



BETWEEN SUN & SHADOW

Second Edition

A TINY DUNGEON 2E CAMPAIGN SETTING



GREGORY ISRAEL

BETWEEN SUN & SHADOW

Second Edition

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Game system based on **Tiny Dungeon 2E** by Alan Bahr.



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INTRODUCTION

B*etween Sun & Shadow* is a campaign setting for *Tiny Dungeon 2nd Edition*. It provides the broad strokes of a fantasy world known as Siran and leaves the fine details for you to decide. It's designed to spark your imagination with new Heritages, new Traits, new creatures to befriend or fight, and locations to explore. Any material from *Between Sun & Shadow* can be ported into any other *Tiny Dungeon* setting, and vice versa, so use it as you see fit. Material from *Tiny Dungeon 2nd Edition* can and should be used with *Between Sun & Shadow*, except where noted.

Between Sun & Shadow also introduces a powerful group of Traits known as Carving, which allows adventurers to manipulate elements, energy, people, and even time and space to perform acts well beyond the Spell-Touched Trait. The strength of these Carving Traits is left to the Game Master to decide.

The book provides you with dozens of Rumors, which are exactly that—gossip that characters have heard that may or may not be true. It's up to the Game Master to decide. Some are contradictory, and some may be a mixture of fact and fiction. Rumors are meant to give players an overview of the world in which their characters live, and to provide the Game Master with adventure hooks. Each Rumor is a story waiting to be told by the players and Game Master, and can be the start of a new adventure or series of adventures. Rumors can be used in a sandbox-style game in which players decide which Rumors they want to explore. These choices should be driven by the characters' backgrounds, beliefs, and motives.

Nothing in *Between Sun & Shadow* needs to be considered top secret or kept from players. Remember, *Tiny Dungeon* Adventurers are assumed to have some experience. As such, they have heard many of the Rumors, have firsthand knowledge of much of the flora and fauna, and have seen or been told stories about the various locations, groups, and wondrous items included in this book.

Between Sun & Shadow requires the use of *Tiny Dungeon 2nd Edition* by Alan Bahr and Gallant Knight Games.

May all your rolls be fives and sixes. Enjoy!

GREGORY

WELCOME TO SIRAN

Siran is a land of stark contrasts. Its world is tidally locked, meaning half of the continent lives in perpetual daylight, while the other experiences eternal darkness. Civilization has adapted to these extremes, and cities and towns can be found throughout both daylight and darkness. The name Siran refers to both the continent (the Land of Siran) and the entire world (the World of Siran).

In days long ago, powerful magic users known as Carvers wielded their abilities to influence life in Siran, whether by pushing back the wilderness or waging war. The secrets of Carving were lost long ago. The void left by the absence of magic was slowly filled by alchemy and clockwork technology, which help the people of Siran thrive today. The One True King, however, claims to have unlocked the mystery of Carving, although this is open to much debate.

The inhabitants of Siran have no concept of night and day, since the sun never rises and sets. Some cities and towns have adopted Kanasala Time, which is determined by the large clock tower built in the city of Kanasala. Settlements that follow Kanasala Time also have a clock tower in or near their city center. These places wake, do business, rest, and sleep on a commonly shared schedule, not unlike a standard “day.”

Other cities and towns, however, do not adhere to such a regimented view of time. Residents of these settlements keep irregular hours, with each person, family, and merchant settling into their own sleep-wake pattern. “Active time” for one person may be “rest time” for another.



Many residents of the daylight side of Siran, known as the Unblinking Sun, wear darkly tinted spectacles to protect their eyes from the sun's constant glare. Homes are often fitted with thick drapery or finely crafted shutters to keep out the light when it is time for sleep. Alchemical shade lamps are highly prized possessions and fetch high prices in respectable establishments.

Those living in the Everlasting Shadow, the half of Siran in constant darkness, have also adapted to its unique challenges. Farmers have developed enclosed "sunhouses" to grow food. These structures use alchemical lamps known as "portable suns" to provide light for plants. Residents of the Everlasting Shadow never leave home without some source of illumination, whether it be simple torch or lantern, or an alchemical lamp.

The extremes of Siran's climate have pushed plants and animals to adapt to survive. Plants have become more intelligent and more ambulatory. Many plants and animals living in the Everlasting Shadow have developed bioluminescence. Strange trees and plants in the Everlasting Shadow have found ways to survive and even thrive in the pale light of the moon.

The largest cities of Siran, known as the Seven Jewels, are crowded and filled with a mix of Heritages. While residents of the cities rarely have to worry about encounters with wild creatures, city life brings challenges of its own. The Imperial Guards and City Watch do their best to keep organized crime in check. Trade between the Seven Jewels is robust. Caravans and ships travel between these cities frequently and rarely leave a city with extra cargo space.

The vast stretches of unsettled land outside the Seven Jewels are filled with creatures of all shapes and sizes. Some are friendly, some are dangerous if provoked, and some see people as a tasty snack.

Most of the Land of Siran is ruled by the One True King. He and his supporters refer to Siran as the Eternal Empire. His capital city is known simply as The Throne, and from within its walls the One True King keeps the peace and collects taxes to fund the upkeep of the Royal Road and to maintain the Imperial Guard. The Seven Jewels have a great degree of autonomy and are generally left alone, as long as they pay their taxes and follow any laws set by the One True King. Failure to do so results in a visit from the Imperial

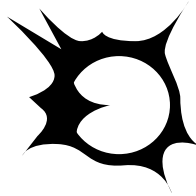
Guard. Each of the Seven Jewels, as well as some smaller settlements, has a Chief Administrator appointed by the One True King to keep an eye on things and make sure the King's wishes are met.

The One True King united the Seven Jewels through a combination of persuasion, force, and effective leadership. Their unity was solidified through the construction of the Royal Road, a network of roads connecting six of the Seven Jewels. The Royal Road makes travel safer and faster, and encourages greater trade and commerce between the Seven Jewels. There are plans to build an additional branch of the Royal Road to connect Arudubeku and Beleto Suro. The One True King has also sent explorers to the southern expanse of Siran's Crown in search of a route between Beleto Suro and Inifa or Palabari.

In another effort to unite the people of the Eternal Empire, the One True King used the common language to change the official names of the Seven Jewels. While most people use the new names, the originals are still common enough to be well recognized, and those who use them tend to be thought of as traditionalists.

Some believe the One True King is the best leader possible—a truly benevolent dictator who uses his power to provide what's best for the people of the Eternal Empire. Others say he's a ruthless megalomaniac who only does what is necessary to stave off a growing rebellion.

Some Heritages of Siran do not consider themselves to be citizens of the Eternal Empire, particularly the Fey and Dwarves. Both of these people have an agreement with the One True King. The Dwarves have a very amicable treaty with the Eternal Empire that encourages trade and cooperation, and leaves the Dwarves to do as they see fit within their lands. The Fey have little interest in interactions with the Eternal Empire and largely ignore it. They are unhappy that the forests outside of Palabari are being cleared for agricultural use.



HERITAGES

All Heritages from *Tiny Dungeon 2e* are found in Siran, along with seven new Heritages.

FROM TINY DUNGEON 2E

HUMAN

Their knack for adaptability allows humans to survive (and sometimes thrive) throughout Siran. They are the most common Heritage in Siran, but are the minority population in some cities and towns.

FEY

Fey, sometimes referred to as Common Fey or Sun Fey, prefer the vast dense forests of the Verdant Land. The largest Fey city, Farenelle, lies between Inifa and Palabari along the banks of the Itakari River.

DWARF

Dwarven settlements and strongholds can be found throughout Siran's Crown, where they mine gems, precious metals, and alchemical reagents. A large number of Dwarves have settled in Seliroso due to its proximity to the mountains. A significant number of Dwarves can be found in Inifa, where they helped to construct its massive skylights. The Dwarves of Siran are famous for their skilled marble work, and their resplendent mountain stronghold is known as Marblestone Hall.

GOBLIN

Wherever Humans establish a settlement, Goblins are not far behind. They can be found throughout the Eternal Empire. They are well-known for breeding large six-legged canines for riding.

SALIMAR

With their fondness for business and trade, Salimar can be found in all of the Seven Jewels. Those with Pyrothermic Healing prefer life in the warm sunshine of the Unblinking Sun, while those with Cryothermic Healing enjoy the cooler temperatures of the Everlasting Shadow.

TREEFOLK

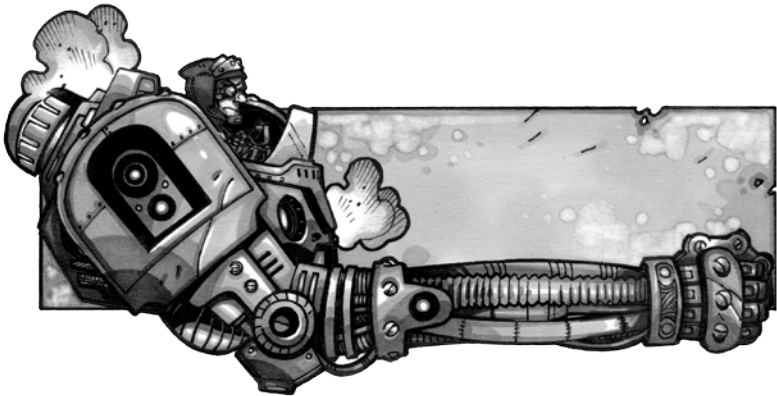
Almost exclusive to the Unblinking Sun, Treefolk are rarely, if ever, seen in the Everlasting Shadow. They tend to keep their distance from large settlements, but they do enjoy Palabari. Treefolk are usually friendly with Fey, find Eku-uke annoying, and see Muaj as odd distant cousins. There are rumors of Moonlight Treefolk who have adapted to life in the Everlasting Shadow, but this has never been confirmed.

KARHU

Brown Karhu are found throughout Siran's Crown, black Karhu tend to call the Verdant Land home, and Polar Karhu prefer the cooler temperatures of the Everlasting Shadow. Perhaps due to their similar size, many Karhu are fond of Utaroks.

LIZARDFOLK

Lizardfolk prefer the warmer climate of the far western region of the Eternal Empire, particularly the southern reaches of the Verdant Land along the Sea of Stones. They are known to cause trouble for caravans traveling along the Royal Road between Palabari, Inifa, the Throne, and even up to Seliroso. At the best of times, they have a distrust of Fey and Zlax'an, and they are often openly hostile towards them. Small communities of Lizardfolk can be found in Palabari and Inifa.



NEW HERITAGES

COGOR

Cogor, commonly known as Cogs, are well known for their knack for invention and use of clockwork technology. Found in greatest numbers in Kanasala, Cogor live throughout Siran. They are known to make the most accurate timepieces in the Eternal Empire, and have adapted their clockwork technology to produce a range of products, from mainspring-powered carts to clockwork-driven battle armor.

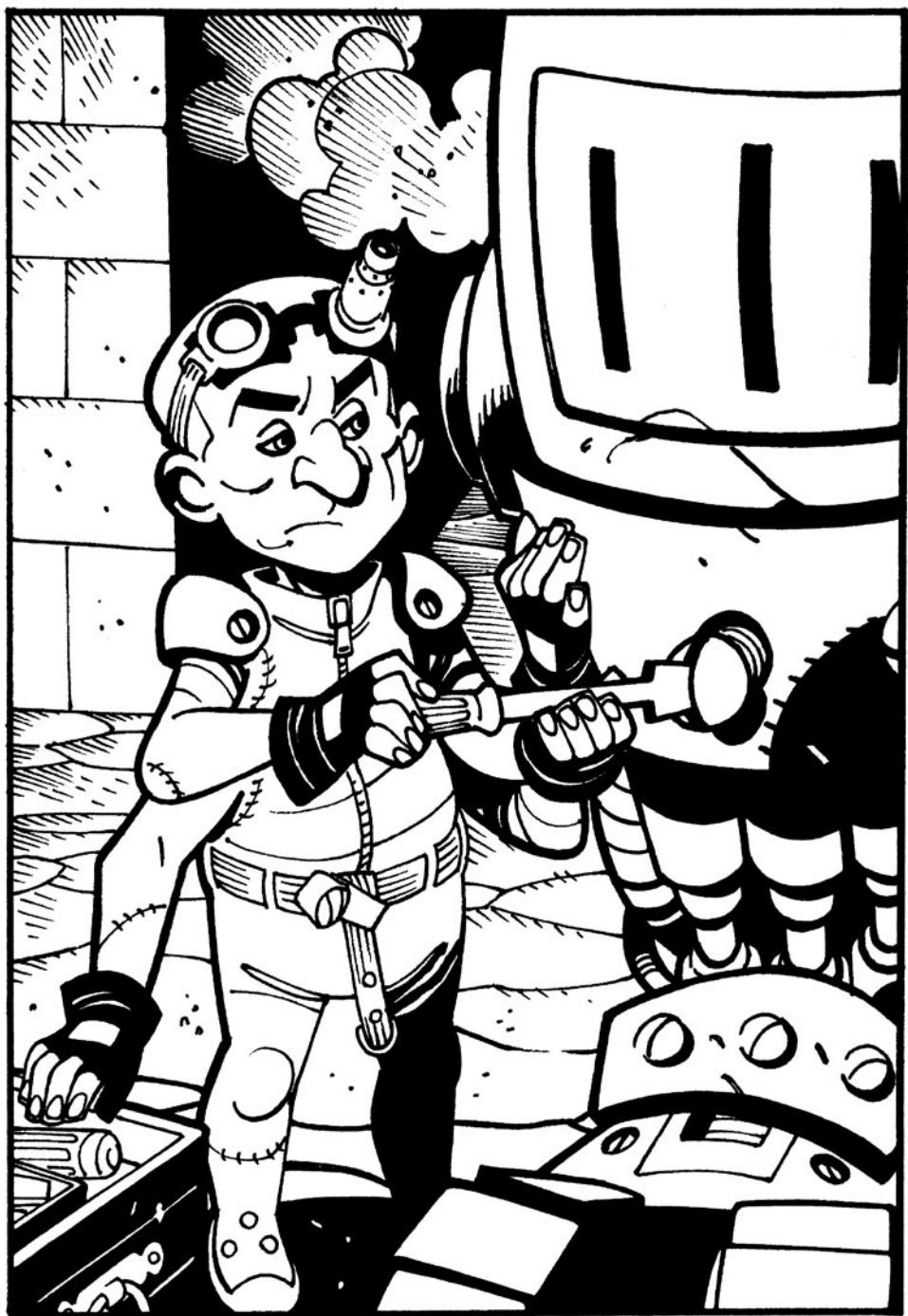
These diminutive four-armed humanoids are completely hairless. Each Cogor has a unique pattern of spots, stripes, or similar markings. The average Cogor stands 12-18 inches (30-45 cm) tall. Due to their small size, Cogor cannot use Heavy Melee weapons. They compensate for their lack of physical prowess with intelligence, ingenuity, and quick reflexes.

Innovation and creativity are highly prized, praised, and admired in Cogor culture, and children are encouraged to make and invent from an early age. Sometimes the practicality of a new invention plays second fiddle to its originality.

The most famous people in Cogor lore are those who have invented the most important or amazing devices, even if the use of the device lead to a premature trip to the Grand Catacombs of Beleto Suro. The most famous of all Cogor is Cam Venner, the Clockmaker of Kundushel. Stories are often told of how Cam perfected clockwork timekeeping and created the first clock tower in Kundushel (now Kanasala). Another is Yiswan Bonamy, who bravely attempted to fly to the peak of Mt. Erutani in his mechanical bird. He died in the attempt, but his courage inspires those who dream of the next major breakthrough in clockwork technology.

- 3 Hit Points
- Cogor start with the *Innovative* Heritage Trait.

Innovative: Your unorthodox approach to problem solving may prove helpful in a variety of circumstances. You can Test with Focus in any situation where your solution to a dilemma is far outside the box.



EKU-UKE

Eku-uke are small, gregarious bird-like humanoids that stand between 3 and 4 feet (90-120 cm) tall. They have the torso and arms of a human and the legs, head, and wings of a bird. Eku-uke move somewhat awkwardly on the ground, but are agile flyers. They can fly 25 feet per Action.

As a right of passage, all Eku-uke spend at least one year traveling the Eternal Empire, and cannot return home until they have discovered their purpose in life. To help find their purpose, Eku-uke are willing to try almost anything at least once—a habit they often continue for the rest of their lives.

Eku-uke culture exhibits a fondness for symmetry and patterns. This can be seen in traditional dances, art, textiles, and architecture. It is also seen in traditional Eku-uke names, which are palindromes—the same forwards and backwards—such as Ababa, Dabiribad, Ikiki, Nagu-ugan, Olalalo, Pakokap, Ugagu, Ullu-ullu, Oto, Aza, Izi, and Tallat.

Eku-uke are found in greatest numbers in the southern reaches of the Unblinking Sun. They prefer the forested foothills between the Verdant Land and Siran's Crown. The few Eku-uke that call one of the Seven Jewels home favor the soaring towers of Seliroso.

- 4 Hit Points
- Eku-uke start with the *Flight* and *Agile Flyer* Heritage Traits.

Flight: You can fly 25 feet per Action. This cannot be increased with the **Fleet of Foot** trait.

Agile Flyer: When flying, you can Test 1d6 whenever you are successfully hit by an enemy. If your Test is successful, you evade the attack and do not take damage. Declaring Evade as an Action has no additional benefits.



MUAJ

Muaj are a species of sentient carnivorous plants that grow into a vaguely humanoid shape and have evolved sensory perception comparable to that of an average human. Little is known of Muaj culture. Although they are able to use spoken languages, they are well-known for their silence, choosing to speak only when they feel it is strictly necessary. Instead, they prefer to enjoy the “Song of Siran,” which they say can be heard by anyone who truly listens. Groups of Muaj can often be seen swaying gently to this “music.” They prefer a life close to nature and have a near-reverence for natural flora.

Although sunlight provides no special benefits to Muaj, they prefer living in the Unblinking Sun. They will travel to the Everlasting Night when needed, but prefer to do so in the company of a Lantern Monk or someone with a portable sun. Muaj eat, drink, and heal like non-plant Heritages.

Muaj look like a tangle of twisted vines, typically with two “arms” and two “legs.” Some Muaj choose to grow extra limbs, and can have a total of four arms and four legs. Their hands and feet typically have three to six digits. On average, they stand 5 to 6 feet (150-180 cm) tall. They grow multiple “mouths” spread throughout their twisted vines that can squirt streams of digestive enzymes.

- 6 Hit Points
- Muaj start with the *Enzyme Stream* Heritage Trait.

Enzyme Stream: You can Test to attack a nearby target (Close or Near) with a stream of digestive enzymes.



SHADOW FEY

The name “Shadow Fey” is a bit of a misnomer. Although their traditional home is found in the Everlasting Shadow, Shadow Fey can glow with a multitude of colors through bioluminescence, like many forms of life that have adapted to life in total darkness. They are known for their keen interest and proficiency in alchemy, and Shadow Fey started some of the most famous and renowned alchemy academies in Arudubeku.

Shadow Fey are of similar size and physique of typical Fey, but their skin is covered with small freckle-like spots. These spots are used by Shadow Fey to emit various colors and patterns of bioluminescent light, which they use to communicate with each other, camouflage themselves, and confuse foes and prey.

The small Shadow Fey community can be found on the northern edge of the Dark Desert in the Ralivun Forest, which grows along the banks of the Ralivun River. Unlike their sun-dwelling cousins, Shadow Fey consider themselves to be part of the Eternal Empire under the rule of the One True King. Their alchemical skills have brought Shadow Fey to all corners of Siran, and they can be found in Arudubeku in significant numbers.

Legends say that it was the Shadow Fey who first developed alchemy, and their potions and elixirs are known to be the best available. Shadow Fey are also highly sought after guides for travelers and caravans making the trip between Tumuzara and Arudubeku, as well as those foolish enough to travel to the fallen city of Mircea.

- 6 Hit Points
- Shadow Fey start with the *Bioluminescent Skin* Heritage Trait.

Bioluminescent Skin: You can emit light of various colors and patterns from your skin. You can use these patterns to communicate with any Shadow Fey who can see you (within 25 feet). You can also glow as brightly as a typical torch or lantern, providing light for you and those around you.





UTAROK

Known for their calm demeanor, the physically powerful Utaroks are found laboring throughout the Eternal Empire. Although peaceful by nature, Utaroks are a force of raw power when angered. They are observant, insightful, and possess a dry sense of humor.

Utarok culture is well-known for its extensive use of tattoos, both as an artform and as a way to share personal histories. Stylistically, Utaroks favor clean, black, asymmetrical designs. The contrasting flowing lines and harsh angles of the tattoos reflect the dichotomy of Utarok behavior—generally calm and quiet, but strong and powerful when pushed.

Utarok begin tattooing their personal histories at age thirteen as a rite of passage to signify the transition to adulthood. These self-inked tattoos start at the shoulder and slowly progress towards the wrist over the life of the Utarok. The oldest Utaroks' tattoos can stretch to the tips of their fingers. Major events of the Utarok's life—successes, failures, adventures, loves, births, deaths, etc.—are woven into their tattoos. A select number of Utaroks are taught the closely guarded skill of creating alchemical tattoos.

Utaroks resemble oversized humans, standing between 9 and 10 feet (275-305 cm) tall. Males have two boney, mohawk-like ridges along the top of their head, while females have one. One of the worst things that can happen to an Utarok is to have their ridge(s) removed, and this is used as a form of punishment in Utarok communities. It takes many years for the ridges to regrow.

- 8 Hit Points
- Utaroks start with the *Powerful Punch* Heritage Trait.

Powerful Punch: You have Mastered punching and have Advantage when doing so. This is in addition to the Mastered weapon chosen at Adventure Creation.

ZLAX'XAN

Zlax'xans are large intelligent insects. They frequently serve as scouts and guards for caravans traveling between the Seven Jewels. Zlax'xan society is matriarchal, with females fulfilling most leadership roles in their communities.

A strong sense of community binds Zlax'xan society, and individuals place the common good ahead of personal needs. Those who sacrifice for others are admired and remembered in stories and songs. Zlax'xans who join adventuring parties often treat the party as their community, and they are particularly fond of Salimar.

Zlax'xans have a proud militaristic history stretching back to a time before the One True King brokered a peace between Zlax'xans and the Eternal Empire. This tradition continues today, with many Zlax'xans joining the ranks of the Imperial Guard and City Watches across the Empire. Frontline soldiers build up the plates of thick exoskeleton on their arms to act as shields. Those with vestigial wings form “aerial” units, which make use of their superior leaping abilities.

On average, Zlax'xans stand as tall as a Fey or short Human. They have two arms, four legs, and a stinger that can immobilize enemies or prey.

- 6 Hit Points
- Zlax'xan start with the *Stinger* Heritage Trait.

Stinger: You have a stinger that can deliver a dose of fast-acting poison with a successful Attack Test. The victim must roll a Save Test to avoid being poisoned. A failed Save Test results in no Hit Point damage, but the victim is paralyzed until it rolls a successful Save Test on its turn.



GHOST (ACQUIRED HERITAGE)

Ghost is an Acquired Heritage, meaning it is added to a starting Heritage. Adventurers who perish on their journey can return as a Ghost by adding the following characteristics and Heritage Trait to their existing character. Players can also begin a game as a Ghost.

To start as a Ghost, create a non-Ghost adventurer as normal by choosing any of the other Heritages available and completing the other steps of Adventurer Creation. Then add the Ghost Heritage to it. You should work with the GM to establish how you perished and why your remains have not be entombed in the Grand Catacombs of Beleto Suro.

When sentient beings (generally, the Heritages which can be selected by players) reach the end of their living days, their bodies are brought to Beleto Suro to be interred in the Grand Catacombs so their spirits can cross to the afterlife.

When a body is not entombed in the Grand Catacombs, the spirit returns as a Ghost. This does not happen immediately. A ghost appears next to a deceased's remains 33 days after its death. Because of this, a month is sometimes referred to as a "haunting."

Ghosts generally look like they did before they died (on a good day, not as a reflection of how they perished), with one major exception. They and their possessions are translucent, and it is clear they are not made of solid matter. They have the equipment and clothing they typically carried and used while alive.

The existence of ghosts fits most people's understanding of light and dark, and life and death. Just as there is twilight between the Unblinking Sun and the Everlasting Shadow, so too can a person exist in the transition between life and death.



Technically speaking, only one bone (or vine or twig) of the deceased's body needs to be entombed for its spirit to cross to the afterlife, but most families have the entire body interred if they can afford to do so. It is widely believed that not doing so will leave their loved ones incomplete in the afterlife.

It is also believed that if a dead person's body is completely destroyed, or if their ghost is slain, their spirit is banished to the Plane of Agony, which is simultaneously piercingly bright and overwhelmingly dark, a contradiction that frays the spirit's consciousness to tatters, leaving them to suffer for all eternity. This is viewed as a fate worse than death, and even the most bitter enemies will not intentionally destroy a fallen person's body. Doing so is the epitome of evil and cruelty. Most people and ghosts wish to avoid the possibility of ending up in the Plane of Agony, so they want their remains to be taken to the Grand Catacombs.

Many families travel with the deceased on their way to the Grand Catacombs to say farewell and make sure all is in order. Sometimes it is the duty of the eldest offspring to escort the fallen to Beleto Suro. Those without sufficient financial means send the remains unaccompanied (or even send partial remains if money is very tight).

It is easy to find a caravan or ship setting out for Beleto Suro, as bringing the fallen to the Grand Catacombs is big business. And such big business has led to several organized crime organizations having their fingers in the pie. Legitimate outfits frequently complain of threats by—or the need to pay protection money to—these criminal syndicates. Sometimes these caravans and ships are targeted by evil-minded necromantic alchemists looking for “raw materials.”

Ghosts generally have the same disposition and personality as when they were alive, although they may be upset about the way they perished, particularly if it was due to foul play.

- Hit Points: As starting Heritage
- Ghosts gain the *Incorporeal* Heritage Trait.

Incorporeal: You are incorporeal. You are only affected by other incorporeal creatures and objects, necromantic alchemy, and magic (and vice versa). You pass through solid objects and they pass through you.

TRAITS

With a few exceptions, all Traits from *Tiny Dungeon Second Edition* are used in *Between Sun & Shadow*. Several of the following traits are specific to Siran, but they can be used in other Tiny Dungeon settings with Game Master approval.

Familiar, Healer, Spell Reader, and Spell-Touched from *Tiny Dungeon Second Edition* are not available in *Between Sun & Shadow*. These have been replaced with *Carving*.

NEW TRAITS

Traits that specify a Heritage can only be selected by characters of that Heritage.

Anger Issues: *You wouldn't like me when I'm angry.* When you are down to your last hit point, your anger-fueled attacks do 2 Hit Points of damage. You cannot flee, stop fighting, or heal yourself until the encounter is over.

Armored Arms (Treefolk, Zlax'xan): *My arms are stronger than steel.* The bark or exoskeleton on your arms has thickened and hardened as a result of many years of training and practice blocking attacks. You Test with 2d6 on Evade Actions instead of 1d6. The Shield Bearer Trait provides no additional benefit.

Armored Warrior (Cogor): *Suit up!* You are trained in the use of Cogor Battle Armor (see the [Items & Equipment](#) section for details). If you choose this Trait, your Adventurer gains Cogor Battle Armor.

Backstabber: *Only fools fight fair.* When using the Focus Action, your next attack on a surprised opponent inflicts 2 points of damage.

Barricade: *You shall not pass!* When you defend an area by taking a stand and sacrificing all offensive attacks, you get a melee attack at Disadvantage on all opponents who come within your reach.

Biter (Goblin, Karhu, Lizardfolk, Zlax'xan): *All the better to eat you with...* You have Mastered the use of your sharp teeth or mandibles and you have Advantage when attacking with them. This is in addition to the Mastered weapon chosen at Adventure Creation.

Blinding Light (Shadow Fey): *You can't fight what you can't see.* You can Test to temporarily blind a target with a focused beam of intense light. The victim must succeed at a Save Test to avoid being blinded. A failed Save Test results in no Hit Point damage, but the victim is blinded for 1 Turn.

Born Of Stone (Dwarf): *I have stone coursing through my veins.* You gain Advantage when building with stone and working in mines. When searching for secret doors and passages in caves, mines, dungeons, etc., you are successful on a Test of 4, 5, or 6. This Trait works with Perceptive.

Chameleon (Salimar, Shadow Fey): *Let's play hide and seek.* You can alter your skin pigments to blend in with your surroundings. When Testing to camouflage yourself, you are successful on a Test of 4, 5, or 6. This Trait works with Sneaky.

Clawed (Eku-uke, Lizardfolk): *I cannot put down these knives.* You have Mastered the use of your sharp claws or talons and you have Advantage when attacking with them. This is in addition to the Mastered weapon chosen at Adventure Creation. You cannot use Ranged weapons.

Connected: *I know a guy.* You have connections to a powerful person or organization. This could be a local government official, a criminal syndicate, or another contact of your choice. You gain Advantage when Testing to gain a favor from this person or group. If your Test is successful, the person or organization will grant you access to equipment, share information, remove red tape, etc.

Corporeal Touch (Ghost): *Bet you didn't think I could punch you, did you?* You can Test to interact with physical objects and beings. If successful you can touch a physical "thing" just as if you were fully physical yourself. Each separate attempt requires a Test.

Disorient (Shadow Fey): *Hit me, if you can.* You can create disorienting patterns of light with your bioluminescent skin that make you more difficult to hit. When you Disorient, you can Test 2d6 when Evading.

Escape Artist: *No chains can hold me!* You gain Advantage when attempting to slip out of restraints.

Float (Ghost): *Float like a butterfly, sting like a... well, I don't have a stinger.* As long as you are incorporeal, you can fly up to 25 feet in a single Move Action.

Fly Swatter: *Your arrows are merely annoyances.* When you have two hands free and take the Evade Action, you can Test 2d6 whenever you are hit by a ranged weapon. If your test is successful, you swat the projectile out of the air and do not take damage. Common sense and the GM should limit which types of ranged weapons can be deflected. Arrows, yes! Boulders, no!

Four Armed Fighter (Cogor, Muaj): *Double the arms, double the threat.* You have learned to make the most of your four arms in combat. When wielding two light melee weapons, you can attack twice per Action (up to four times per turn if both Actions are used to attack). You cannot Test with Advantage while using this Trait, even if you would do so otherwise.

Four Legged Fighter (Muaj, Zlax'xan): *Charge!* You can make the most of your four legs in combat. You gain Advantage when charging, pushing, bull-rushing, and tripping your opponents.

Gadgeteer: *Need to get that door open? No problem.* You can Test with Advantage to quickly make a one-use item to solve a current problem using the materials immediately available. You can also Test to repair Cogor Battle Armor. If you choose this Trait, your Adventurer gains a bag o' parts at Adventurer Creation. The optional rule for Item Expenditure & Depletion Points in Tiny Dungeon Second Edition should be used with this bag o' parts.



Goblin Dog Rider (Goblin): *A goblin's best friend has six legs.* You have a well-trained goblin dog (See: [Creatures of Siran](#)), and you know how to ride it. If your goblin dog dies, it will take time and effort to find and train a replacement. You'll also be sad that you lost your best friend.

Haggler: *Let's make a deal.* You can Test with Advantage when negotiating a financial transaction and other deals. If your test is successful, you make a great deal—saving or earning more significantly more than normal.

Hatred: *Love, friendship, and respect do not unite people as much as a common hatred.* You have a profound hatred for one specific type of creature, group, or person (such as Alchemists, for example). When you successfully attack those you hate, you cause 2 points of damage.

Hitchhiker (Ghost): *I'll just hitch a ride with you.* You can Test to hide your ghostly body within the body of a living sentient being and ride along with them. Doing so does no harm to the person, nor does it grant you any control over the person. You can telepathically communicate directly with the person's mind.

Inspiring: *Win just one for the Gipper.* Your inspirational words can bring out the greatness in others. With a successful Test, nearby allies gain Advantage on all Tests for a number of rounds equal to the number of dice with a success on your Test.

Invisibility (Ghost): *Even light passes through me.* You have learned to allow light to pass through your incorporeal body, making you invisible. With a successful Test, you become invisible for 1d6 Turns.

Poison Skin (Salimar): *Hands off, or else.* Your skin produces a powerful toxin that affects those who touch you. Anyone who makes contact with your skin must make a Save Test or take 1 HP of damage.

Precise Attacker: *It's not the size of your weapon, it's how you use it.* When using the Focus Action, your next attack with a light melee weapon is successful on a Test of 3, 4, 5, or 6.

Predator's Sense (Eku-uke, Karhu, Lizardfolk, Zlax'xan): *I smelled you a mile away.* One of your senses is particularly keen. When examining your surroundings to gain information with this sense, you are successful on a Test of 4, 5, or 6. One sharp sense is chosen at Adventurer Creation. This Trait works with Perceptive.

Pronounced Ridge(s) (Utarok): *Headbutt!* Your larger than normal head-ridge(s) can be used to make a powerful headbutt attack. You have Mastered this attack and you have Advantage when attacking with it. This is in addition to the Mastered weapon chosen at Adventure Creation.

Sharpshooter: *I once hit an ogre's eye from a hundred paces.* When using the Focus Action, you may Test to make a called shot with a Ranged Attack. You can pin a target to a wall, knock an item out of their hand, etc. This does not kill unless your opponent loses their last Hit Point.

Six-limbed Dancer (Eku-uke): *My dancing is mesmerizing. Literally.* You are trained in a specialized traditional Eku-uke dance that can transfix those who see it performed. All those within viewing distance must make a successful Save Test or be rendered unable to perform any Actions for one turn. This dance does not affect other Eku-uke.

Tactical: *I love it when a plan comes together.* With a successful Test, your allies gain Advantage on the next Initiative Test as a result of your planning.

Team Player: *Together everyone achieves more.* You know how to make the most of fighting alongside your allies. When fighting alongside someone else with the Team Player Trait, you each gain an additional non-movement Action during your turn (for a total of three Actions).

Vestigial Wings (Zlax'xan): *I'm no Eku-uke, but I do alright.* You have wings that are too small to be used for true flight, but allow you to “leap” and “jump” great distances and heights. You can jump 35 feet with an Action.

Vocal Mimicry (Eku-uke): *Polly want a cracker?* You gain Advantage when Testing to reproduce a voice you have heard before.

Well-Trained: *Just give me a longsword and get out of my way.* You gain Advantage when fighting with one specific type of weapon, like daggers, for example. This weapon is chosen at Adventurer Creation, and you start with one of these weapons. This is in addition to the Mastered weapon chosen at Adventure Creation.

PRESTIGE TRAITS

ALCHEMICAL INKER:

You can't lose the potion when it's embedded in your skin. You have been taught the ways of alchemical tattooing and can use alchemical potions as the ink of tattoos you create. To take this trait, you must have the **Alchemist** Trait.

With a successful Test at Advantage, you can turn any single alchemical potion into a temporary tattoo. The potion is activated by retracing the tattoo in a specific pattern which takes one Action. When activated, the potion affects the person just as if they had swallowed the potion. Activating the tattoo causes the tattoo to

disappear. A person can have one alchemical tattoo at a time.

With a successful standard Test, you can combine two alchemical potions into a temporary tattoo which grants the benefits of both potions when activated.

With a successful Test at Disadvantage, you can combine three alchemical potions into a temporary tattoo which grants the benefits of all three potions when activated.

If you fail at an Alchemical Inker Test, you may make a Save Test to retain the potion(s). If the Save Test also fails, you lose the potion(s).



CLOCKWORK ENGINEER:

Give me enough gears, springs, and time, and I'll build you anything. You have mastered the ways of clockwork technology and can build mechanical devices powered by mainsprings and gears. To take this trait, you must have the **Gadgeteer** Trait.

To use this Trait, describe what you want the item to do and perform a standard 2d6 Test. Failure means you do not know how to make the item in question without further research. If successful, you know how to make it. Ideas for clockwork devices must be approved by the Game Master and may require special materials (and adventures to gather them). Construction also takes time, as determined by the GM.

In addition, you gain Advantage when Testing to deactivate clockwork devices. You can also repair Cogor Battle Armor (no Test required).

LANTERN MONK:

Light. Dark. They are two sides of the same coin. You have pledged yourself to the Lantern Monks of Tumuzara and have been taught to use one of their mystical Lanterns. To take this trait, you must have the **Dark-fighter** Trait.

You can use your Lantern to create a sphere of warm golden sunlight or cool shadow (no Test required). The sphere is 25 feet in diameter, centered on your Lantern. The sunshine produced by a Lantern is genuine sunlight. It allows Treefolk to recover from wounds and allows mundane plants to grow.

You can Test to create the following effects with your Lantern. You can only use one effect at a time (which includes the spheres mentioned above).

- **Blinding Burst:** Your lantern emits a burst of pure sunlight that can temporarily blind anyone within 25 feet. Those seeing the burst may make a Save Test to avoid being blinded. Those who fail the Save Test are blinded for 1d6 Turns.
- **Ghostly Twilight:** You can Test at Disadvantage to create a beam of twilight that harms Ghosts.
- **Piercing Shadow:** Your lantern emits a focused beam of ultimate darkness so intense, so devoid of warmth, that it steals the breath of any living thing it hits, causing 1 HP damage.
- **Sphere of Darkness:** Your lantern creates an area of deep, intense darkness that overpowers any non-magical light sources. All Tests involving vision (such as Attacks) are done at Disadvantage (unless the person making the Test has the Dark-fighter Trait). This area of darkness affects anyone within 25 feet.
- **Sphere of Twilight:** Your lantern creates an area of twilight that reveals any invisible Ghosts within the area.

MASTER ALCHEMIST:

That window is not as strong as steel, it is steel. Your mastery of the transmutation of substances allows you to create more potent alchemical creations, and you can imbue materials with extraordinary properties, such as transparent steel, flame-resistant paper, and glowing ceramic. To take this trait, you must have the **Alchemist** Trait.

By making a Test with Advantage, your alchemical potions can be made with stronger effects. This may include causing greater Hit Points of damage, causing poison victims to make Save Tests at Disadvantage, having a greater area or duration of effect, etc.

To create fantastic materials, describe what characteristics you want the substance to have and perform a standard 2d6 Test. Failure means you do not know how to make the substance in question without further research. If successful, you know how to make it. Ideas for Master Alchemical substances must be approved by the Game Master and may require special ingredients (and adventures to gather them).

Some properties of materials that may be combined from various base substances include: color, luster, density, pliability, flexibility, malleability, ductility, mass/weight, boiling point, melting point, hardness, flammability, heat conductivity, electrical conductivity, corrosion resistance, toxicity, luminance, permeability, reflectivity, magnetism, etc. The more extreme the mix of properties, the more challenging it is to make the material. Lightweight iron is easier to create than lightweight transparent steel with low heat conductivity.

NECROMANTIC ALCHEMIST:

Don't be frightened of the dead. They were once your friends... and could be again. You have learned to create alchemical substances that interact with Ghosts, and you can create chimeric mixed-species creatures. To take this trait, you must have the **Alchemist** Trait.

You can create Ghost-affecting versions of any potion, elixir, powders, etc. that you can make from your Alchemist Trait, and you gain Advantage when identifying undead and necromantic creatures.

You can create homunculi, assistants made from a patchwork of parts and pieces of formerly living creatures and brought to life with necromantic alchemical blood. These cross-species "Frankenstein's monsters" may have some of the Traits of their component creatures. See the sidebar below.

You can also create zombie-like creatures, bizarre monsters, and twisted beasts. To create a necromantic alchemical beast, describe what characteristics you want the creature to have and perform a standard 2d6 Test. Failure means you do not know how to make the creature in question without further research. If successful, you

HOMUNCULI

Creating a homunculus requires you to use 1 Hit Point worth of your blood as part of the homunculus' alchemical blood. This is a permanent loss of your Hit Point. It can only be regained through experience and character growth. Players are encouraged to treat homunculi as separate characters with their own personalities and quirks. Homunculi could also be treated as a distinct Heritage for adventurer creation.

HOMUNCULUS

- Tiny or small in size.
- 2 Hit Points
- **Alchemist's Assistant:** You have an innate understanding of all types of alchemy. When you assist an alchemist (of any kind) with their work, the alchemist makes all alchemy related checks at Advantage and their Tests are successful on a roll of 4, 5, or 6.
- **Born of Alchemy:** The necromantic alchemical blood flowing through your veins sustains you and restores you to life when you have been killed. You do not need to eat, drink, or sleep, although you can choose to do so if you wish. Rest and sleep do not restore lost Hit Points, but necromantic alchemy healing potions can do so. If you die, you awaken fully healed after 1d6 days—unless your body has been destroyed.
- Choose two additional Traits. These may be selected from adventurer and creature Traits.

know how to make it. Ideas for necromantic alchemical beasts must be approved by the Game Master and may require special ingredients (and adventures to gather them). These creatures can only follow very basic commands, such as attack, guard, walk, and stop. Creating these sorts of beasts is very much frowned upon by almost everyone.

POSSESSION (GHOST):

I decide where you go and what you do.
You have learned how to control the beings within whom you Hitchhike. To take this trait, you must have the **Hitchhiker** Trait.

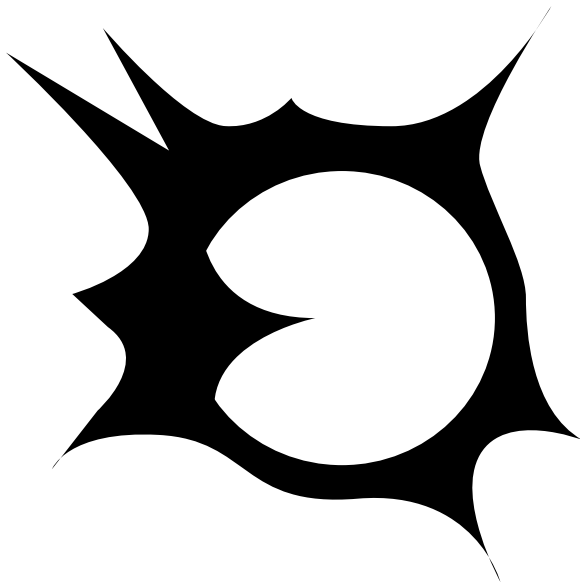
To use this Trait, you must first successfully initiate a Hitchhike with the target. Then you must make a Test to start the Possession. If successful, your target may make a Save Test to avoid the effects. If their Save Test is successful, the possession fails and your Hitchhike ends as well. If their Save Test is unsuccessful, you have control of their body for 1d6 Turns. You can make the person say anything and do anything they are physically capable of doing. When the possession ends, the target may make an additional Save Test. If they fail, you can still Hitchhike with the person if you wish.

SOLIDIFY (GHOST):

Solid as a rock. You have learned to control your Corporeal Touch ability with atypical precision and power. To take this trait, you must have the Corporeal Touch Trait and you make all Corporeal Touch Tests at Advantage.

With a successful standard Test, you are able to transform your incorporeal body to a fully solid physical body for 1d6 Turns. While solidified, you can act (and be acted upon) exactly as a normal living being.

With a successful Test at Disadvantage, you can enter a state of quasi-solidification lasting 1d6 Turns. During this time you are able to touch physical objects, but standard physical objects pass right through you.



CARVING

The collection of Traits known as Carving includes the most powerful abilities of Siran. These Traits allow adventurers to manipulate elements, energy, people, and even time and space.

It is up to the Game Master to decide if players can select a Carving Trait during Adventurer Creation. While this is certainly possible, one might want to grant the ability to Carve as a reward for completing an epic quest, completing a lengthy ritual, being trained by a Carver, etc. Characters can be exposed to Carving during gameplay before their characters unlock its secrets. The Game Master also needs to decide how prevalent Carving is in their game. Do most people have the ability, or only a select few? It all depends on the kind of game you wish to play, and there are no wrong answers.

One way to introduce Carving in your game is to introduce some type of Carving Catalyst to unlock Carving abilities in Adventurers. The specific form of the Carving Catalyst can be an individual person, people with a particular Trait or ability, a specific location or type of location, a magical item, a specific substance, a process or ritual consisting of a series of actions that must be completed, etc. Several rumors about the Carving Catalyst can be found throughout this book.

HOW CARVING WORKS

The ability to Carve is powered by raw, naturally occurring energy known as Mana, which surrounds all living things. Carving uses Mana as fuel to manipulate and shape the world around us.

Carvers can Test to use their Carving Trait, or they can attempt more powerful effects through a special Action: **Charge**. When a Carver chooses to Charge, she gathers Mana and stores it temporarily in order to produce a more potent Carving effect later. A Carver can choose to Charge up to a maximum of 6 consecutive Actions. A d6 can be used to keep track of how many consecutive Actions have been used to Charge.

Once a Carver is finished Charging, she must immediately attempt to use the Charge with her next Action, or release it with no effect. A failed Charged Carving Test results in loss of the Charge, unless the Carver makes a successful Save Test. If the Charge is saved, it must be used with the Carver's next Action or released.

Basic uses of Carving Traits (those that do not require more than 1 or 2 Charges) can be maintained by using one Action each Turn.

It is up to the Game Master to decide what exactly can and cannot be done with each of the Carving Traits and how many Charges are needed to fuel a powerful use of an ability. This is intentionally left vague to allow Game Masters to adjust the power level of their game as they see fit. Let's look at a few possibilities.

Space Carving allows Adventurers to teleport themselves and others. Without a Charge, a GM might allow a character to Test to teleport a few feet away, or the character could cause something or someone else to teleport a few feet. If the character Charges for several Actions, she could teleport herself or something else a farther distance, or could teleport several "things" a short distance.

Gravity Carving allows Adventurers to manipulate which direction is "down." A successful Test would change "down" for something that can be lifted and held with one hand. Charging for a few Actions would allow larger things or people to be redirected, or several small things to be redirected at once.

The GM should think about what style of game she and the other players want—low, medium, or high powered. Consider what would enhance the collaborative story, and reward creativity. Consistency is key.

Carving Traits can grow more powerful over time. This growth in skill requires the Carver to take the same specific Carving Trait a second time. Doing so decreases the Charge required to accomplish more powerful effects.

This growth in ability should also be a part of the story. A character could seek a more experienced Carver to become their mentor, find an artifact that unlocks more power, spend many months practicing, and so on.

If, for example, the Space Carver described above finds someone to teach her how to better focus her use of mana, she will be able to teleport herself a farther distance or teleport several "things" a short distance without a Charge.

CARVING TRAITS

OMNIPOTENCE			
(ELEMENT)	(ENERGY/FORCE)	(MORTAL)	(UNIVERSE)
AIR	ELECTROMAGNETIC	BODY	DIMENSION
EARTH	GRAVITY	EMOTION	MANA
FIRE	LIGHT	MEMORY	SPACE
WATER	TEMPERATURE	SOUL	TIME

VOID

There are four categories of Carving: Element, Energy/Force, Mortal, and Universe. Each category has four foci. Each specific focus is a separate Carving Trait. There are also two Ultra Carving Traits that lie outside these four categories. Adventurers usually have one Carving Trait, unless the GM decides otherwise.

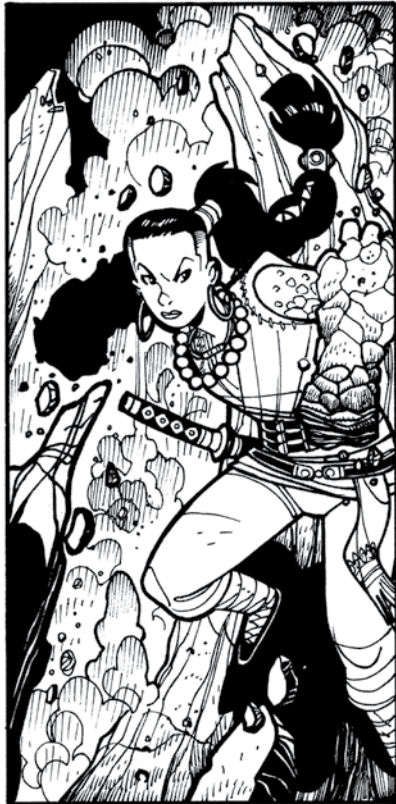
ELEMENT CARVING

Element Carving does not allow a Carver to create the element in question—only reshape the element if it already exists. Element Carvers are not immune to, or healed by, exposure to the element in question.

AIR CARVING

Air Carving allows a Carver to manipulate the element of air. This includes attracting and repelling air, changing wind speeds, and changing wind direction. It does not allow the Carver to create air.

Air Carving can be used to extinguish or fan flames, propel a sailboat, repel and deflect arrows,



increase or decrease the intensity of an existing storm, create a vacuum, and more. Creating a tornado would require a large Charge.

Air Carvers are commonly known as Breezes, Storms, and Whirlwinds.

EARTH CARVING

Earth Carving allows a Carver to manipulate the element of earth. This includes attracting and repelling earth, softening or hardening earth, and shaping earth. It does not affect magnetic stones, and it does not allow the Carver to create earth.

Earth Carving can be used to create pits and troughs, raise earthen walls, soften or harden the ground and walls, and more. Creating a localized earthquake would require a large Charge.

Earth Carvers are commonly known as Mudders, Rockers, Shakers, and Stoners.

FIRE CARVING

Fire Carving allows a Carver to manipulate the element of fire. This includes attracting and repelling fire and expanding or extinguishing existing fires. It does not allow the Carver to create fire.

Fire Carving can turn any existing source of fire into a weapon. Flames from a simple candle or torch can be used to attack by repelling or attracting the fire, causing it to leap through the air.

Fire Carvers are commonly known as Burners and Torches.

WATER CARVING

Water Carving allows a Carver to manipulate the element of water. This includes attracting and repelling water, changing water levels, and changing the flow of water. It does not allow the Carver to create water.

Water Carving can be used to slow a raging river to make it safe to cross, increase the speed and change the direction of ocean currents to decrease travel time at sea, increase the density of water to make it support the weight of someone walking on it, and more. Creating a whirlpool in an ocean would require a large Charge.

Water Carvers are commonly known as Fish, Sailors, and Splashers.

ENERGY/FORCE CARVING

Energy Carving does not allow a Carver to create the energy in question—only reshape the energy if it already exists. Energy Carvers are not immune to, or healed by, exposure to the energy in question.

ELECTROMAGNETIC CARVING

Electromagnetic Carving allows a Carver to manipulate electricity and magnetism. This includes attracting and repelling magnetic objects (iron, cobalt, nickel, and steel), directing the flow of electricity, and impeding or conducting the flow of electricity. It does not allow the Carver to make something magnetic, nor does it allow the Carver to create electrical energy.

Electromagnetic Carving can be used to repel or attract steel weapons, rip weapons away from others, redirect a lightning strike, turn small magnetic objects into Ranged Weapons, and more.

Electromagnetic Carvers are commonly known as Magnets, Shockers, and Steelers.

GRAVITY CARVING

Gravity Carving allows a Carver to manipulate gravity. This includes changing which way is “down” for a person or object, and making things lighter or heavier.



Gravity Carving can be used to “fly” by making a chosen direction “down” and falling in that direction. Hovering can be achieved by making multiple directions “down” simultaneously. Enemies can be brought closer or sent flying away (as can their equipment), or they could be pinned under the pull of intense gravity. It can also be used to walk on walls and more.

With a proper Charge, Gravity Carvers can also Test to affect the incorporeal bodies of Ghosts.

Gravity Carvers are commonly known as Birds, Crushers, and Flyers.

LIGHT CARVING

Light Carving allows a Carver to manipulate light. This includes changing the color of light and dimming or brightening light. It does not allow the Carver to create light.

Existing light can be altered to create visual illusions. A large scale or complex illusion would require a large Charge.

Light Carvers can Test to detect invisible Ghosts.

Light Carvers are commonly known as Lamps, Painters, and Shiners.

TEMPERATURE CARVING

Temperature Carving allows a Carver to manipulate thermal energy. This includes increasing or decreasing the ambient temperature in the surrounding area, freezing water, melting ice, setting flammable items on fire, and even cooking food.

Focused temperature changes can be used as a method of attack, often resulting in frostbite or burns.

Temperature Carvers are commonly known as Flints and Snowmen.

MORTAL CARVING

Mortal Carving allows a Carver to manipulate the body and mind of herself or others.

BODY CARVING

Body Carving allows a Carver to manipulate their own physical attributes and appearance and those of others. This includes changing someone's hair, skin, or eye color, along with altering facial features. It does not allow a Carver to radically alter a person's height or weight, but some changes can be accomplished. The more extreme the change in appearance, the greater the required Charge.

Body Carving also allows one to heal wounds like the Healer Trait.

Body Carvers are commonly known as Beauticians, Doppelgangers, Actors, and Healers.

EMOTION CARVING

Emotion Carving allows a Carver to manipulate their emotions and the emotions of others. This includes increasing or decreasing anger, anticipation, disgust, joy, trust, fear, sadness, and surprise.

Small changes in emotion—such as moving surprise to fear—can be made with a successful Test. A large change in emotion, such as disgust to trust, or making a small change in a larger number of people would require a large Charge.

Emotion Carvers are commonly known as Persuaders or Charmers.

MEMORY CARVING

Memory Carving allows a Carver to manipulate the memories of others. This includes the ability to add, remove, and alter memories. It does not allow a Carver to directly read another person's memories.

Memory Carving can also detect when someone's memory has been altered and can be used to “undo” any changes. Small seemingly unimportant details are not difficult to alter, but changing cherished or vital memories would require a large Charge.

Memory Carvers are commonly known as Erasers, Historians, and Teachers.

SOUL CARVING

Soul Carving allows a Carver to manipulate the good and evil tendencies of others. This includes altering a person's general disposition and temperament. It can be used to make someone more or less good or evil, and more or less willing to follow the rules.

Small shifts are relatively easy to cause, such as having a “good” person feel that it is okay to bend the rules for a worthy cause. Getting a “good” person to be okay with committing murder would require a large Charge.

Soul Carvers are commonly known as Angels and Devils.

UNIVERSE CARVING

Universe Carving allows a Carver to manipulate time, distance, dimensions, and Mana.

DIMENSION CARVING

Dimension Carving allows a Carver to create portals to other dimensions or planes of existence, allowing for interdimensional travel of objects and living beings. This includes creating small pocket dimensions in which to hide small objects, as well as opening doorways to an alternate universes.

Dimension Carving is one of the most dangerous forms of Carving. While hiding a weapon in a pocket dimension is easy and harmless, traveling to other planes can result in instant death, due to the very nature of the other dimension. Dimension Carvers are well aware that, like all doorways, portals to other dimensions work in both directions, and there is always the risk of something crossing over from the other side. Once a Dimension Carver has opened a door to another dimension, it is easier for her to return to it (or avoid it) in the future. The size of the object being stashed and the size of the doorway required affect the size of the Charge required.

Dimension Carers are commonly known as Travelers or Voyagers (and sometimes just plain crazy).

MANA CARVING

Mana Carving allows a Carver to manipulate Mana. This includes gathering and storing Mana for extended periods of time, transforming Mana into solid form, and firing focused bolts of Mana. Channeling Mana into bolts of energy is a standard Ranged Attack. Mana Carvers are also able to heal Ghosts as per the Healer Trait.

With a successful Test, Mana Carvers can convert a single Charge of Mana into a solid sphere of raw magical energy. This can be used by any Carver as a source of Mana.

Mana Carvers can gather Mana for a full strength Charge (six consecutive Actions) and Test to hold the Charge indefinitely. This Charge can be used by the Mana Carver herself or be passed to another Carver of any type to be used immediately as they see fit.

With a successful Test at Disadvantage, Mana Carvers may imbue items with permanent magical properties, but only things the Carver or someone else involved with the creation of the item knows how to do or create.

Mana Carvers are commonly known as Artificers, Mainsprings, and Shooting Stars.

SPACE CARVING

Space Carving allows a Carver to manipulate the shape of space, allowing for instantaneous travel. This includes folding or bending space to teleport the Carver, other people, and objects. It does not allow the Carver to teleport anything into solid objects.

Space Carving requires knowledge of the intended destination. If the Carver has firsthand knowledge of the destination, she makes a standard Test. If her understanding of the location is based on secondhand information, then she Tests at Disadvantage. If the Carver no knowledge of the destination, she cannot teleport someone or something there. Both the size of the object being teleported and the distance being traveled affect the size of the Charge required.

Space Carvers are commonly known as Blinkers, Hoppers, and Jumpers.

TIME CARVING

Time Carving allows a Carver to manipulate time. This includes the slowing and acceleration of the passage of time for the Carver and others. It can be used to gain or reduce the number of Actions a person has in their turn, stop time, and more.

Both the number of people being affected and the amount of time change affect the size of the Charge required.

Time Carvers are commonly known as Clocks and Hourglasses.

ULTRA CARVING

OMNIPOTENT CARVING

Omnipotent Carving grants the Carver all Carving powers except for Void Carving.

Omnipotent Carvers are commonly known as Harmonizers.

VOID CARVING

Void Carving allows the Carver to suppress the Carving abilities of others. The Carver can cancel or suppress all Carving in an area, or the effect can be targeted on an individual.

To cancel an existing Carving effect, a Void Carver needs to match the Charge used to initiate the effect and make a successful Test. A Void Carver can sense the level of Charge required.

If no Carving Effects are active in an area, a Void Carver can create a Void around her that prevents other Carving Traits from working. This Void is centered on the Void Carver and extends 25 feet in all directions when one Action each turn is used to maintain the Void. If both Actions are used to maintain the Void, the radius expands to 50 feet.

Void Carving trumps all other Carving Traits.

Void Carvers are commonly known as Neutralizers.

RUMORS ABOUT CARVING

- Some say Carvers can learn all Carving abilities if properly trained.
- Most believe, however, that Carvers can learn only one carving ability.
- Many people think that only some people can Carve.
- Some scholars insist that all people have the inherent ability to Carve.
- Many of the truly devout believe that Carving is granted by the Gods of Light and Darkness to those who have earned it. They are not sure how a person might earn such an honor, however.
- Adventurers tell tales of magic items that grant Carving abilities to those who wear them—rings, amulets, belts, etc. Each item grants a different Carving ability. Some say a person can only wear one of these magic items at a time, but others claim there is no limit. Are these the Carving Catalysts?
- One story tells how the Carving Catalyst is in the possession of a person or group who does not know what it is and what it does. They think it's just an old trinket from days gone past.
- It's been said that a group of Carvers refers to itself as a Guild or a Gotra.
- There are whispers that a powerful Dimension Carver has found the Plane of Agony, where those whose bodies are completely destroyed spend eternity.
- A similar piece of gossip tells of a Dimension Carver who has discovered a way for the living to travel to the afterlife.
- There is speculation that a group of Carvers has established a stronghold in a secret location. While some think it is a place for Carvers to learn to use their abilities, others say these Carvers are plotting to overthrow the One True King. Could the Rebellion be linked to this group of Carvers?
- A few scholars believe that other types of Carving once existed, but this is not widely accepted. Things such as Destiny Carving and Dream Carving have been suggested.

ITEMS & EQUIPMENT

The following items represent a small sample of clockwork and alchemical equipment found in Siran. Game Masters can set prices as they see fit.

Blade Launcher (also known as “Zigana’s version of Tshaya’s crossbow, with limited repetitive loading mechanism utilizing clock spring driven gears and levers, which fires circular blades instead of bolts”): This clockwork device allows the user to fire 6 razor-edged discs in rapid succession, without the need to reload between each shot. Loading a blade launcher is a complicated procedure requiring several minutes.

Cogor Battle Armor (also known as “Lennor’s reinforced and strength amplifying armor, utilizing clockwork driven gears, levers, and pulleys”): This armored, human-sized suit is designed to give its diminutive Cogor wearer enhanced strength and protection. It is powered by gears, pulleys, and clock-springs. Its amplified strength allows the Cogor to use Heavy Melee weapons (Proficiency not included). Although the armor only has two arms, operating the armor requires the use of all four of the Cogor’s arms. The plates of armor provide 6 Hit Points that are lost before the wearer takes damage. If the Battle Armor is reduced to 0 Hit Points, it stops functioning and needs to be repaired. Repairs take a full day. Cogor battle armor varies wildly in style and appearance. A skilled team of Clockwork Engineers and Master Alchemists could theoretically build gadgets and weapons into Cogor Battle Armor, making it even more potent.



Drake's Claw (also known as “Lyanka’s triple-hinged grasping grappling hook”): This cleverly engineered grappling hook firmly grasps onto anything that fits within its steel claws, including small items, branches, rocky outcroppings, etc. Those using a Drake’s Claw gain Advantage when Testing to use the grappling hook. Some have tried using a sharpened Drake’s Claw as a weapon.

Exploding Spheres: These alchemical weapons are about the same size and weight as an orange. When their outer shell cracks upon impact, exposing its alchemical reagents to air, the sphere explodes with deadly force. A successful Ranged Attack with an exploding sphere damages everyone within 10 feet (3 meters). If using the optional Critical Miss rules from *Tiny Dungeon Second Edition*, a Critical Miss means that the exploding sphere failed to crack open and can be picked up by your target.

Ghost Powder: When sprinkled on a Ghost, this necromantic alchemical dust causes the ghost to become solid enough to be affected by physical objects (and vice versa).

Ghost Touch Grease: Coating objects with this necromantic alchemical oil temporarily grants the coated item the ability to affect incorporeal Ghosts.

Homunculus Poison: This chemical is deadly to homunculi. If injected, a homunculus must make a Save or Die Test to avoid being killed.

Mechanical Humminghawk (also known as “Rajko’s improved design of Yiswan’s failed mechanical bird that crashed on Mt. Etrutani, which now includes four clockwork-driven wings and an extra clock spring for poorly timed flights”): This large and noisy flying machine can carry the equivalent of two average-sized humans. It has a limited range of travel, but is sometimes used by the Imperial Guard to patrol near the Seven Jewels and the Royal Road (by making frequent stops to wind the clock springs).



Net Launcher (also known as “Hanzi’s spring-tension-assisted net projectile launcher to capture birds and Eku-uke”): This clockwork device fires a large weighted net at flying targets. Targets successfully hit by a net must make a Save Test to escape the entanglement. A failed Save Test causes the target to fall to the ground (which may cause damage, depending on the height of the fall).

Pocket Watch (also known as “Duntshi’s small-scale-component clock suitable for carrying in one’s pocket”): Pocket watches are carried by many people in Siran, especially in cities and towns that follow Kanasala Time.

Portable Sun: About the size of a grapefruit, a portable sun constantly shines brightly with pure sunlight. They are frequently used for growing plants in the Endless Night. They are cool to the touch and usually come with a box or padded pouch for storage. Portable Suns are built to last, but can be intentionally broken. Doing so causes the alchemical elements inside react with the air, leading to a large explosion (which almost always kills the one who broke the sphere).

Repeating Crossbow (also known as “Tshaya’s crossbow with limited repetitive loading mechanism, utilizing clock spring driven gears and levers”): The gears, pulleys, and springs of this clockwork device allow the user to fire 6 crossbow bolts in rapid succession without the need to reload between each shot. Loading a repeating crossbow is a complicated procedure requiring several minutes.

Shade Lamps: These alchemical items constantly radiate an area of cooling shadow. They are frequently used in the Unblinking Sun to give respite from the heat and sunlight. They are similar in size to a large melon and are oddly warm to the touch. If broken, the alchemical elements inside react with the air, leading to a dangerous implosion. When not in use, they are usually kept in a protective case or box.

Shandor’s Wax: This alchemical wax can be used to seal or lock any physical, non-living thing that can be opened or closed. This includes, but is not limited to, doors, windows, boxes, chests, and, of course, envelopes. Sealed items can still be hacked, chipped, broken, torn, etc. A complete set of Shandor’s Wax includes enough wax to lock 6 items, along with 6 applications of unsealing salve.

THE LAND OF SIRAN

The people, plants, and animals have adapted to the extremes of a land divided between constant sunlight and constant starlight.

CLIMATE OF SIRAN

Constant winds and storms help distribute heat and moisture throughout the World of Siran. Far to the west of the World Siran, the average temperatures are 135°F (57°C) in the heart of the Unblinking Sun. Travelling east to the center of the Everlasting Shadow brings temperatures averaging 25°F (-4°C).

Ground level winds average 20 miles (32 km) per hour. At the equator, winds blow from the Unblinking Sun towards the Everlasting Shadow. Cooler air returns to the Unblinking Sun across the poles. The upper atmosphere is much more violent, with large thunderstorms circling the planet every few days.

The warmest area of the Eternal Empire lies in the far west of the Land of Siran, where temperatures are always warm to hot. The far east is the coolest region, but water still flows and the seas are ice-free.

The frequent thunderstorms provide ample rainfall in the western half of the continent. The eastern side receives less rain, since mountains squeeze much of the moisture from the storms as they pass.

THE UNBLINKING SUN

The side of the Siran's world that continually faces the sun is known as the Unblinking Sun.

RUMORS ABOUT THE UNBLINKING SUN

- Most scholars believe a large desert covers the majority of the Unblinking Sun.
- Explorers report that a thunderstorm known as the Eye of Siran permanently rages over the area directly facing the sun, and that vast oceans and entire continents can be found in the Unblinking Sun.

THE EVERLASTING SHADOW

The side of Siran's world that faces away from the sun is known as the Everlasting Shadow. Life is difficult for most people, but a few cities have found ways to not just survive, but thrive. Moss, lichens, and molds are very common in the Everlasting Shadow, as are bioluminescent plants and animals.

A note to players and Game Masters: Remember, the Everlasting Shadow is always dark, so light sources are important necessities when traveling outside of cities and towns.

RUMORS ABOUT THE EVERLASTING SHADOW

- Some say that it is so cold in the heart of the Everlasting Shadow that everything is completely frozen.
- Many tell tales of ruins and abandoned cities in lands deep within the Everlasting Shadow. They say great wealth, magic items, and long lost technological wonders can be found in these formerly thriving areas.

THE SEAS OF SIRAN

Starless Sea: Found to the west of Siran, the Starless Sea is warmed by the light of the Unblinking Sun. The constant heat gives rise to the steady wind that blows across Siran and to the frequent thunderstorms that nourish the lush forests of the Verdant Land. Its waters are warm and tropical.

Sunless Sea: Lying east of Siran, the Sunless Sea is shrouded by the darkness of the Everlasting Shadow. Its waters are cold, but ice free, in the areas frequented by sailors. Sea ice can be found deeper in the Everlasting Shadow.

Sea of Whispers: North of Siran, travelers find the Sea of Whispers. Swift currents and open waters make eastward travel relatively easy. This is the preferred route for ships making the journey to ports in the Everlasting Shadow.

Sea of Stones: This dangerous body of water is found south of Siran. It also has swift eastward flowing currents, but it is littered

with rocky outcroppings, spires, and stacks. The combination of currents and obstacles has sunk many ships. Only the brave, foolish, or desperate choose to sail these waters.

SIRAN'S CROWN

This imposing mountain range runs north to south, dividing the Eternal Empire into two large areas. The most commonly used pass through Siran's Crown is the Shadow Pass. A branch of the Royal Road traverses the Shadow Pass to connect Tumuzara and Arudubeku.

RUMORS ABOUT SIRAN'S CROWN

- Adventurers say the tallest peak of Siran's Crown, Mt. Erutani (formerly Mt. Erton), is so tall that its peak reaches above the clouds and is bathed in sunlight, even though its base is cloaked in darkness. They say a city of Sky Dwarves can be found at its zenith.
- Some scholars believe that Mt. Erutani is a not-so-dormant volcano, which is due for a major eruption.
- Sailors say that Siran's Crown continues into the Sea of Stones, with some mountains creating large islands south of the Eternal Empire.

THE ITAKARI RIVER (FORMERLY THE OOTAC RIVER)

The Itakari River is the widest, deepest, and longest river of the Eternal Empire. It stretches from Siran's Crown to the Starless Sea. Many boats use the Itakari River to transport goods between Palabari, Inifa, and The Throne.

THE VERDANT LAND

The Verdant Land stretches from the western foothills of Siran's Crown to the Starless Sea. The plentiful rainfall and unending sunlight make the area rich with flora and fauna. Crops grow very well in the rich soil and provide food for citizens throughout the Eternal Empire.

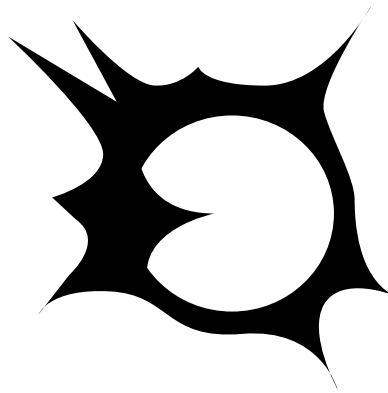
THE DARK DESERT

The Dark Desert is a vast sandy wasteland, stretching from the Ralivun River in the north to the Tahanu River in the south. The combination of cold, scarce fresh water, dangerous creatures, and darkness has made extending the Royal Road to connect Arudubeku and Beleto Suro an insurmountable challenge. There is, however, growing pressure to overcome these difficulties to build the road.

THE RALIVUN RIVER AND RALIVUN FOREST

The Ralivun River is one of the most spectacular sights in all of Siran. Its waters glow with multitudes of bioluminescent life. The trees that grow along its banks (creating a long and winding forest) also emit various shades and colors of light. Scholars believe all of this bioluminescence is a result of flora and fauna adapting to life in total darkness and the abundance of alchemical minerals in the waters of the Ralivun River.

The Shadow Fey call these forests home. They are welcoming to visitors, but protective of their homeland. They trade their alchemical creations with merchants from all over the Eternal Empire.





THE SEVEN JEWELS OF SIRAN

The seven largest cities of the Eternal Empire are collectively known as the Seven Jewels of Siran. While these are the largest and most well known cities, a plethora of smaller cities, towns, and villages can be found throughout the Eternal Empire. These are left for the GM to add as needed.

ARUDUBEKU (FORMERLY ARDINGBEKKR)

THE CITY OF ALCHEMY

Located in the Everlasting Shadow, some say the port city of Arudubeku (or “Aru” for short) is the most beautiful city in all of the Eternal Empire. The city’s famous alchemical lamps illuminate the streets with golden light. The most accomplished alchemists in the Eternal Empire can be found in Arudubeku, and the largest population of Shadow Fey outside of Ralivun Forest can be found here as well.

The city has not adopted Kanasala Standard Time, meaning residents keep irregular hours with each person, family, and merchant settling into their own sleep-wake pattern. “Wake-time” for one person may be “sleep-time” for another.

The convergence of two rivers, access to the Sunless Sea, and its location at one end of the Royal Road make the city the largest trading hub in the Everlasting



Shadow. Ships ferrying goods and people back and forth between Beleto Suro are very common. The Beacon of Arudubeku, a majestic lighthouse, rises from the city's harbor. Its light is visible for miles around, guiding travelers at sea and on land towards the city.

ARUDUBEKU RUMORS

- The alchemists of Arudubeku are said to have developed potions that can allow people to fly or turn invisible.
- There is speculation that an alchemist is dumping failed experiments in a nearby pond, causing the wildlife to mutate.
- Although it remains unconfirmed, many believe that a new alchemy academy is preparing to start accepting students. It's also been heard that the school will not accept humans.
- Many sailors have heard the city is planning to build a navy with the support of The Throne to fend off the increasing number of pirates raiding trade vessels.
- Some think city officials are working with the pirates and are taking a cut of the loot.
- Others say the Rebellion is working with pirates to disrupt trade and gain resources.
- Tales are told of Adventurers setting sail for lands beyond the Sunless Sea. Some of these stories tell of great riches to be found, while others say that none of the explorers have ever returned.
- Word around the docks is that there may be some alchemists and merchants willing to sponsor a voyage to further explore the recently discovered Alchemical Isles, and perhaps to establish an alternative to the islands' only established settlement, Bindo's Folley.
- There are whispers that someone is putting together an expedition to Mircea to find and explore the lost labyrinths and dungeons of the fallen city.
- Supposedly, Izi's Public House, which lies in the heart of the Shadow Pass, is up for sale. Why would Izi be selling when it seems to be quite profitable?

- Sages tell stories of an ancient civilization that used to rule much of Siran. They say some of its ruins can be found in the heart of the Dark Desert south of Arudubeku. Could this be the Rebellion's base of operation?
- Although the City Watch denies such claims, residents whisper that someone or something is killing people and taking their organs. Most dismiss this as something that would only happen in Beleto Suro.
- Many people say that Chief Administrator Baron Davanzato is recruiting workers (and guards to protect them) to extend the Royal Road from Arudubeku to Beleto Suro. There is much popular support for this road to be built, as it would make it easier for bodies of the deceased to be taken to the Grand Catacombs of Beleto Suro, as well as facilitate more trade.
- There are whispers that say that ship captains and pirates are very interested in preventing Baron Davanzato from extending the Royal Road to Beleto Suro. They are very much concerned about losing a significant source of income if people don't need to travel to Beleto Suro by sea. Surely there's no way the pirates and captains would work together, right?

BELETO SURO (FORMERLY BALETE SUR)

THE CITY OF BONES

Beleto Suro is often referred to as the “City of Bones” for the Grand Catacombs that lay beneath the city. It is also known as the “Dark Jewel of Siran,” due both to its location in the Everlasting Shadow and the generally depressing impression it gives visitors. Since the days before the Eternal Empire, people from across the Land of Siran have brought their loved ones' remains to be entombed in the Grand Catacombs. Doing so allows the spirits of the deceased to cross to the afterlife and avoid becoming Ghosts.

Necromantic alchemists are very common in Beleto Suro. Here they perfect their Ghost potions and powders and create their homunculi.

Of all the Seven Jewels, Beleto Suro deals with the least influence and pressure from The Throne and the One True King. Organized crime has a strong foothold in the city, and many believe that it runs things entirely. Criminals, outlaws, and other scum and villainy tend to make their way to Beleto Suro. The numerous gambling houses that cater to this unsavory element lend a different meaning to “City of Bones.” The city has not adopted Kanasala Standard Time.

BELETO SURO RUMORS

- Many speak of encounters with pirates who call Beleto Suro home. They are said to sail the seas along the entire eastern coast of the Eternal Empire.
- After a few too many rounds of ale, old-timers tell stories of necromantic alchemists who use the virtually endless supply of “recruits” in the Grand Catacombs to build armies of undead.
- Many Adventures are said to plumb the depths of the Grand Catacombs in search of riches buried with the dead. Some never make it out alive.
- There are reports of contact with a subterranean race that lives beneath the Grand Catacombs. Opinions differ on whether they are friend or foe... or if they exist at all.
- Respectable members of the City Watch believe the Grand Catacombs need specially trained units to fend off grave robbers and necromantic alchemists.
- Whispers share stories that the gates to the afterlife have been found—and are guarded by powerful beings from another plane of existence.
- Some say the rival groups of pirates based in or near Beleto Suro are sometimes willing to serve as protection from each other for a fee.
- Residents are beginning to hear stories of a growing group of “rogue” homunculi living outside the city walls.
- One gambling house, the Lucky Oxrat, is known for its charismatic owner. It’s said that she will take bets on almost anything for almost any stakes. Some say she has even won the souls of several unlucky patrons.

- Residents on the outskirts of town claim that the Rebellion is becoming active in the area and are looking to establish a significant presence in Beleto Suro.
- It's been overheard that one of the city's larger thieves' guilds is negotiating a deal with local pirates to work together to loot Arudubeku.
- Members of the City Watch were supposedly overheard talking about a grotesque experiment that escaped a necromancer's laboratory.
- Customers at a local tavern say that an expedition to explore the southern expanse of Siran's Crown is looking for Adventurers to provide some extra protection. They're searching for a route between Beleto Suro and Inifa or Palabari.
- The necromantic alchemists of Beleto Suro are said to have developed potions that can bring the dead back to life for short periods of time. They say the spirit of the fallen person returns to their body from the afterlife.

INIFA (FORMERLY YNFAIGH)

THE CITY OF TUNNELS

Inifa is a marvel of Dwarven and Cogor creativity and know-how. Located in the Unblinking Sun, the majority of the city is built underground. Large “skylights” can be opened and closed to create a day-night pattern for the city, which adheres to Kanasala Time.

The city hosts an annual competition known as the Grand Games. This event attracts participants and spectators from every corner of the Eternal Empire. The nature of the event changes from year to year. Some years it's archery, others it's swords and shields, etc. Although none of the events are designed to be lethal, accidents do sometimes occur, and the competition is fierce. Winners are handsomely rewarded.

Inifa's location near the rolling foothills of Siran's Crown make it a significant source of precious ores and gems for the Eternal Empire, and its proximity to the Verdant Land brings a plethora

of agricultural goods. The Royal Road passes through Inifa, and a massive Dwarven-constructed stone bridge spans the majestic Itakari River. A fair number of Fey can be found in Inifa.

INIFA RUMORS

- Some whisper that the Dwarves of Inifa have built tunnels all the way to The Throne.
- The latest gossip overheard in the market says something is causing tension between the generally collegial Cogor and Dwarves who work together to operate the city's skylights.
- There are those who believe that the bridge over the Itakari river is an ancient Carving artifact that can create a bridge between Siran and an alternate plane of existence.
- There's speculation that a very wealthy caravan leader is offering a significant reward to anyone who can find a caravan-friendly pass through the southern range of Siran's Crown.
- Local gem traders say that a group of Master Alchemists has been asked by the One True King to create a new currency using alchemically altered gemstones.
- Legends tell of an entire army of obsidian warriors buried a few miles outside of town. Who built them and for what purpose?
- The latest scuttlebutt is that all contact with a remote ruby mine has stopped. No one has heard or seen anyone from the area for weeks.
- Word has reached town that the last caravan that left Inifa bound for Palabari never reached its destination. Where did they go? Were they attacked by bandits? Were they wiped out by some sort of plague?
- There is talk of a group of people planning to move to the coast of the Starless Sea northwest of Inifa. Some say this group is a cult looking for a place to practice rituals without the watchful eye of the City Watch or the Imperial Guards. Others say the leader of the group discovered an abandoned citadel that will be used as the starting point for the new settlement.
- A group of Dwarves constructing a new tunnel claim to have found the entrance to an ancient dungeon that lies beneath the city.

- Some say the next Grand Games will have Carvers test their abilities. Are there any real Carvers? Will the One True King make an appearance to watch such an event? Would his appearance attract the Rebellion?
- Inhabitants worry that tension between rival thieves' guilds is close to open armed conflict.

KANASALA (FORMERLY KUNDUSHEL)

THE CITY OF CLOCKS

Found where the Bay of Twilight meets the Sea of Whispers, Kanasala is the most organized and efficiently run city in all of Siran. Long ago, city officials commissioned the construction of a massive clock tower, which still stands in the central square. Its bells can be heard throughout the city. Since there is no regular rising and setting of the sun, the official time for the entire Eternal Empire is determined by Kanasala's clock tower. Residents carry pocket watches synchronized with the city's central clock tower and keep the same waking and sleeping hours.

Home to the largest population of Cogor, Kanasala is the hub of clockwork ingenuity. Gadgets and widgets of all sorts can be found for sale in the city's markets. Several decades ago, a failed experiment led to a large fire that razed a swath of the city. Inventors must now test their creations outside the city walls.

Several competing guilds of craftspeople call Kanasala home. The most amazing items in Siran are the collaborative results of Clockwork Engineers and Master Alchemists (and sometimes Necromantic Alchemists) working together to create wondrous clockwork machines made from transmuted materials.

Kanasala is connected to Tumuzara by a branch of the Royal Road, and it's a significant sea port, with easy access to the Starless Sea and the Sea of Whispers.

KANASALA RUMORS

- There are those who believe that the Cogor are building an army of clockwork automatons. Why would they need such an army? Is it for the Rebellion? Or is it being created to fight the Rebellion? Perhaps it's for the One True King?
- It is said there is a craftsman who will build Battle Armor for humanoids larger than a Cogor, but the price is quite high.
- There are reports of a pride of intelligent feral house drakes living along the coast north of the city. It's said that they've developed Traits never before seen in domesticated house drakes.
- People in the know claim that inventors are developing windmills to harness the energy of the wind into winding large clock springs, which can be used to power incredible clockwork transports.
- Some whisper that the One True King is planning to outlaw further advancement of clockwork technology because he is afraid it is becoming too powerful.
- A group of talented Cogor musicians are supposedly looking for seasoned professionals to provide safe transport as they travel to each of the other Jewels to perform. It's said their skill on the double-neck guitar brings tears to one's eye. The four-armed musicians are able to play both necks of the guitar simultaneously.
- The most recent caravan arriving from Tumuzara reported seeing a large group of Lizardfolk traveling in the direction of Kanasala. They've never been seen so far north.
- Sailors who frequent the Sea of Whispers recount seeing large strange statues along the coast between Kanasala and the abandoned city of Mircea. The eyes of these figures are said to watch the ships as they sail past. Some say they watch for the return of the Ravening Colossus of Mircea.
- Baron Alaric, Chief Administrator of Kanasala, is said to only hire Zlax'xans for his personal staff. Why?
- Reports of a stash of treasure have caused several people to explore nearby islands. At least four explorers have failed to return.
- An old baker claims to have discovered a recipe for scones that can heal wounds. Although no one denies their wonderful flavor, most have little faith in their healing properties.

PALABARI (FORMERLY PLABURH)

THE CITY OF GARDENS

Palabari is built where the Itakari River meets the Starless Sea and is most famous for its beautiful gardens. Trees can be found lining most streets, and almost every building has a rooftop garden filled with flowers and fruit trees. The greenery is not just aesthetically appealing, however; it also helps cool the city from the constant heat of the Unblinking Sun. The abundance of flora has attracted many Zlax'an, Fey, and even Treefolk to the city.

The Verdant Land stretches east from the city, and its rich soil, along with the constant sunlight and ample water, provides a cornucopia of agricultural products that feed much of the Eternal Empire. To harvest their crops at the perfect time, residents have settled into their own sleep-wake patterns, and the city has not adopted Kanasala Standard Time.

PALABARI RUMORS

- There are reports of farmers disappearing from their fields. Who or what is taking them?
- Residents say that a wealthy and peculiar resident is looking to hire someone to capture a rare animal for his private collection.
- People are whispering about a farmer who unearthed an ancient artifact while digging a well. Some say it's a powerful Carving relic, while others say he uncovered the top of a pyramid buried entirely underground.
- There are stories of a new necromantic alchemy creation being called "Catacomb's Tears." This new formulation supposedly preserves loved one's remains until they can be properly interred in the Grand Catacombs. Ship captains and caravan leaders are very interested.
- Many sailors tell tales of the numerous ships that have sunk to the bottom of the Sea of Stones in one of the frequent storms that blow out of the Unblinking Sun. What riches can be found in these wrecks?

- Merchants say that for the right price, one can find a captain willing to risk a journey through the Sea of Stones, which makes for a much faster journey to Beleto Suro.
- A common story tells of a parasite that takes complete control of its host, and that these intelligent parasites have infiltrated the city. Most laugh it off as a tale meant to scare children.
- Fishermen say the Itakari River is so deep and wide, a river drake living in it has grown to a length of 100 feet!
- A group of explorers says it found an ancient stepwell a few miles inland from the southwest corner of Siran. A gleaming temple is clearly visible rising from the center of the large structure, but their attempts to reach the temple were thwarted by aquatic creatures living in the stepwell.
- The Chief Administrator of Palabari, Baroness Ganleya, is rumored to be a Rebel sympathizer. This may explain the increased numbers of Imperial Guards seen in the city. Others say that their presence is a response to Rebel activity in the area.
- Some say that the city is planning to clear additional land for farming and is looking for Adventurers to make sure the areas are safe for the woodsmen and farmers. They also say that many Fey, Treefolk, and Karhu who live nearby are unhappy about the possibility of expanding farms.
- The Sudden Respite, a ship catering to families who cannot afford to accompany their departed loved ones to the Grand Catacombs of Beleto Suro, is suspiciously fast in its journey between Palabari and Beleto Suro. Some think the crew may be dumping its cargo in the Sea of Stones.

SELIROSO (FORMERLY CELEIROS)

THE CITY OF TOWERS

Seliroso is located just inside the Everlasting Shadow, trapping the city in a never-ending dusk. Residents have constructed massive towers tall enough to peek into daylight. The towers are very wide at their bases, and gradually taper to a tall point. Entire communities live

in a single tower. Each tower is wrapped in a main path or road that slowly circles its way to the top. Houses, merchants, taverns, and inns can be found along these narrow, gently sloping streets. A journey to the top of one of these skyscrapers can take a full day on foot, but there are faster ways to the pinnacle for those with enough coin. Pegasus rides to various levels of these skyscrapers are available, and Cogor entrepreneurs have modified mining carts to build funiculars that carry the brave (or foolhardy) up and down the towers.

The greatest number of urban Eku-uke can be found in the city, and can be seen soaring from tower to tower. Seliroso lies on the Royal Road, where the Sucoranu River meets the Bay of Twilight. The forested land west of the city provides a bounty of products for trade, including lumber, pelts, mosses, fungi, etc. Many mines can be found in the mountains east and north of the city. Seliroso has adopted Kanasala Standard Time.

SELIROSO RUMORS

- Travelers tell tales of people who have lived their entire lives without leaving the tower in which they were born.
- Some say that there is growing tension between several towers, which has led to heated arguments and fisticuffs. What could be causing the trouble?
- People suggest that a local necromantic alchemist has created some sort of “Ghost accelerant” that causes a deceased’s spirit to return as a Ghost immediately instead of after 33 days.
- Whispers carry stories of a large Dwarven city located in the mountains not far from Seliroso. Its halls are said to be filled with precious metals and gems.
- Grandparents tell the little ones of the Great Green Dragon who sleeps in the hills outside town, only waking to eat children who misbehave.
- Local miners tell stories of strange eyeless creatures encountered in the depths of the surrounding mines. Some say these humanoid creatures are responsible for the disappearance of several miners. Other say they eat precious ores.

- No one remembers how the gargantuan towers of Seliroso were constructed. Some say that were naturally occurring formations that the residents built on (and in), while others say the conical cores of the towers were shaped by Carvers, and that they also serve as some sort of beacon or navigational reference.
- Many believe that each tower extends deep below the surface, but that the entrance to these subterranean levels has been forgotten or intentionally hidden.
- After a recent particularly intense thunderstorm, people have heard reports of a formerly unknown vein of alchemical minerals unearthed by the torrential rainfall. It supposedly lies at the source of the Sucoranu River, deep in Siran's Crown.
- There are reports of a group of Eku-uke harassing travelers along the Royal Road between Seliroso and Tumuzara, but no one knows why.
- Drunken sailors often tell stories of aquatic humanoids who live in the Bay of Twilight, but no one has provided any proof of their existence.

TUMUZARA (FORMERLY TUMUNZAR) THE CITY OF LANTERNS

Built precisely on the border between the Unblinking Sun and the Everlasting Shadow, the City of Lanterns—Tumuzara—is dedicated to the God of Light and the God of Darkness. A wide plaza known as the Path of Lanterns runs the entire length of the city, connecting light and darkness. Each end of the Path of Lanterns is marked by an immense ziggurat. A constant procession of Lantern Monks slowly walks between the two ziggurats, the Temple of Light and the Temple of Darkness. At a ceremonial fountain at the top of the Temple of Light, the Monks fill their lanterns with liquid light, which shines brightly as they walk down the ziggurat, along the Path of Lanterns, and up to the top of the Temple of Darkness, where they pour the liquid light into another ceremonial fountain. The Monks then fill their lantern with liquid darkness and make their way back to the Temple of Light, where they pour the darkness into the fountain at its peak. An individual

Monk continues this procession for several days at a time, and there are always many Monks processing at any one time.

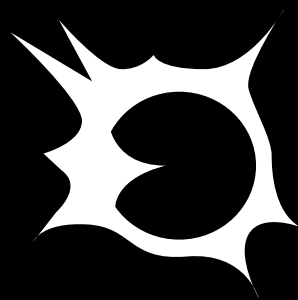
Many caravans rest and purchase supplies in Tumuzara as they pass through town before proceeding to Arudubeku, Kanasala, or Seliroso. Travelers preparing to cross the Shadow Pass to Arudubeku often give offerings to the God of Darkness, while those who have recently arrived from Arudubeku pay tribute to the God of Light. These caravans are frequently looking for additional hired escorts, and the markets are always busy and filled with goods delivered from around the Eternal Empire.

Tumuzara has adopted Kanasala Standard Time.

TUMUZARA RUMORS

- Whispers in dark corners of taverns carry news of a cult abducting the second born child of local families. If this is true, why hasn't the City Watch put a stop to it? What has happened to the children?
- Caravans traveling between Tumuzara and Seliroso describe a cave that makes a great shelter to escape one of the many thunderstorms blowing out of the Unblinking Sun. A few say that the cave connects to a large labyrinth of natural tunnels, while others say the tunnels were carved by hand.
- Adventurers recently passed through town claiming to have found the buried skeleton of a dragon so large that its jaws are usually mistaken for a cave, and that its empty ribcage is home to an eerie Carver or Necromantic Alchemist.
- There are anecdotes of an ancient ruin a few days journey from town in which no Carving seems to work.
- Travelers recount visiting a nearby village where no one has been born or has died for over a year.
- No one seems to know how the liquid light and liquid darkness carried by the Lantern Monks is created. Some say it is the tears of the God of Light and the God of Darkness, while others say they are potent alchemical potions.

- Many believe that the Lantern Monks are preparing to petition the City Administrator to ban homunculi from Tumuzara. The Monks feel that the homunculi are an affront to the Gods of Light and Darkness.
- The talk of the town is a necromantic alchemist, Aleida Vendelin. She claims to have created a decoction that will send a deceased's spirit directly to the afterlife, eliminating the need to bring the fallen one's body to the Grand Catacombs.
- Some say Aleida Vendelin has been threatened by several different criminal groups worried about loss of business in the transportation of bringing the deceased to Beleto Suro. Rival necromantic alchemists are looking to steal the formula. People say Aleida has gone into hiding and is looking for protection.
- There are also some who suggest that Aleida Vendelin plans to sell her potion at a minimal price, so that no one has to worry about sending their loved one's to the Grand Catacombs. They say she may be motivated by her failure to do so for her own family members.
- There are also whispers that someone has commissioned a necromantic alchemist to develop a vapor that sends Ghosts directly to the Plane of Agony. They say the person feels that Ghosts are creatures of the twilight, and since there is no God of Twilight, there is no place in the world for Ghosts.





THE FALLEN CITY OF MIRCEA

BY GREGORY ISRAEL & ALAN BAHR

The lost city of Mircea was destroyed before the reign of the One True King began. Though the fallen city is the subject of many stories and rumors, not much is actually known. It's difficult to separate fact from fiction, truth from rumor.

What is certain is that Mircea was once a bustling hub of trade, the second largest settlement in the Everlasting Shadow behind Arudubeku. That changed when a terrible creature, the Ravening Colossus of Mircea, came ashore and laid waste to the city. The destruction was so complete that the few survivors found it easier to leave their ruined city behind instead of attempting to rebuild it.

Today when people think about Mircea, it's usually related to the plethora of conjecture about the city's connection to Carving and stories of the Colossus. Most scholars agree that the decline of Carving happened around the same time as the fall of the city, but the exact timing and relationship has never been established.

Many believe Mircea to be the place where the secrets to Carving were first discovered. Stories are told of Carving schools, not unlike the alchemy academies of Arudubeku, where people would learn to connect to the Mana within them and use it to alter the world around them. Many stories about the city concern its supposed connection to the Carving Catalyst, and that this Catalyst was lost along with the city.

Mircea is a ruined city. The only residents are the few remaining Ghosts of those killed many years ago. The only people who set solid feet on the scorched earth are the mad and the bold treasure hunters who believe they can still find something of value. The treasure hunters aren't wrong.

There is much to be found in ruins of Mircea. Ancient knowledge is preserved in buried libraries; magical weapons are hidden in muck and tidal eddies. Attempts to find treasure in Mircea are more successful than one might expect, so those daring enough to explore the remnants of Mircea are often rewarded for their risk.

And there is risk. The Ravening Colossus might return.

Every day that someone stays in the fallen city of Mircea, roll 2d6 and total the results. On a total of 2, the Colossus awakes and comes ashore. Each day they stay in Mircea, add +1 to the risk of the Colossus awakening. For example, on the second day, roll 2d6, and the Colossus will awaken on a total of 3. On the third day, a 4, and so on until the risk level rises to 7, where it remains until they leave or the Colossus awakens.

RUMORS ABOUT MIRCEA:

- Stories suggest that the collective efforts of the Carvers of Micea were just strong enough to drive away the Ravening Colossus, but not before the city was destroyed.
- Some say the person who became the One True King is a Carver who fought in the failed battle to save Mircea.
- Many believe the epic battle wiped out most of the Carvers who fought in it. Between the loss of the city and the loss of life, the secrets of Carving were forgotten or intentionally hidden away.
- Scholars think that the secrets of Carving are buried in the rubble of a former Carving school waiting to be recovered—perhaps including the Carving Catalyst.
- One story of the Carving Catalyst tells of a single individual who was able to unlock the latent Carving abilities in others, and that this person opened the first academy dedicated to teaching the ways of Carving. Most versions of the story end with the death of this person during the Battle of Mircea.
- Others believe the idea of Mircea being home to the Carving Catalyst simply refers to the academies that used to be found there.
- Some suggest that Mircea was built on an area of extraordinarily high amounts of Mana, which is why it was the place Carving found its start and why it was the Carving Catalyst. The location is usually described as having an “ocean” or “cloud” of Mana deep below the surface.
- Rival academics suggest that the secrets of Carving are in the possession of the One True King. He is using them to prepare for the return of the Ravening Colossus of Mircea.

- Many are hopeful that the Rebellion has retrieved the secrets to Carving and is planning to use them to remove the One True King from power.
- More than a few people think that Carving was lost long before Mircea was destroyed by the Colossus, which is why the city could not be saved.
- In some circles, it is said that the Colossus was attracted to Mircea by the use of Carving—and using it again will cause the creature to return.
- While the surface has been heavily damaged due to the battle and the passage of time, some believe that the basements and dungeons of Mircea remain mostly intact and are waiting to be looted.
- There are those concerned that the alchemical blood of the Colossus has poisoned the ground of Mircea, warping the plants and animals that live there—and that these foul creatures are slowly moving south towards Arudubeku.
- Old timers speak of one lone survivor from Mircea who is still alive. Is it possible that this Shadow Fey knows what really happened when Mircea fell?



THE RAVENING COLOSSUS OF MIRCEA

BY ALAN BAHR

One of the greatest threats to come into the world is a threat spawned from the waters around the Alchemical Isles, long before they were navigated by sailors. This massive beast, dwarfing even the greatest temples and palaces, is an inhuman force of nature, created only to destroy.

The Ravening Colossus of Mircea is nothing but muscle-bound rage, violence, and destruction made physical. Its roar heralds the end of civilizations; where its footsteps tread, ambition and hope are made futile; and no fortification, no weapon, and no hero can stop it.

The Ravening Colossus of Mircea is a massive beast, standing over 200 paces high. Born of the deepest nightmares, its six limbs end in flesh rending talons the size of three men. With four eyes each, its two heads are borne on stout necks, and can breathe acid and fire of the harshest sort. Its body is armored in thick scales, layered over muscle and sinew that protects against alchemy, physical blows, and Carving.

Luckily for the world, it slumbers somewhere in the Sunless Sea, awakening only sporadically to shatter those unfortunate or foolish enough to be caught in its fury before it disappears beneath the waves.

There are many legends about the Ravening Colossus.

- Some say it is born of an experiment of a mad necromantic alchemist.
- Others say it's a normal creature from the Alchemical Isles, warped and mutated by reagents and elements from those lands, and that other twisted beasts can be found there.
- Yet others believe it's the divine judgement of the God of Light or God of Darkness, sent to punish those deemed worthy of death. What could provoke such punishment?
- There are some who say it's a hoax, a great illusion perpetrated by a powerful Carver to make it appear as though the city is gone, protecting Mircea from invasion.
- Many believe the Colossus is the reason ships go missing as they sail between Arudubeku and Kanasala.
- Some say that a Time Carver saw the rise of the One True King and that the people of Mircea decided to hide themselves from the rest of Siran using the illusion of the Colossus.

- There are stories that only a great hero, wielding a mighty sword and guided by a sage clockwork owl, will be able to destroy it.
- Others stories suggest that the Colossus is a clockwork beast, created as an engine of war.

While there are many legends about the Ravening Colossus, there is only one truth. One which has been lost to time and rumor.

THE TRUTH OF THE RAVENING COLOSSUS

There is a singular truth for the Ravening Colossus, one born in tragedy and pain long before the reign of the One True King and the formation of the Eternal Empire.

The Colossus was once a man named Ghallion, an alchemist of much repute in the region of Siran near Mircea and Ardingbekkr (now Arudubeku). Ghallion was a quiet man, prone to focused invention and research over social niceties. But Ghallion had a love, Macklin Venner, a vivacious nobleman of Mircea. The two met during a chance encounter at alchemy salon hosted by a prominent Master Alchemist. Macklin's inventive ideas and inquisitive nature enchanted Ghallion. The two made a point to attend the monthly meetings to continue their conversations, but beyond talking about science, Ghallion could never find a way to approach Macklin socially, to change their relationship from comrades in invention to romance.

One day, raiders swept through the city, plundering and striking down those who did not submit to their demands. In the aftermath, as Ghallion emerged from the ruins of his home, he learned that his love, the man he had admired, had been slain by these raiders. Macklin had tried to stand up to the invaders to defend the weak and helpless.

Ghallion was distraught, weeping for days. No one could console him, and one night, Ghallion locked himself into his study, researching a way to get vengeance on the raiders.

No one heard from Ghallion for over three decades.

Thirty-three years to the day of the raid, Ghallion emerged. He proclaimed he had created an alchemical potion that would turn him into a protector of Mircea. He swore the city would never be raided again. No more loved ones lost. No more pain from violence. Protection and peace.

As Ghallion drank the potion, terrible magics erupted within his body. What went wrong died that day, along with Ghallion's humanity, as

the mystical formula warped him, growing ever larger, becoming ever more savage. Ghallion stumbled into the sea, the size of a large cart horse, scales and talons growing from his limbs.

Nearly a decade later, the massive Ravening Colossus crashed into the city of Mircea, emerging from the dock waters, over 150 paces high. Catapults, ballista, and alchemical bombs were of no avail. Even the use of Carving seemed to have no effect as the massive beast, caught in a mindless frenzy, tore the city apart. After untold destruction, the city of Mircea was nothing but ruins beneath the tide, a place fit only for treasure hunters and the grieving mad.

Its blind rage sated, the Colossus returned to the sea.

THE RAVENING COLOSSUS OF MIRCEA

Hit Points: 60

TRAITS:

- Perceptive
- Tracker
- Vigilant

ATTACKS:

- **Massive Talons** (2d6 Attack, deals 3 damage). This Attack targets a single target.
- **Acid Fire Breath** (3d6 Attack, deals 2d3 damage). This Attack affects a wide area.

SPECIAL:

- **Armored:** Any time the Ravening Colossus takes damage, make a Test at Disadvantage. If successful, negate that damage. If this negates damage from magic (such as Carving or magic items), that damage is reflected back against the user of said magic, who may Test to Evade or Save as normal. Treat the magic effect as if it was just cast by the Colossus against the new target.
- **Aquatic:** The Ravening Colossus of Mircea can breath underwater, and suffers no penalties for existing underwater or attempting to move underwater.
- If using the Zone rules, the Ravening Colossus of Mircea occupies all Zones simultaneously.
- Enemies are always considered to be within melee and breath range of the creature, unless they are actively attempting to flee.
- The Ravening Colossus may not take the Evade or Focus Actions, nor can it attempt to take cover or hide.



OTHER PLACES OF INTEREST

THE ALCHEMICAL ISLES

This recently discovered chain of islands is located several days journey northeast of Mircea. This untamed land is rich in alchemical substances, deposits of which are easily accessible near the surface. It is this bounty of valuable alchemical reagents that draws people to the Isles despite the risks. The potent minerals have warped and mutated the flora and fauna living there. Many strange and unusual creatures have been described by explorers returning from the Alchemical Isles.

All but one of the main islands of the archipelago are covered with thick bioluminescent forests, similar to those found in the Ralivun Forest. The last island in the chain rises from the ocean with steep, mostly barren, slopes into a nearly perfect conical shape. Most assume it is a volcano and keep a safe distance away.

The only established settlement is widely known as Bindo's Folley. Founded and supervised by Bindo Bassano, the "town" is built on and around a small crescent-shaped coral reef off the coast of the largest island of the Isles. Bindo's Folley started with a very simple camp and wooden pier reaching out from the reef. Boats and barges have been added to the pier, creating a floating town in the calm waters just offshore. Whenever a large aggressive beast disturbs the reef, the floating parts of the town can cut free from the pier (and each other) and head out to sea for safety.



Bindo charges a docking fee to any boats that tie up. He owns the only official supply shop in town. This boat-turned-shop sells basic adventuring and expedition supplies. Harder to find items are sometimes available, but at a steep markup. Bindo also owns the one place to get a decent hot meal, the *Shadow Drake*.

RUMORS ABOUT THE ALCHEMICAL ISLES:

- The most common belief related to the Alchemical Isles is that it is the home of the Ravening Colossus of Mircea. Some say that other massive creatures can be found there as well.
- Those who have sailed near the volcano claim to see a warm glow emanating from its crater, which proves that it is a volcano, an active volcano.
- Others say that the volcano's caldera is where the Beast of Mircea rests in a deep state of hibernation, slowly digesting the people of Mircea from many years ago. It will awaken when it needs to feed again.
- Yet others have conjectured that there are people native to the Alchemical Isles, who build their homes in the volcano's caldera to be better protected from the dangerous animals found throughout the islands. Of course, no one has actually seen these people.
- It seems everyone is taking an interest in the Isles, and many people and groups are thought to be seeking a way to influence or control access to the archipelago, including the One True King, the Rebellion, the alchemical academies of Arudubeku, organized crime from Beleto Suro, etc.
- Some explorers say there is evidence that another Heritage different from those found in the Land of Siran has visited or even lived in the Alchemical Isles in the past. Are these the people who supposedly live the volcano's crater?
- Smaller mutated creatures have supposedly been good sellers in the markets of Arudubeku and Beleto Suro, but some worry about what dangers might happen if these creatures are released into the wild.
- Some say the alchemical lights and cooking fires of Bindo's Folley are attracting more and more creatures from the mainland.
- Word has reached the mainland that Bindo Bassano is looking to pay for defenses to be built to help protect his quickly growing settlement. Weapons such as ballistae, clockwork

spear launchers, and alchemical repellants may be on his list. He might also be looking for full-time guards as well.

- Sailors who have circumnavigated the islands report that the seas east of the archipelago are particularly rough and dotted with large chunks of sea ice. A few also say they've seen the "Heart of the Everlasting Shadow," a pulsating amethyst-colored light far to the east.
- The recent discovery of the Alchemical Isles has spurred interest in the exploration of the Sunless Sea, the Sea of Whispers, and the Sea of Stones in hopes of finding other new lands and valuable resources. There are rumours of such voyages preparing to set sail from each of the Seven Jewels located near the ocean.

FARENELLE

Located along the bank of the Itakari River between Palabari and Inifa, Farenelle is the ancient home of the Fey. Those not of Fey blood are not allowed within its walls. A nearby island in the Itakari river has been transformed into a non-Fey quarter where visitors can stay and conduct trade. Merchants making their way between Inifa and Palabari frequently stop here to do business and rest.

RUMORS ABOUT FARENELLE:

- Many believe Prince Haryk wants to put a stop to the ever-expanding farms of Palabari and Inifa. Some say he is calling for war, and some whisper that he is pushing for the Queen to be removed from power to make way for new leadership—who will put an end to reign of the One True King.
- There are those who say Queen Taionia is considering moving the people of Farenelle to a new home along the shore of the Starless Sea and the Bay of Twilight. Some say it is to move away from encroaching settlements, while others say that an ancient evil has resurfaced in the forests outside of Farenelle.
- Some say the Carving Catalyst fell into the possession of the Fey when Mircea was destroyed. One version of the story suggests that the Catalyst was moved to Farenelle before Mircea was attacked in order to keep it safe. Another version of the tale says the Fey stole the Catalyst, which is why Mircea was unable to defend itself, and this is why the Fey are not part of the Eternal Empire. Others believe the Fey simply found the Catalyst in the aftermath of the battle.



IZI'S PUBLIC HOUSE

They say never judge a book by its cover, and the same is true for Izi's Public House. From the outside, it looks like a haphazard collection of structures built next to, and on top of, each other. But stepping inside its brightly lit interior reveals a warm, welcoming place.

Located in the Shadow Pass, this inn and tavern is the most popular place to rest and recover while making the journey between Arudubeku and Tumuzara. Several decades ago, Izi, the Eku-uke owner of the establishment, set off on his journey to find his purpose in life. That journey ended when he realized that he wanted to create the most welcoming and successful tavern in the Eternal Empire. He's been running and improving his Public House ever since. The great food, drink, and location, along with a friendly environment and relatively clean rooms, keep customers coming back time and time again. Izi has hired a talented team to help make his Public House the inn of choice. He only hires the best and pays them well. His employees are top-notch and loyal.

A human named Alixandre runs the kitchen and has gathered recipes from across Siran to cater to the varied tastes of the clientele. The resident brewer, a Goblin named Erlina, is a talented alchemist

who excels at creating a variety of delicious ales, ciders, and wines. Her Dirty Boots Cider is a favorite of many customers, both for its crisp flavor and for its healing properties. She also produces potions available for sale. Security is handled by a Zlax'xon named Tlik'kon and his crew. Izi also employs a blacksmith and a clockwork engineer for repairs and limited sales.

In addition to the usual shared and private rooms, Izi's Public House also offers specialized accommodations for guests, including "sunrooms" catering to Treefolk and Muaj, and "cave rooms" for those who prefer a cozier sleeping environment. The centrally located fire pit, vented by a large hood, is always lit to provide warmth for the main dining area and to generate hot water for use in the kitchen and guest baths.

RUMORS ABOUT IZI'S PUBLIC HOUSE

- Many customers say that Izi and his "employees" used to be a group of adventures who explored much of Siran.
- There are different explanations given for why the group retired from adventuring. Some say they ran afoul of the One True King and decided to change their names and start a new life. Others think they used to part of the Rebellion.
- Many believe that Izi makes payments to both the One True King and the Rebellion to have his establishment left alone.
- There are those who speculate that a large stash of treasure is hidden in a well-protected vault beneath the tavern.
- Some say that a full fledged dungeon lies beneath the Public House.
- There are whispers that the inn is built on top of an abundant source of Mana, and that Izi and his team are Carvers waiting for the right time to reveal themselves. Perhaps they are the so-called Carving Catalyst, or have built their "inn" on the Catalyst.
- Supposedly, Izi is in possession of a map of the many islands and continents beyond the Land of Siran.

MARBLESTONE HALL

Built into a mountain in the southern reaches of Siran's Crown, Marblestone Hall is the ancient home of the Dwarves of Siran. As its name indicates, the main hall is covered in resplendent marble, decorated in stunning bas-reliefs. The complex stretches into a full subterranean city. The surrounding mountains are designated as Dwarven territory, outside the control of the One True King.

Marblestone Hall hosts a biennial celebration to mark the founding of the Hall. Dwarves from across Siran travel to Marblestone Hall for these festivities, as do the many invited guests of King Finlay Grimfist.

RUMORS ABOUT MARBLESTONE HALL:

- Those in the know believe that King Grimfist has been stockpiling weapons and provisions in preparation for war, but no one seems to know with whom.
- Some believe that the lower levels of Marblestone Hall connect to a massive, naturally occurring cave complex with a unique ecosystem. It has been suggested that the Dwarves built their stronghold here to prevent the rest of Siran from accessing these caves, while others say the Dwarves keep the creatures of these caverns from reaching the surface.
- Those who have visited Marblestone Hall tell tales of a series of additional halls, each decorated with a different precious stone or metal.
- There are stories that tell how the Dwarves of Marblestone Hall found the Carving Catalyst after the fall of Mircea, and how they decided to use it for themselves in preparation for the coming conflict.

THE ROYAL ROAD

This network of roads connects six of the Seven Jewels and is one of the One True King's biggest successes. Some say that the One True King used his powerful Carving abilities to clear and shape many stretches of the roads.

Near the Jewels, the roads are paved with cobblestones and are crowded with people entering and exiting town. As one travels farther away from a city, the road becomes a simple, but well maintained,

dirt path. Small villages, inns, and taverns dot the many miles of open road between the Jewels. There are still empty stretches, however, where travelers must rely on the provisions they carry.

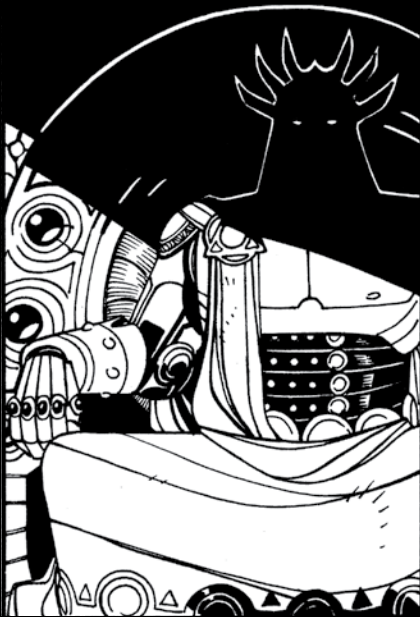
Large caravans, sometimes referred to as “road drakes,” use the Royal Road to crisscross the Eternal Empire. Most caravans will take paying travelers with them and provide food and protection during the journey between cities. The caravans are usually looking for additional hired help, even if it’s just on a short-term basis. Most road drakes focus on trade and commerce, but Oksanochka’s Traveling Theatrical Extravaganza specializes in entertainment.

The Royal Road is patrolled by Imperial Guard units. The exact patrol schedule is unpredictable, either due to the realities of travel, or by design. They help keep travelers safe from wildlife and bandits. They also make sure that unauthorized people do not make their way to The Throne.

THE THRONE

Few people of the Eternal Empire have ever seen the home of the One True King, known simply as The Throne. Nestled in the foothills on the western slope of Siran’s Crown, the city straddles the boundary between the Unblinking Sun and Everlasting Shadow where the Itakari River and Tiria River meet.

The sections of the Royal Road that connect The Throne to Inifa and Seliroso are completely forbidden to anyone except the Imperial Guard and those working directly for the One True King. The same is true for the length of the Itakari River east of Inifa. Small satellite towns have been established outside of the main city to meet with merchants bringing their wares to The Throne. Those wishing to address the One True King are also met in these small towns and rarely granted an audience.



RUMORS ABOUT THE THRONE

- Although it has not been proven, scholars believe that The Throne and its surrounding areas have no Mana to facilitate Carving.
- Stories are told of how the One True King is the Carving Catalyst and that only he can share Carving with the world of Siran.
- Many people believe The Throne is connected to each of the Seven Jewels of Siran by way of magical gates. These gates allow the One True King to send his Imperial Guard to any of the Seven Jewels at a moment's notice.
- Some say no regular citizens live in The Throne. The only people found there are those who directly serve the One True King. Some say he makes extensive use of homunculi.
- Late at night, in dark corners of not-too-popular taverns, stories are told that claim the One True King does not exist, and that all sightings of him are just an actor. If this is true, who controls the Empire?
- Some speculate that the One True King is a Carver who traveled to Siran from an alternate dimension.
- Many people say the One True King has elite teams of Carvers who conduct special missions for him.
- Some say the One True King actively hunts and captures all suspected Carvers. Are these people forced into service for the Empire? Are they imprisoned? Are they executed? Or are they being trained to help save the Eternal Empire from a powerful threat?
- Most people believe the One True King is a Carver of the most powerful kind—an Omnipotent Carver! Some believe it is his frequent Carving that drained the Mana from the area surrounding The Throne.
- A few citizens of the Eternal Empire think the One True King is a Void Carver so powerful that no one in or near The Throne is able to Carve.
- There are whispers of a prison pit into which those guilty of crimes against the Eternal Empire are thrown. It's so deep that no one has escaped.

GROUPS

LANTERN MONKS OF TUMUZARA

Established long before the founding of the Eternal Empire, the Lantern Monks of Tumuzara are instantly recognizable by the magical lanterns they carry. They travel throughout the Eternal Empire, bringing a source of light to those in the Everlasting Shadow, and the reprieve of darkness to those who live in the Unblinking Sun. Travelers often seek a Lantern Monk to accompany them on their journeys.

Lantern Monks worship the Gods of Darkness and Light and strive to find balance between the two extremes. This forms the foundation for a general worldview that favors balance and moderation instead of extremes. They have no preference for light or dark, seeing both as necessary for life to survive. This extends to good and evil actions. They seek to maximize the well-being of sentient entities. While this usually leads them to act kindly and compassionately, it sometimes necessitates what others might consider to be ruthless and cruel. They're willing to do things that might be viewed as evil if they believe it will benefit the greater good.

The Lantern Monks are an apolitical group—there is no official opinion, viewpoint, or goal of the Lantern Monks as a whole, except to increase the well-being of the people of Siran. This singular mission is carried out by individual Lantern Monks who take independent actions to improve the lives of those around them on the whole, rather than for particular individuals, which may mean doing what some might consider to be wrong or immoral.



Those who wish to become a Lantern Monk must learn to be as comfortable and capable in complete darkness as they are in light. To this end, all Lantern Monk initiates must learn the ways of Dark-fighting. Those who are accepted into their ranks are taught the rites, rituals, and beliefs of the Lantern Monks. When their education is complete, they are given a Lantern so they may spread the Light and the Darkness throughout Siran.

RUMORS ABOUT LANTERN MONKS

- Many think the Lantern Monks helped the One True King take control of Siran because they believed his rule would be beneficial to Siran's inhabitants.
- Some believe that the Lantern Monks are, or are in possession of, the Carving Catalyst.
- With the increasing tensions between the One True King and the Rebellion, some think the Lantern Monks will join the fight against the Rebellion. Others think it's the Rebellion that they will support. Perhaps the Monks see both sides as problematic.

OKSANOCHKA'S TRAVELING THEATRICAL EXTRAVAGANZA

This traveling performance troupe journeys the Royal Road on an unending tour, bringing entertainment to the Seven Jewels of Siran and many smaller towns in-between. The Extravaganza features acrobatic and theatrical performances along with carnival games, food, drink, and even a small market selling items from all corners of Siran. Their shows are updated on a regular basis, so there's always something new to see when the Extravaganza comes to town.

Members of the Extravaganza are extremely loyal to each other and see each other as family. Those wishing to join are usually given a full year audition before being accepted for an apprenticeship. Since the troupe is basically a traveling town, skills of all sorts are valuable to the Extravaganza, including acrobatics, acting, blacksmithing, cooking, sewing, etc.

Oksanochka, namesake and owner of the Extravaganza, is the public face of the troupe, but does not perform in any shows. She is a shrewd businesswoman and has an excellent eye for new talent.

RUMORS ABOUT OKSANOCHKA'S TRAVELING THEATRICAL EXTRAVAGANZA

- It is commonly believed that Oksanochka and her troupe are connected with criminal organizations throughout Siran, possibly transporting illicit goods from town to town.
- There are conspiracy theories that the Extravaganza is filled with undercover members of the Imperial Guard tasked with keeping an eye on the people of Siran.
- There are those who say that Oksanochka is (or is in possession of) the Carving Catalyst and searches for new potential Carvers as the Extravaganza travels throughout Siran.
- Many think that the Extravaganza works with the Rebellion, helping Rebel groups communicate.
- Some worried parents are afraid that their children will run off to join the Extravaganza. It's been said that once you've been accepted as a member, you can never quit.

THE REBELLION

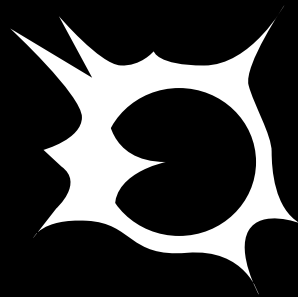
One thing that is certain regarding the Rebellion is that they want to end the reign of the One True King. The specific motivation is subject to hearsay and rumor. Only those who join the Rebellion know the true reasons for the group's actions.

While active throughout Siran, the Rebellion's strongest foothold is in Arudubeku. Thus far, Rebellion robbers have resorted to violence as a last resort, fighting only when necessary. Caravans traveling to and from Arudubeku have been raided on an increasing basis. Victims who are willing to part with their possessions peacefully have been left unharmed. The Rebellion steals a wide variety of goods, but they are particularly fond of alchemical reagents, weapons, and armor. It appears they are building a stockpile of equipment needed to furnish a fighting force of significant size.

The Rebellion also makes a point to harass and embarrass the Imperial Guard in Arudubeku whenever they get the opportunity. They also refuse to use the new names for the Seven Jewels and other landmarks of Siran. Using the original names can lead to suspicious looks, particularly when used in Arudubeku.

RUMORS ABOUT THE REBELLION

- Many people say the Rebellion wants the Seven Jewels of Siran to be fully independent city-states because the One True King cannot properly control and manage all of Siran.
- Another widespread theory is that the Rebellion wants to control access to Carving.
- An alternate explanation is that the Rebellion wants no one to control access to Carving, and that it should be available to anyone wishing to learn.
- There are stories that say the founders of the Rebellion were once allied with the person who became the One True King. Together, they unlocked the secrets to Carving, but the One True King betrayed the rest of the group and kept the final knowledge to himself. These stories usually include some version of the Carving Catalyst.
- Some believe that the Rebellion is preparing for large scale armed combat against the One True King and his Imperial Guard.
- There are whispers that the real leader of the Rebellion is a demon who wishes to sow seeds of distrust throughout Siran.
- One of the more outlandish rumors about the Rebellion is that it is not real at all and that it was created by the One True King to justify his rule.
- Some think that if the One True King attends the Grand Games in Inifa, the Rebellion will use it as an opportunity to take control of the Throne, while others think they will attack him directly at the Games.





Traits in *italics* are found in the Traits section of this book. Other Traits are described in full in the creature description or can be found in *Tiny Dungeon Second Edition*.

AMBUSH WORM

HP: 4 (Medium)

Attack: Melee (claws, bite) up to 10 feet

Movement: 10 feet

Description: Ambush worms are well-camouflaged carnivorous worms that grow up to 15 feet (4.5 m) long and as thick as the roots of a large tree. The hind end has six small feet, which the worm uses to secure itself to the limb of a tree. Near its head are six more feet that end in barbed claws used to grasp prey. Ambush worms stay well hidden until their target is within striking distance, and then they use their long bodies to grab their prey while staying attached to the tree.

TRAITS:

- *Chameleon*
- Perceptive
- Vigilant

ANGLER PLANT

HP: 8 (High)

Attack: Melee (swallow whole)

Movement: none

Description: These large carnivorous plants found growing in the Everlasting Shadow use a bioluminescent lure to attract their prey. Anything unfortunate enough to be caught in an angler plant is slowly dissolved by digestive enzymes.

TRAITS:

- **Armored:** You are covered in a thick, toughened epidermis. You Test with 3d6 to avoid taking damage from all non-magical attacks.
- **Digestive Enzymes:** Anything that you've swallowed whole must make a Save Test each turn to avoid taking 1 hit point of damage from your digestive enzymes.
- **Swallow Whole:** You can swallow a man-sided (or smaller) creature in your trapping leaves. If your trapping leaves are open and ready, you may Test 3d6 to swallow your prey whole.

BLOODAPPLE TREE

HP: 5 (Medium)

Attack: Melee (sword leaves)

Movement: none

Description: Bloodapple trees look like red-tinted cousins of standard pineapple trees, but can slice a person to pieces in moments. Those foolish enough to approach a bloodapple tree are attacked by the tree's sword-like leaves, which thrash about, opening multiple deep wounds. The tree drinks the blood of its victims like water through its roots. The fruit of the bloodapple tree is prized by some travelers because it stays edible long after being picked.

TRAITS:

- **Anticoagulant:** Your leaves are coated with an anticoagulant that makes it difficult for your prey to stop bleeding. Each wound you inflict continues to bleed until the victim makes a successful Save Test, and each wound requires a separate Save Test. Each open wound causes 1 HP damage until the bleeding is stopped.

DOOM SHADE

HP: 6 (High)

Attack: Melee (vines)

Movement: none

Description: Doom shades are carnivorous plants that prey upon those foolish enough to take advantage of the respite they provide in the Unblinking Sun. Also known as Vampire Trees, these deadly plants resemble oak trees overgrown with vines. A doom shade will grasp any prey within reach with its thorn-covered vines and siphon the blood of the prey through tiny holes in the thorns.

TRAITS:

- **Drain Blood:** You can drain and consume the blood of prey entangled by your vines. Your prey loses 1 HP per turn.
- **Entangle:** You can Test to ensnare someone or something with your vines. If your Test is successful, your target is unable to move or attack until it makes a successful Save Test to break free, which causes no damage to you.

DRAKES

Drakes are related to dragons, but with several significant differences. Unlike dragons, drakes are no more intelligent than an average animal, do not have a breath weapon, do not possess magical abilities, and have no love of treasure. Unless otherwise noted, all drakes have razor sharp claws and teeth.

DRAKE, FOREST

HP: 4 (Medium)

Attack: Melee (bite, claws, tail swipe)

Movement: 30 feet, 30 feet flying

Description: Found in various shades of green and growing to the size of a cougar, forest drakes (also known as jungle drakes) are keen pack hunters. They are equally agile on the ground and in the air. Along with their sharp fangs and talons, these creatures have a sharp-edged bone blade at the end of their tail.

TRAITS:

- **Forest Drake Agility:** You can Test 1d6 whenever you are successfully hit by an enemy. If your Test is successful, you evade the attack and do not take damage. Declaring Evade as an Action has no additional benefit.
- **Pack Hunter:** As long as another forest drake is within 10 feet of you, you gain Advantage on all attacks.

DRAKE, HOUSE

HP: 2 (Low)

Attack: Melee (bite, claws)

Movement: 25 feet

Description: House drakes are small drakes bred to be kept as pets. These domesticated drakes can be found in many varieties, with different colors and other aesthetic features. Breeders are constantly trying to develop the next trendy bloodline of these excellent pets.

Gambling on house drake fights is fairly common in the sketchier parts of Siran, particularly in Beleto Suro.

TRAITS:

- House drakes can have one Trait with GM approval.

DRAKE, MOUNTAIN

HP: 5 (Medium)

Attack: Melee (bite, claws, horns)

Movement: 25 feet

Description: Mountain drakes make their homes in Siran's Crown. Ranging in color from gray to brown, these drakes grow to the size of a tiger. They have two large horns that extend forward over their snout. These horns are used to charge their prey and to cause rockslides. Their wings are not large enough for true flight, but can be used to make long jumps.

TRAITS:

- **Avalanche:** You can Test 2d6 to cause an avalanche or rock slide. Creatures caught in the path of the slide take damage and must make a Save Test to avoid being swept away.
- **Charge:** You can Test 2d6 to charge their prey. On a successful test, the prey takes damage and must make a Save Test to avoid being impaled on your massive horns. Those impaled continue to take damage until they make a successful Save Test.
- *Vestigial Wings*

DRAKE, OCEAN

HP: 10 (Heroic)

Attack: Melee (bite)

Movement: 40 feet swimming, 50 feet gliding

Description: Ocean drakes are a spectacular specimen of drake found gliding above the surface of the seas surrounding Siran. Although they are strong swimmers, they prefer to use their considerable wingspan to glide through the air, not unlike flying fish. They tend to use their large jaws to eat fish and birds, but will attack humanoids if provoked.

TRAITS:

- **Swallow Whole:** You can swallow a man-sized (or smaller) creature in your massive jaws by making a successful Test with Advantage.

DRAKE, RIVER

HP: 9 (Heroic)

Attack: Melee (bite, claws, constrict)

Movement: 15 feet, 50 feet swimming

Description: River drakes are long and serpentine, with small wings that help propel these non-flying drakes through the water. They reach lengths of up to 30 feet (9 m), growing in proportion to the river in which they live. Each river drake claims a stretch of river (or lake) and defends it to the death. They are a dark bluish-gray on top and almost white on the bottom, similar to some sharks.

TRAITS:

- **Boat Flip:** You can Test 2d6 to capsize any boat equal to, or smaller than, your own length.
- **Constrict:** You can Test 3d6 to use your long body to constrict their prey. If successful, the victim takes damage and is trapped in your grasp until the victim makes a successful Save Test to escape.

DRAKE, SAND

HP: 6 (High)

Attack: Melee (bite, claws)

Movement: 35 feet

Description: These quick-footed drakes are well adapted to life in harsh desert climates. Sand drakes are experts of camouflage and are excellent ambush hunters. Their preferred hunting technique is to lie on their backs just under the surface of the desert sand. When prey walks over them, they use their small wings to blow sand into the eyes of their prey while simultaneously striking with all four claws. Once the prey is firmly held in their claws, sand drakes continue the assault with their vicious bite. If raised from birth, sand drakes make excellent desert mounts and loyal companions.

TRAITS:

- **Blind-Fighter**
- **Grab:** You can Test 3d6 to grab a victim when you have positioned yourself for an ambush and the victim walks over you. If successful, the victim takes damage and is trapped in your claws until they make a successful Save Test to escape.
- *Vestigial Wings*

DRAKE, SHADOW

HP: 15 (Solo)

Attack: Melee (bite, claws, tail sweep, wing bash)

Movement: 25 feet, 60 feet flying

Description: Shadow drakes strike fear in those unfortunate enough to encounter one of these ceaseless hunters of the Everlasting Shadow. Slightly smaller than sun drakes, these black and gray creatures are expert aerial fighters. They are particularly skilled at flying over their prey and snatching them with their large rear claws. These voracious eaters are known to consume anything that moves.

TRAITS:

- **Dark Vision**
- **Snatch & Grab:** You can Test 3d6 to grab a victim when you fly overhead. If successful, the victim takes damage and is trapped in your claws until they make a successful Save Test to escape. Those lucky enough to escape the drake's claws may have to worry about taking damage from their fall back to earth.

DRAKE, STORM

HP: 1 (Fodder)

Attack: Melee (bite, claws)

Movement: 15 feet, 40 feet flying

Description: The size of small birds, storm drakes travel in flocks and enjoy flying in thunderstorms. They are attracted by lightning strikes and will investigate places that have been struck. They are gray in color and are sometimes kept as pets.

TRAITS:

- **Immune to Electricity:** You are not harmed by electricity.
- **Swarm:** You gain Advantage when attacking an enemy that has more than one storm drake adjacent to it.

DRAKE, SUN

HP: 20 (Solo)

Attack: Melee (bite, claws, tail sweep, wing bash) and Ranged (heat)

Movement: 25 feet; 50 feet flying

Description: Rarely seen in Siran, sun drakes are some of the largest examples of drakes in existence, reaching the size of a full-grown dragon. These golden-hued creatures are usually spotted gliding on thermal updrafts over the Starless Sea. While generally non-aggressive in nature, they have a particular dislike for floctopi. They have also been known to attack ships traversing the Starless Sea, but the reason for these attacks is unknown.

TRAITS:

- **Immune to Fire/Heat:** You do not take damage from fire and heat based attacks.
- **Radiate Heat:** You radiate intense heat hot enough to harm all those within 15 feet.

FIRE COBRA

HP: 3 (Medium)

Attack: Melee (bite, poison) and Ranged (fire)

Movement: 25 feet

Description: Fire cobras seem to glow as if there is a smoldering fire within them. This ember-like glow can be seen between their scales and eyes. These dangerous reptiles are highly aggressive and will attack anything they think they can kill. The venom of fire cobras is highly sought after by alchemists.

TRAITS:

- **Immune to Fire:** You are not harmed by heat or flame.
- **Fire Venom:** On a successful bite attack, your target must make a Save Test. If the Test fails, your target continues to take 1 HP of poison damage every round until the victim rolls a successful Save Test on their turn. The poison causes an intense burning sensation.
- **Flamethrower:** You can shoot a stream of venom at your target. Your venom ignites when it makes contact with the air. In addition to the 1 HP of damage it causes with a successful Attack, your target must also make a Save Test to avoid catching fire.

FLOCTOPUS

HP: 10 (Heroic)

Attack: Melee (bite, tentacles) and Ranged (acid)

Movement: 10 feet; 35 feet swimming; 50 feet flying

Description: A floctopus, or flying octopus, is 20 feet (6 m) in diameter and is always hungry. Its eight legs are connected by webbed skin, allowing it to fly, similar to an oversized bat. In addition to its grasping tentacles and beak, a floctopus secretes acid from specialized skin glands.

TRAITS:

- **Acid Rain:** Test 2d6 against an enemy. On a success, any enemies adjacent to your target also take 1 point of damage.
- **Acidic Skin:** Anyone touching you must make a Save Test or take one point of damage.
- **Multi-armed Fighter:** You can attack with four arms each turn.

GEYSER MUSHROOM

HP: 1 (Fodder)

Attack: Ranged (acid squirt)

Movement: None

Description: Geyser mushrooms resemble large upside down mushrooms with their stalk pointing upwards. Their inverted caps catch rainfall, which is metabolized into a defensive acid that squirts from their stalk when disturbed. Geyser mushrooms are considered a culinary delicacy, if properly prepared.

TRAITS:

- **Acid Squirt:** When disturbed, you automatically Test to squirt a stream of acid.

GOBLIN DOG

HP: 4 (Medium)

Attack: Melee (bite)

Movement: 30 feet

Description: These large six-legged canines have been bred by goblins for centuries. They are fierce fighters and loyal companions. While not as quick as a normal dog, their six legs make goblin dogs skilled climbers and steady mounts.

TRAITS:

- **Steady Mount:** You gain Advantage when Testing to climb and maintain balance.
- **Six Legged Fighter:** Same as *Four Legged Fighter*
- **Tracker**

HUMMINGHAWK

HP: 2 (Low)

Attack: Melee (talons)

Movement: 40 feet flying

Description: Humminghawks look like a cross between a hummingbird and a small hawk. Their four rapidly-beating wings make them the most agile flyers in all of Siran. Humminghawks can be trained to follow and hover nearby. Adventurers have been known to purchase small alchemical lights specially designed to be worn by humminghawks, turning the birds into floating lanterns.

TRAITS:

- **Extremely Agile Flyer:** When flying, you can Test with Advantage whenever you are successfully hit by an enemy. You are successful on any roll of 4, 5, or 6 and if your Test is successful, you evade the attack and do not take damage. Declaring Evade as an Action has no additional benefits.
- **Perceptive** • **Vigilant**

LIGHTHAWK

HP: 2 (Low)

Attack: Melee (talons)

Movement: 50 feet flying

Description: These raptors found in the Everlasting Shadow use their bioluminescent feathers to communicate over long distances. They are swift and silent flyers who excel at hunting. When hunting, they refrain from glowing to better surprise their prey. They are particularly fond of eating oxrats.

TRAITS:

- **Agile Flyer:** When flying, you can Test 1d6 whenever you are successfully hit by an enemy. If your Test is successful, you evade the attack and do not take damage. Declaring Evade as an Action has no additional benefits.
- **Bioluminescence:** Same as Shadow Fey Heritage Trait.

LIGHTNING DOG

HP: 4 (Medium)

Attack: Melee (bite) and Ranged (lightning breath)

Movement: 35 feet

Description: A typical lightning dog stands 3½ feet (1 m) high at the shoulder and weighs 100 pounds. Found almost exclusively in the Everlasting Shadow, they are efficient pack hunters. A favorite tactic is to quietly surround prey, then one or two dogs attack with lightning bolts, driving their target towards the rest of the pack.

TRAITS:

- **Lightning Breath (Ranged Attack):** You can breathe a bolt of lightning.
- **Pack Hunter:** As long as another lightning dog is within 10 feet of you, you gain Advantage on all attacks.

OBSERVER

HP: 6 (High)

Attack: Ranged (paralysis and mana bolt)

Movement: 25 feet flying

Description: Observers are levitating spheres of flesh, about the size of a watermelon, with six eyes, each gazing in a different direction—like the numbers on a six-sided die. Each eye has a different Trait and can affect something in its area of sight (front, back, left, right, up, down) each turn. Observers can orient themselves so any eye is looking “forward.” It is often said that they remember everything they see, and that they do not need to eat, breathe, or sleep. Observers communicate telepathically.

Unlike other multi-eyed floating creatures, with which they are commonly confused, observers’ dispositions run the entire spectrum from good to evil. Many scholars believe that the first observers traveled to Siran from an alternate dimension. Some say that observers are responsible for the disappearance of Carving long ago, while others say they will bring the secrets of Carving back to the world.

TRAITS:

- **Agile Flyer:** When flying, you can Test 1d6 whenever you are successfully hit by an enemy. If your Test is successful, you evade the attack and do not take damage. Declaring Evade as an Action has no additional benefits.
- **Eidetic Memory**
- **Mana Powered:** You derive all necessary sustenance from ambient Mana. You do not need to eat, breathe, or sleep.
- **Perceptive**
- **Telepathy:** You communicate through thought alone.
- **Eye 1 – Dark Vision**
- **Eye 2 – Telekinesis:** You can move and manipulate objects that weigh up to 20 pounds (9 kg) with your thoughts.
- **Eye 3 – Void Carving**
- **Eye 4 – Paralysis:** You can Test 2d6 to paralyze your target for 1d6 rounds.
- **Eye 5 – Healer**
- **Eye 6 – Mana Bolt:** You can Test with Advantage to attack with a bolt of mana energy.

OOZE EYES

HP: 3

Attack: Melee (bite)

Movement: 25 feet

Description: Ooze eyes are zombie-like creatures with thick brown-black ooze seeping from their spore-filled eye sockets. They have been infected with a parasitic fungus that completely overrides their normal behavior.

The fungus spreads throughout the victim's nervous system and eventually replaces it. The fungus gains water and nutrients from the body of its host, beginning with the eyeballs, and grows multiple spore sacks in the victim's now empty eye sockets. These spore sacks can discharge a stream of spore-infused ooze at potential new hosts.

Since the fungus gains all its nutrients from its host, it drives its host to constantly consume food and water, and does not discriminate—anything edible will be eaten, including people.

TRAITS:

- **Anger Issues**
- **Blind-Fighter**
- **Infest:** You can Test 2d6 to hit a potential host in the eye with a stream of spore-infused ooze. If successful, the victim must make a Save Test or become infested. In 1d6 days, the person will become blind in one eye as the fungus consumes the eye. During this time, the victim is at a Disadvantage to all Tests due to the intense pain. In 1d6 additional days, the person will lose sight in their other eye as the fungus spreads deeper into the nervous system. The victim is still at a Disadvantage during this second phase of the infection. Application of intense heat or fire to the eyes will kill the fungus (and permanently blind the victim), but this must be completed before both eyes have been destroyed. Once both eyes have been lost, the fungus has infested the victim to such a degree that killing the fungus also kills the host.

OXRAT

HP: 2 (Low)

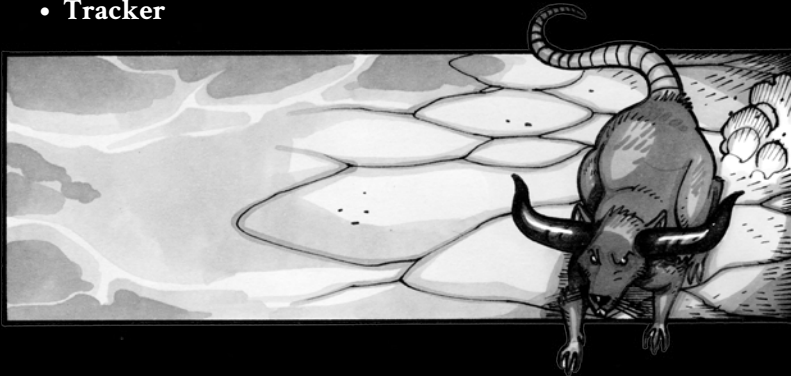
Attack: Melee (bite)

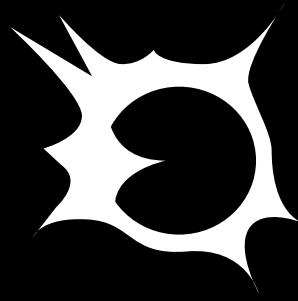
Movement: 25 feet

Description: These large intelligent rats have ox-like horns on their heads and can grow to be three feet (90 cm) long. In the wild, oxrats live in large groups known as mischiefs. While not aggressive, these scavengers will attempt to defend their territory from creatures of any size. If raised from birth, oxrats prove to be very trainable and make great pets.

TRAITS:

- **Swarm:** You gain Advantage when attacking an enemy that has more than one oxrat adjacent to it.
- **Tracker**





SHIMMER SPIDER

HP: 8 (High)

Attack: Melee (bite)

Movement: 25 feet

Description: Shimmer spiders are massive beasts, whose long legs lift their bodies over 10 feet off the ground. Found in the Everlasting Shadow and underground, their exoskeleton is bioluminescent and can be used to create lights in various colors, shapes, and patterns. Shimmer spiders use this ability to lure unsuspecting prey to them. They can also use their light patterns to disorient attackers.

Shimmer spiders make use of their prey in two ways. Prey can be cocooned in webbing to serve as nourishment. Prey can also be implanted with eggs, which feed upon the body of the fallen upon hatching.

TRAITS:

- **Disorient**
- **Fangs:** You have massive fangs and have Advantage when using them to bite.
- **Poisoned Fangs:** On a successful attack, your target must make a Save Test. If the Test fails, your target continues to take 1 HP of poison damage every round until the victim rolls a successful Save Test on their turn.
- **Shimmer:** You can Test 2d6 to attract potential prey. With a successful test, the prey must roll a Save Test to avoid being hypnotized by the display. If your prey fails, they are drawn towards the light. They continue to move towards the light until they make a successful Save Test or are attacked.
- **Web Slinger:** See Giant Spider in *Tiny Dungeon Second Edition*.

SILENCER

HP: 9 (Heroic)

Attack: Melee (weapon) and Ranged

Movement: 30 feet

Description: These intelligent, natural born hunters and killers resemble tall frail-looking Fey. Growing up to 6 feet in height, silencers constantly radiate an aura of complete and utter silence—they cannot make a noise even if they wish to do so. Silencers are always on the hunt, looking for their next kill. They prefer to attack single targets, and have been known to accept jobs as assassins, if the price is right.

TRAITS:

- **Aura of Silence:** You are constantly surrounded by an aura of silence that extends in a 5 foot radius around you. With a successful Test, you can expand this zone of silence to a radius of 25 feet. Everything within the zone is totally silent and cannot make a sound.
- Two additional Traits selected by the Game Master.

SPIDER VINE

HP: 4 (Medium)

Attack: Melee (barbs) and Ranged

Movement: 25 feet

Description: Spider vines look like massive hunting spiders the size of a horse, but are actually semi-intelligent carnivorous plants. Living only in the Unblinking Sun, their legs are thick barbed vines used for locomotion, grasping prey, and delivering poison through the hundreds of barbs that run along their entire length. A spider vine can hurl up to four of its legs at its prey. Spider vines take 2 hit points of damage from fire.

TRAITS:

- **Poisoned Barbs:** On a successful attack, your target must make a Save Test. If the Test fails, your target is extremely nauseated. While nauseated, all Tests are performed at a Disadvantage. The poison lasts until the target rolls a successful Save Test on their turn.

SPIKED RAT

HP: 1 (Fodder)

Attack: Melee (bite) and Ranged (quills)

Movement: 25 feet

Description: Spiked rats are only slightly larger than normal rats, but the backs and tails of these ill-tempered creatures are covered with sharp quills that can be thrown up to 10 feet (3 m).

TRAITS:

- **Swarm:** You gain Advantage when attacking an enemy that has more than one spiked rat adjacent to it.

TREE OF HANDS

HP: 6 for tree (High) and 1 for hands (Fodder)

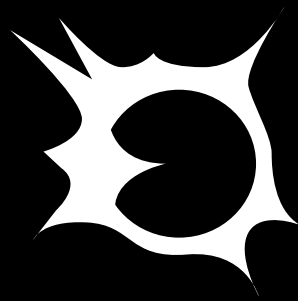
Attack: Melee (grab, bite) and Ranged (hands)

Movement: 20 feet for tree and 30 feet for hands

Description: This bizarre carnivorous “tree” is the result of a necromantic alchemist’s experiment. The small bluish-green tree reaches a height of 5 feet (1.5 m), and is covered in small hands instead of leaves. The roots of the tree look like large fingers, and it is able to use these finger-roots to scamper about. Its hand-leaves can grasp, hold, and attack prey. They can also be thrown at its target, and can quickly scuttle around using their fingers as legs. A large mouth can be found under the base of the tree at the center of its finger-roots, and each hand-leaf also has a small mouth in the center of its palm.

TRAITS:

- **Swarm:** You gain Advantage when attacking an enemy that has more than one hand-leaf adjacent to it.





ADVENTURE GENERATOR

It happens to every Game Master at one point or another... You have a game coming up, but you just don't know what to do for the next adventure. With a few rolls of the dice and a little creativity, the tables below can help you whip up your next great story.

For each of the following five tables, roll 2d6 and find and record the results. These five results will give you a one sentence summary of an adventure. It's up to you to interpret the results and expand them into a full adventure.

The basic structure is: The Adventurers must **VERB** the **SUBJECT** in the **PLACE**, while dealing with a **HINDRANCE** and opposing the **ANTAGONIST**.

Here's a randomly rolled example: The Adventurers must **FIND** the **THIEF** in the **MINE**, while dealing with **LOVE** and opposing a **DISEASE**. How can these results be interpreted? One possibility could be go something like this...

The party is tasked by a wealthy mine owner to find out who has been stealing from his gold mine. It seems that significant quantities of gold ore are disappearing while being conveyed to the surface in clockwork mining carts. No one knows who's responsible and how it's being done. It turns out that a crafty Cogor is stealing the gold by hiding in one of the mine shafts used to transport the ore. He has crafted a clockwork claw device that allows him to grab large scoops of ore as it passes by. He's used the claw to dig his own secret tunnels inside the mine. The reason he's stealing the ore is to pay an alchemist to find a cure for the strange disease sweeping through his home village, threatening the lives of his family.

If **CARVER** is rolled, you can roll on the **CARVER** table to randomly select a specific type of Carver.

VERB

	1	2	3	4	5	6
1	Attack	Rescue	Escort	Hide	Shelter	Trick
2	Steal	Fight	Blackmail	Overcome	Invade	Kill
3	Negotiate	Defend	Retrieve	Heal	Trade	Scare
4	Capture	Free	Secure	Prevent	Cause	Serve
5	Hunt	Find	Explore	Sabotage	Kidnap	Lead
6	Take	Bargain	Investigate	Aid	Transport	Discover

SUBJECT

	1	2	3	4	5	6
1	Human	Karhu	Zlax'xon	Bandit	Contraband	One True King
2	Fey	Lizardfolk	Carver*	Caravan	Ghost	Scholar
3	Dwarf	Cogor	Merchant	Traveler	Imperial Guard	Craftsperson
4	Goblin	Eku-uke	Monster	Performer	City Watch	Gambler
5	Salimar	Muaj	Pirate	Alchemist	Rebel	Ship Captain
6	Treefolk	Utarok	Shadow Fey	Lantern Monk	Clockwork Engineer	Warrior

PLACE

	1	2	3	4	5	6
1	Arudubeku	Tumuzara	Siran's Crown	Sea of Stones	Grand Catacombs	Castle
2	Beleto Suro	The Throne	Royal Road	Mt. Erutani	Shadow Pass	Dungeon
3	Inifa	Royal Road	Bay of Twilight	Itakari River	Alchemical Isles	Gambling House
4	Kanasala	Mircea	Starless Sea	Verdant Land	Sewers	Ruins
5	Palabari	Farenelle	Sunless Sea	Dark Desert	Mine	City Jail
6	Seliroso	Marblestone Hall	Sea of Whispers	Ralivun Forest	Izi's Public House	Docks

HINDRANCE

	1	2	3	4	5	6
1	Ally	Family	Attack	Trap	Physical Illness	Rival
2	Mentor	Theft	Spy	Double Agent	Mental Illness	Weather
3	Finances	Transport	Hostage	Kidnapping	Magical Illness	Pride
4	Greed	Trust	Hatred	Jealousy	Revenge	Ignorance
5	Laziness	Lust	Gluttony	Neglect	Bad Luck	Assassination
6	Betrayal	Love	Broken Promise	Deception	Forgetfulness	Red Herring

ANTAGONIST

	1	2	3	4	5	6
1	One True King	City Watch	Clockwork Engineer	Necromantic Alchemist	Time	Silencer
2	Rebellion	Imperial Guards	Alchemist	Undead	Spy	Ooze Eyes
3	Bandits	Pirates	God of Light	Evil Genius	Homunculus	Ghost
4	Monster	Thieves	God of Darkness	Invasion	Disease	Dragon
5	Lantern Monk	Alchemical Inker	Moneylender	Cultists	Merchants	Ravening Colossus of Mircea
6	Robber	Time	Secret Society	Murderer	Chief Administrator	Carver*

*CARVER

	1	2	3	4	5	6
1	Air Carver	Heat Carver	Dimension Carver	Air Carver	Heat Carver	Dimension Carver
2	Earth Carver	Light Carver	Mana Carver	Earth Carver	Light Carver	Mana Carver
3	Fire Carver	Body Carver	Space Carver	Fire Carver	Body Carver	Space Carver
4	Water Carver	Emotion Carver	Time Carver	Water Carver	Emotion Carver	Time Carver
5	Electro- magnetic Carver	Memory Carver	Omnipotent Carver	Electro- magnetic Carver	Memory Carver	Omnipotent Carver
6	Gravity Carver	Soul Carver	Void Carver	Gravity Carver	Soul Carver	Void Carver

THANK YOU

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In a land divided between the Unblinking Sun and the Everlasting Shadow, the wondrous creations of master alchemists and clockwork engineers help create a thriving society. But a once forgotten magical power known as Carving has been rediscovered. Those who unlock its secrets may be the ones to protect and preserve the Eternal Empire, or they may be the ones to end the reign of the One True King.

Between Sun & Shadow is an expansion for *Tiny Dungeon Second Edition*. It includes a campaign setting that provides the broad strokes of a fantasy world, leaving the fine details to you. It's designed to spark your imagination with:

- 7 Heritages
- 60+ Traits & Prestige Traits including a powerful system of magic known as Carving, which allows Adventurers to manipulate elements, energy, people, and even time and space.
- 25+ creatures to fight or befriend.
- 100+ adventure hooks.
- A random adventure generator.
- A land of adventure in a tidally locked world, with descriptions of major cities, locations, and influential groups.

Between Sun & Shadow requires the use of *Tiny Dungeon Second Edition* from Gallant Knight Games.

