gain the following trait:

Deadly Serious. The rider has advantage on saving throws against being charmed, and on Constitution saving throws to maintain concentration.

- Members of the Longswords wield shields (granting them an AC of 15), and they don't fall prone if their bike spins out. They also use the following attack in place of a club attack; they don't have Multiattack:

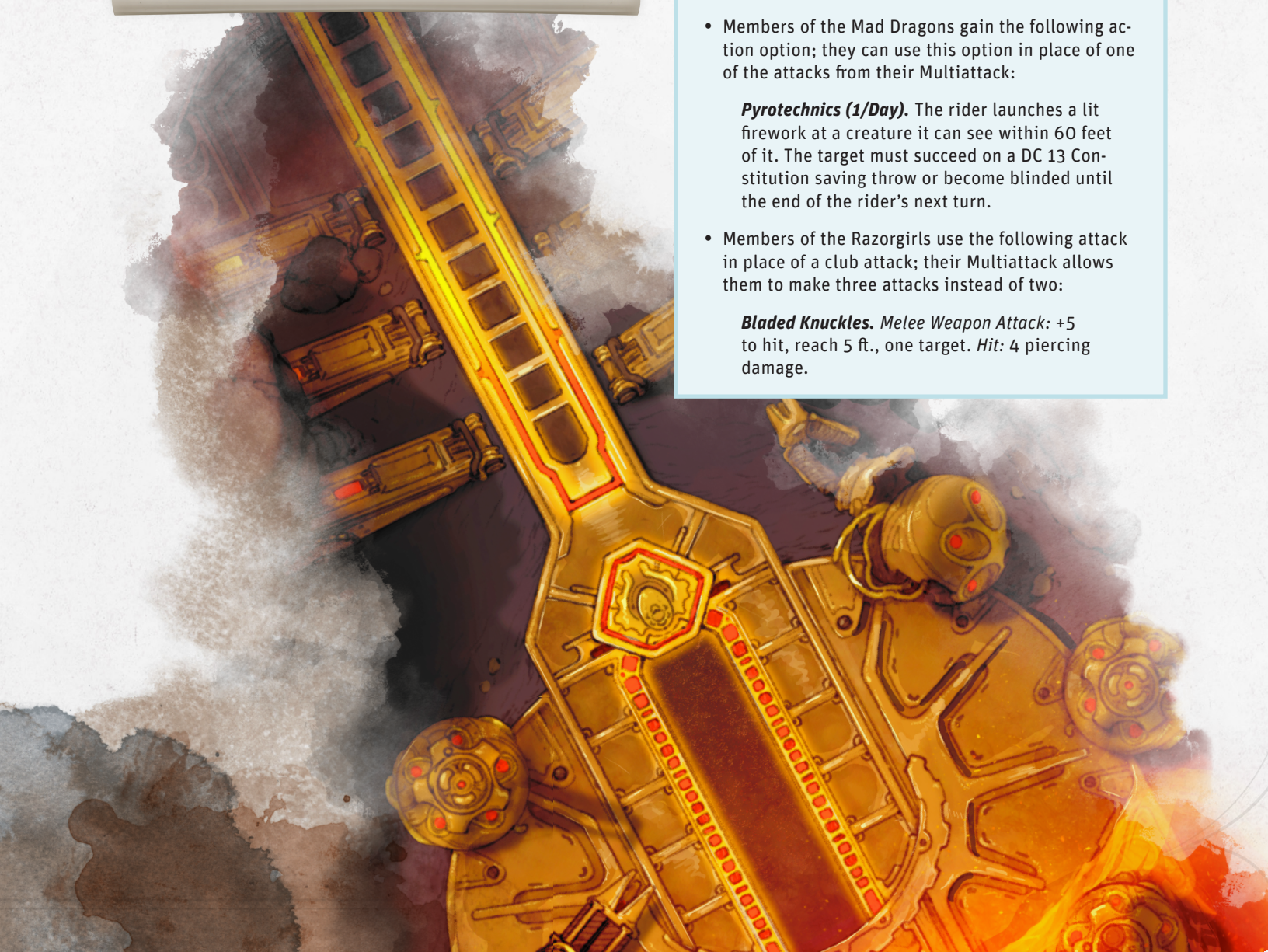
Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

- Members of the Mad Dragons gain the following action option; they can use this option in place of one of the attacks from their Multiattack:

Pyrotechnics (1/Day). The rider launches a lit firework at a creature it can see within 60 feet of it. The target must succeed on a DC 13 Constitution saving throw or become blinded until the end of the rider's next turn.

- Members of the Razorgirls use the following attack in place of a club attack; their Multiattack allows them to make three attacks instead of two:

Bladed Knuckles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 piercing damage.



QUEEN'S HEART CRYSTAL

Huge construct, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	21 (+5)	19 (+4)	18 (+4)	21 (+5)

Saving Throws Str +9, Con +11, Wis +9

Skills Insight +9, Perception +14

Damage Resistances psychic

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, exhaustion, petrified, poisoned, prone, unconscious

Senses blindsight 300 ft. (blind beyond this radius), passive Perception 24

Languages understands Common and Ignan but can't speak, telepathy 300 ft.

Challenge 16 (15,000 XP)

Immutable Form. The crystal is immune to any spell or effect that would alter its form.

Legendary Resistance (3/Day). When the crystal fails a saving throw, it can choose to succeed instead.

Magic Resistance. The crystal has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The crystal makes three Lava Lash attacks.

Lava Lash. Ranged Spell Attack: +10 to hit, range 120 ft., one target. Hit: 14 (4d6) fire damage.

Magma Burst. Magma erupts from a point on the ground that the crystal can see within 120 feet of it. Each creature within 15 feet of that point must make a DC 18 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

REACTIONS

Shard Strike. Immediately after the crystal takes damage from a creature, it hurls a fragment of itself, which bursts into tiny crystalline shards in the creature's space. The target and each creature within 10 feet of it (excluding the crystal, if it's in the area) must make a DC 17 Dexterity saving throw, taking 15 (6d4) piercing damage on a failed save, or half as much damage on a successful one. The target has disadvantage on this saving throw.

LEGENDARY ACTIONS

The crystal can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The crystal regains spent legendary actions at the start of its turn.

Create Vent. The crystal creates a 5-foot-radius, 15-foot-high pillar of volcanic earth in an unoccupied space on the ground it can see within 60 feet of it. Whenever a creature enters the area within 10 feet of the vent for the first time on a turn or starts its turn there, it must make a DC 15 Dexterity saving throw. On a failed save, the vent erupts, showering the creature with lava and dealing 13 (3d8) fire damage to it. Once a vent erupts, it can't erupt again until the start of the crystal's next turn. A vent disappears after 1 minute. If the crystal uses this action and three of these vents already exist, one vent of its choice disappears early.

Crystal Rush (2 Actions). The crystal moves up to its speed and momentarily embeds itself in a solid surface made of queen-touched obsidian. It then launches itself in a line perpendicular to that surface that is up to 120 feet long. Each creature in the crystal's path must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 19 (3d12) bludgeoning damage and is flung 30 feet in the direction of the crystal's movement. On a successful save, the creature takes no damage and is pushed to the nearest unoccupied space outside the crystal's path.

Dispel Magic (2 Actions). The crystal casts *dispel magic* as a 6th-level spell, requiring no components. Its spellcasting ability is Charisma for this spell.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the crystal takes a lair action to cause one of the following effects; the crystal can't use the same effect two rounds in a row:

- 1d4 + 2 **magmins** emerge from unoccupied spaces within 60 feet of the crystal. A magmin disappears after it dies or after 1 minute. The magmins are friendly to the crystal and its companions. Roll initiative for the magmins, which have their own turns. They obey any telepathic commands that the crystal issues to them (no action required by the crystal).
- A cloud of volcanic ash pours from the crystal's vents (see the Create Vent legendary action). The clouds fill a 20-foot-radius sphere centered on each vent. They duplicate the effects of the *stinking cloud* spell, except creatures that are immune to fire (instead of poison) automatically succeed on the saving throw.
- A seismic wave ripples through the area around the crystal. Each creature on the ground within 120 feet of the crystal must make a DC 15 Dexterity saving throw. On a failed save, a creature falls prone, and if it is concentrating, it must also succeed on a DC 15 Constitution saving throw or its concentration is broken.



QUEEN'S HEART
CRYSTAL

QUEEN-TOUCHED BULETTE

Large monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 50 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Saving Throws Dex +5

Skills Perception +6

Damage Resistances fire, poison

Senses darkvision 60 ft., tremorsense 90 ft., passive Perception 16

Languages —

Challenge 7 (2,900 XP)

Obsidian Form. The bulette has advantage on saving throws against being poisoned, as well as against any spell or effect that would alter its form.

Queen-Touched Aura. At the start of each of the bulette's turns, each creature within 10 feet of it takes 3 (1d6) fire damage; any objects within 60 feet of it that are powered by queen-touched obsidian are disabled until they are no longer in the area.

Standing Leap. The bulette's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 17 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 17 (3d8 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

QUEEN'S HEART CRYSTAL

The crystal created by a divine intervention in support of Queen Iphae the First in an effort to protect the volcano and the city's people from the touch of the drow's venomous and vengeful patron goddess. Through its influence, which extends roughly 10 miles in every direction from where it resides in the volcano, queen-touched obsidian shards can be turned into a magical means of interfacing with otherwise immobile machines. Obsidian bikes are by far the most famous of such technologies, but others machines like monorails and even self-drawn wheelbarrows can be seen in the streets of Iphae's Fall.

QUEEN-TOUCHED BULETTE

Bulettes that reside in the earth near the volcano have been reported as having the same iridescent shimmer as queen-touched obsidian. These bulettes have special properties as a result of their frequent contact and prolonged exposure to the Crystal's influence. While the transformations seem limited to bulettes, others within the city have begun to voice concern over the possibility of such effects affecting the citizens there—most notably by the druids of The Open Flame.



QUEEN-TOUCHED
BULETTE



GRAVETENDER RANGER

NEW RANGER ARCHETYPE

Rangers guard the realms against all manner of evil, both natural and unnatural. These intrepid hunters are as capable of felling great beasts as they are hiding in plain sight. Masters of tracking and survival skills, rangers are often the first to discover and warn others of impending danger, calling upon natural magics to aid them in their attempts to rid the world of corruption. Depending on their origin and focus, a ranger is just as likely to be seen traversing cursed swamps as they are to be leaping from rooftops in new and mysterious planes of existence.

GRAVETENDER

Rangers that tend to the cemeteries and final places of rest in the world are Gravetenders. These solemn caretakers are wardens of the circle of life, and traverse such oft-ignored yet hallowed grounds with grim purpose. And, like the dead returning to soil, Gravetenders offer their vitality in exchange for power and survival. They stand as silent sentinels, vigilant against the encroachment of desecration and undeath, and defend the memories of persons, beasts, and more to ensure their voices are never forgotten to the ravages of time.

GRAVETENDER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Gravetender Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

GRAVETENDER SPELLS

Ranger Level	Spells
3rd	<i>bane</i>
5th	<i>misty step</i>
9th	<i>speak with dead</i>
13th	<i>blight</i>
17th	<i>hallow</i>

TOUCH OF THE DEPARTED

Also at 3rd level, you gain the ability to connect with the dead. You can use an action to touch a corpse to learn its relative age when it died (in years), as well as the kind of creature it is, including its species or race if it's a humanoid. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses of it whenever you finish a long rest.

When you reach 7th level in this class, you also learn the name of a corpse you touch in this way, as well as how it died; you don't learn the details of the death itself, merely the general nature of it (such as falling rocks or a stab wound to the back). In addition, if the corpse was Small or larger, you also regain two spent Hit Dice.

Lastly, you can preserve the lives of those teetering on the edge: you learn the *spare the dying* cantrip, which counts as a ranger spell for you. Lastly, undead are considered to be a favored enemy for you, if they weren't already.

GRAVE STRIKES

Starting at 3rd level, your attacks can more easily drive a foe to its grave. Once per turn when you hit a creature with a weapon attack, you can deal an extra 1d4 damage of the weapon's type to the target. This extra damage increases by 1d4 if the creature is missing any of its hit points.

When you reach 11th level in this class, these extra damage dice become d6s.

VITALITY MASTER

At 7th level, whenever you roll a Hit Die, you can roll the die twice and take the higher result. In addition, you regain any spent Hit Dice whenever you finish a long rest.

REAPER

Starting at 11th level, when you deal damage to a creature using your Grave Strikes feature, it marks that creature for the grave. The mark lasts until the start of your next turn. If a Small or larger creature dies while marked in this way, you also regain one expended Hit Die.

Whenever you roll the damage dice from your Grave Strikes feature, you can choose to spend a Hit Die to usher the target to their demise. When you do, roll the Hit Die and add your Constitution modifier to the result; this die isn't in-

cluded when determining the extra damage for a critical hit. You then add the total to the damage of the attack, which gains the following benefits:

- You can change the attack's damage type to necrotic.
- You learn if the target has more or fewer than half its hit points remaining.
- If you rolled a 19 on the attack roll, the attack scores a critical hit.

UNDYING WARDEN

By 15th level, any critical hit against you becomes a normal hit. Furthermore, when you're hit by an attack, you can use your reaction to spend a Hit Die and roll it. The result of the attack roll is reduced by an amount equal to the number rolled on the Hit Die; this doesn't include your Constitution modifier. You can decide to spend an additional Hit Die after each roll.

NEW FIGHTER ARCHETYPE

Not everyone who can tell you which end of a sword to hold is a fighter: that title is reserved for the trained guards, valiant knights, and masterful veterans of the world, and apart from their shared expertise with weapons, armor, and combat, few two fighters are exactly the same. Fighters are focused on the honing of their skill in combat, adapting to the settings around them and developing new solutions to the challenges they face. Some choose to focus on the mastery of one particular weapon or develop keen tactical skill, whereas others rely on clever magical forces to enhance their martial prowess. Beyond that, weapon and armor preference play a significant part in determining a fighter's role. When you are a fighter, you're equipped to face the world's dangers head-on.

SHADOW KNIGHT

Fighters touched by the plane of shadow itself reign supreme in the dark. These warriors, called Shadow Knights, cloak themselves in darkness to become elusive phantoms on the battlefield. With each strike, they unleash the dark and chilling powers of the realm of shadow, sowing fear and uncertainty in the hearts of their enemies. While evil often thrives in darkness, Shadow Knights have no singular motivation, and simply use the powers of darkness as they would a sword or shield.

DARK GAZE

When you choose this archetype at 3rd level, you're touched by the plane of shadow. You can see normally in dim light and darkness—both magical and nonmagical—to a distance of 60 feet. This range increases to 120 feet when you reach 10th level in this class. While you're touching another creature, you can choose to share this benefit with that creature.

MANIFEST SHADOW

Also at 3rd level, you can use a bonus action to manifest an object made of solid shadow in your hand. If the object isn't a weapon, it can be no larger than 1 foot on a side and weigh no



SHADOW KNIGHT

more than 5 pounds, and its form must be that of a nonmagical object that you've seen.

If the object is a weapon, you can choose the form that it takes, although it must be a melee weapon. You are proficient with it while you wield it. Its damage die is a d8 (adding your Strength or Dexterity modifier to the damage roll as normal), and it deals psychic damage to any creature it hits; the weapon is harmless against objects and structures. The weapon has the finesse, light, and thrown properties (range 20/60), and when you use it to hit a nonmagical light source (such as a lamp or torch), the light is extinguished. In addition, when you use the weapon to attack a target that's in dim light or darkness, you make the attack roll with advantage.

If you drop the shadow object or throw it, it dissipates at the end of the turn. Otherwise, the object dissipates when you use this feature again or when you command it to dissipate (no action required). You can use a bonus action to cause the object to reappear in your hand.

COVER OF DARKNESS

By 7th level, armor you wear no longer imposes disadvantage on your Dexterity (Stealth) checks. In addition, the shadows you take refuge in protect you: you gain a +2 bonus to Dexterity saving throws while in dim light or darkness.

UMBRAL SHATTER

Starting at 10th level, once per turn when a shadow object dissipates, you can repurpose its shadowstuff before it returns to the plane of shadow. When you do, choose one of the effects below. Some of these effects require a target to make a saving throw, which uses a DC of 8 + your Wisdom modifier + your proficiency bonus.

Blinding Shade: When the object dissipates, each creature within 10 feet of it must succeed on a Constitution saving throw or be blinded for 1 minute. A blinded creature can make another Constitution saving throw at the end of each of its turns, ending the effect on itself on a success. Once a creature succeeds on the saving throw against this effect, it's immune to it for the next minute.

Cloak of Shadow: When the object dissipates, choose up to four creatures within 10 feet of the object. For the next hour, those creatures have advantage on Dexterity (Stealth) checks.

Darkness Well: When the object dissipates, it's replaced by a 5-foot-radius sphere of magical darkness that's centered on a point you choose within 5 feet of the object. The darkness remains for 1 minute or until you end the effect using a bonus action.

Eyes of the Dark: When the object dissipates, choose up to four creatures within 10 feet of the object. For the next hour, those creatures gain the benefits of your Dark Gaze feature.

When you create one of these effects, any other Umbral Shatter effect immediately ends. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

SHADOW SNEAK

Starting at 15th level, when a shadow object dissipates, you can immediately teleport to an unoccupied space within 5 feet of it. Once you use this feature, you can't do so again until you finish a long rest, unless you expend a use of your Umbral Shatter feature to use it again.

UMBRAL WARRIOR

By 18th level, your connection to the plane of shadow is so strong that it empowers your ability to manifest from it. Your shadow weapons deal 1d10 psychic damage to creatures hit by them, instead of 1d8, and whenever you use one of the options from your Umbral Shatter feature, any hostile creature within 10 feet of the dissipating object must also make a Wisdom saving throw. On a failed save, a creature takes 1d10 psychic damage, or half as much damage on a successful one.

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This monthly content takes multiple artists, designers, writers, and editors to make each month. Your extraordinary pledge helps sustain this monthly effort, and earns you a special place here in this document. Thank you so much for your continued enthusiasm and support: it truly makes a difference to not only me, but to the creators who help produce this content and to everyone around the world who gets to enjoy it. You are truly the legendary heroes among us.

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