

ISSUE 1, AUGUST 2011

# THE TWILIGHT TRAVELLER

BEING A COLLECTION OF NOTES, STORIES AND  
ILLUSTRATIONS FROM A HUMBLE TRAVELLER'S JOURNIES  
ACROSS THE CONTINENT OF ANYARAL

## THIS ISSUE

- Painting Contest - Winners** 2  
Find out about the recent painting contest on the World of Twilight forums
- New Releases** 3  
A first look at all the new releases for this month
- The Royal Garkrid** 4  
The first part in the story of Danakan's travels
- Reinforcements** 6  
New rules for herders and their beasts
- Scenario: Protect the Herd!** 8  
Brave herders defend their beasts from a group of Devanu jenta
- Travels through Anyaral** 9  
Some extracts from Danakan's notes
- The Workbench** 12  
Bits and pieces that have been going on in Twilight

## NEWS FROM THE FRONT

It's been a good few months since Salute and the release of 'Of Gods and Demons' and I'm sorry to say that things may have looked a bit quiet on the Twilight front, but fear not there's been plenty of work going on behind the scenes.

First up, we have this new magazine. The plan is to release this every month or two, to tell you more about the world, enthuse about all the new releases and generally keep you up to date. Crian has been a great help in getting this to happen, and hopefully we might see a few other people contributing in future issues!

We've got a huge backlog of releases that you will see over the coming months. Those of you who were lucky enough to make it to Salute may recognise a lot of these, but there will be some surprises as well (see the back page for a small taster...).

I'm very excited to see what happens over the next few months, so I hope you will come along for the ride!

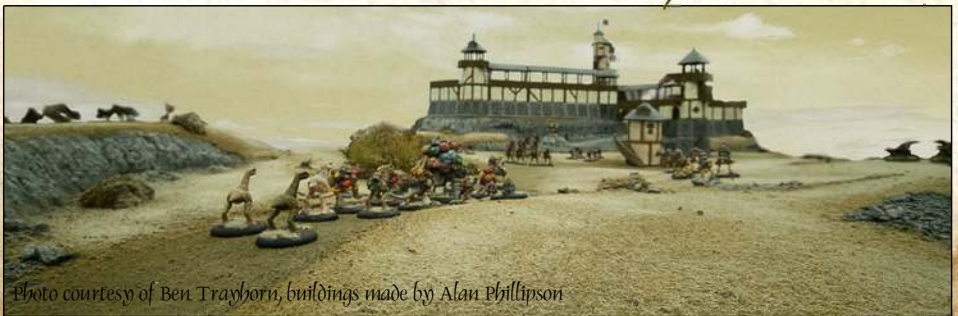


Photo courtesy of Ben Trayhorn, buildings made by Alan Phillipson

# PAINTING CONTEST - WINNERS

This month has seen the conclusion of the First World of Twilight Painting Contest. The standard of the entries were all very high. Gold went to Tony Lines for 'Ambush', his wonderful little diorama depicting an aged traveller being threatened by a lone devanu jenta. Things aren't looking too hot for him, but that little stripy skerrat might be vicious...



Bronze was shared between two worthy entries.

Carsten Lambert's knights won over both the public vote and the judges with their tastefully done purple armour, while Paul Townsend's crazy old engineer contemplated the next big thing, which appears to be a 'Fruigin Flinger' - see the back page for details!



Silver went to David Williamson for his 'Clash of Cultures', with a very nice paint-job on a Knight of Relan and a Strider, illustrating the Delgon and Empire approaches to the same requirement!



# NEW RELEASES

All these new releases will be available this month from Pyre Studios and Hasslefree Miniatures. You can find rules for most of the new models in 'Of Gods or Demons', but there are also rules for some of the new models later in this issue.



*Painted by Ben Brownlie*

## Trader Caravan (a) - £15

The old Trader Caravan has been around from the very beginning, but I had a bit of fun converting a new variant baruk and I thought I would share! You get one of each in the set. All the bits on the baruk are fully interchangeable so you can have lots of different options if you want a large caravan!

## Herder Light Cavalry

Light Cavalry Unit - £18  
Light Cavalry Troops - £7.50

The light cavalry are available as a unit set and a troop set. The unit comes with five spear armed models as well as a bolas and a sling arm so you can make up to two Reyad. The troop pack contains two different models.



*Painted by Ben Brownlie*



*Painted by Ben Brownlie*

## Devanu Jenta Spear - £6

The Jenta Spear finally gives the devanu a bit of ranged firepower!

## Belan - £15

The Belan was my first venture into the world of resin models and I'm very pleased with the result! With so many strange creatures in Twilight I think you can be confident that it won't be my last. The Belan comes in one piece with a 60mm resin base.



*Painted by Matt Lucas*

# THE ROYAL GARKRID

WRITTEN BY CRIAN BLACK

Danakan pulled her cloak tight in an attempt to hold back the inevitable soaking as the clouds opened over Teral. She passed quickly through the open city streets, sensibly avoiding the eaves of buildings and the mini rivers pouring over their sides. Though she had never been to her destination she knew exactly where it was, everyone in the city did. The Royal Garkrid was the largest tavern that served traders and other folk not of the Teralin Clan; it sat right across from the city's grand market square. She breathed a sigh of relief as the building's algae stained walls came into view, gratefully darting inside just as the heavens sought to drown the last Fubarnii caught out in the spring rains.

As the warmth of the tavern hit her, a chill scurried up her spine and she did her best to wipe the rain from her face. She sighed heavily and penetrated the smoky atmosphere searching out her guide. Muri, Danakan's new aide, had described the wizened trader as a bellicose individual, given to outlandish claims. Used to the formality of government, she was not looking forward to this encounter, let alone travelling for many months with this 'character'.

Danakan stood in the middle of the tavern, unable to catch the eye of any trader, unwilling to start asking around, when she noticed a steady gaze amongst the smoke. A large old Fubarnii sat, deeply inhaling from a small smoke bowl and as Danakan slowly crept forwards, his face split into a beaming smile. The trader stood, yanking Danakan's satchel from her nervous grip and discarding it on the cluttered table. Firmly grasping her wrist the trader hauled her forwards into a crushing hug, heavily patting her on the back.

"The names Tonri," he chuckled, inviting the stunned Danakan to a seat.

"W-why thank you, I humbly..."

"This is not the place for posh speeches, it's a place for drinking and the meeting of friends. And, I can tell we will be such friends Dankan," erupted Tonri in a warm manner.

***"You do not lightly cross the wastes, there is death waiting for the unwary."***

"It-it's Danakan," she squeaked.

"Of course it is! And I am to be your guide to this continent of ours. I must admit that I am surprised that one of your clan is up for the

challenge, but it is not my place to question your motives or choices." Tonri gave her a knowing wink, "I always think a true Fubarnii should say it as they see it," he exclaimed as he slid a tankard across the table.

"Err yes. I am, eager to see my task done." Tonri smiled once again. "I understand your caravan is to pass beyond the mountains and head out across the wastes to the east." The trader rolled his eyes as if about to explain something to a child.

"You do not lightly cross the wastes, there is death waiting for the unwary."

At this Danakan looked surprised. She rummaged in her bag and pulled out a scroll. Unfurling it to show an ornately decorated map of the surrounding lands. Danakan smoothed out the parchment and tapped a spot close to the centre of the wastes. "But I thought we would pass through the centre following the road to Genera and..." A sharp intake of breath cut her short, all sign of joviality dropped from the traders face. He glanced over his shoulder before leaning in.

"We do not say that name." Danakan could see that Tonri was choosing his words deliberately. "That is a...cursed place. We do not say its name." An uneasy silence wrapped the seated figures in its grip and both sat hushed and withdrawn. Danakan shook her head and wisely decided to change the subject.

"So we shall travel to the...south of the wastes?" Tonri's face once again split into a grin, nodding as he drew a deep draft through his pipe. "That must take a good few months of travelling," she sighed inwardly, "but I'm sure it's the best route."

"That it is...and the safest. Not that you need concern yourself with such matters when travelling in the company of Tonri, Master Trader of the Kanill family." The trader's chest expanded almost to the point of bursting. "I am from old trader stock and we long ago learnt that only a fool is unable to defend themselves when on the road." Unsurprisingly this caught Danakan's attention for she had been wondering how to broach the subject without causing offence.

Tonri smiled as he saw the courtier relax, slapping his fellow drinker across the shoulder, causing her to spill her drink. "Why on the way here my caravan was attacked by Devanu!" This did it, Danakan had just taken a sip of her beverage and swallowed, choking over his words. Tonri, clearly enjoyed playing with this funny little Fubarnii.

"Yes, we had just passed through the worst of the mountains when the skerrats started clicking excitedly. The slingers proved their worth drawing around the herd, bearing arms in the blink of an eye." Danakan slowly stopped wiping her drink from her face, drawn in to the trader's tale.

"All of a sudden, to the rear of the caravan the undergrowth seemed to come alive as a pack of lean young Devanu leapt forth, charging towards the herd accompanied by their hunting beasts. The slingers stood firm, wielding their staff slings while they valiantly charged a pair of jenta, quickly bringing their numbers to bear and forcing the Devanu back.

"Unfortunately we had not considered the cunning of our attackers and another Jenta announced its presence at the front of the column by running one of my belan handlers through with a spear. The damn beast had hurled it, would you believe!" The table shook as Tonri banged his fist against the surface repeatedly as if to emphasise his point.

"Well I wasn't going to suffer any more so I drove my enuk forwards, staff raised as a club. I hoped to dash that beast's brains in before it could hurl another spear. But, it was too darn swift and I glimpsed another sail past my head, hearing the distant honk of a wounded belan. As I drew near the raptor it saw me coming and jinked out the way. My staff connected on thin air but the surprised Devanu lost its footing and

tumbled, sending myself and my mount crashing to the rocky soil.” Tonri lightly tapped a welt across the right side of his brow.

“Whatever happened next?” quizzed the stunned Danakan. Tonri grinned once again, making the most of her rapt attention.

“Well, I lashed out as much as I could, barely holding the beast back, my valiant steed kicking out at my attacker. Scrabbling to its clawed feet the jenta darted from my reach and slowly plucked another spear from its rough scabbard. Drawing back it went to hurl my doom when the spearheads of my herders plunged through its chest, for they had dealt with their own attackers ruthlessly and rushed to my aid.” Tonri sat back, clacking the end of his pipe in his beak, pleased with his tale. Danakan looked at the trader in a new light.

“Well I hope that I shall never have to see such seeming bravery on my own ventures!”

## REINFORCEMENTS

This month we have some new rules for the Herders so you can play games of the brave herders defending their herds from whoever might choose to attack them!

### HERD BEASTS

Herders look after a wide range of beasts, including the doughty Eruk and the mighty Belan. These herds are valuable, but are often under threat from wild predators or even bands of Devanu.

#### ENUK

*Beast*

Move: 10                      Tough: 5+  
Combat: 2                    Stamina: 0  
Support: 0                    Size: Small

**Command Range:** 6”

**Defensive [T]:** This model will always cast at least 1 Oran in combat

#### BELAN

*Beast*

Move: 6                      Tough: 3+  
Combat: 5                    Stamina: 3  
Support: 0                    Size: Very Large

**Command Range:** 6”

**Very Tough\* [T]:** Reroll a failed Tough save.

**Defensive [T]:** This model will always cast at least 3 Oran in combat

## HERDER REYAD

*Elite*

50

points

Move: 10                      Tough: 5+  
Combat: 3                     Stamina: 1  
Support: 1                    Size: Small

**Captain [L]:** This model may activate up to eight friendly *Troops* or *Civilians*.

**Beast Handler [L]:** Activate up to 2 friendly *Beast* models.

**Command Range:** 6"

**Weapon Choice [T]:** The Reyad may be equipped with either Bolas or a Staff Sling.

**Focus\* [A]:** The next Ranged Attack this model makes this turn can get either an extra 4" of range or an additional Combat Stone for the attack. This ability can only be used once per turn.

**Bolas [R]:** Move up to 3" then make a 3CS Ranged Attack against one target within 12". A model gets +2 to its Tough rolls against the Bolas. If a Bolas hits but doesn't damage then the model is *Entangled*. An *Entangled* model may not Move, halves its Combat stat and loses its combat action. A non-beast model may sacrifice its activation to become disentangled, or to make an adjacent model disentangled.

**Staff Sling [R]:** Move up to 3" then make a 2CS Ranged Attack against one target within 12".

## SKERRAT

Skerrats are useful little critters that often accompany bands of herders. They can be trained to assist with controlling the beasts, giving their owners control over a much larger area.

## HERDER REYAD

The Herders are considered to be quite mad by most civilised Fubarnii, spending their days out in the sun when they could be curled up in a nice cool tunnel somewhere.

They do however fill a vital role, protecting the beasts that are used throughout Fubarnii society.

Those herders who have ridden the plains for many years can earn the title of 'Reyad'. These brave Fubarnii often carry heavy bolas that they use to deter predators, or to bring down larger beasts.



## SKERRAT

*Beast - Troop*

10

points

Move: 12                      Tough: 6+  
Combat: 1                     Stamina: 0  
Support: 1                    Size: Small

**Beast Handler [L]:** Activate up to 2 friendly *Beast* models.

**Command Range:** 3"

**Long Range:** This model can be activated by a model with *Beast Handler* at up to twice the model's *Command Range*.

**Evasive [T]:** Each successful *Oran* cast by this model cancels two opposing *Erac*.

## SCENARIO: PROTECT THE HERD!

*The old Reyad sat astride his faithful enuk, looking out at the beasts grazing on the planes, the wind whistling gently through the grass. A small movement in the distance caught his eye as a lithe shape darted out from under some trees. Sighing deeply, he gestured to his companions "Saddle up, looks like we got trouble."*

### **Empire:**

2 Herder Reyad

5 Light Cavalry

4 Slingers

2 Skerrats

1 Knight Captain and 4 Knights

### **Devanu:**

3 Devanu Jenta

4 Grishak

### **Beasts:**

1 Belan

6 Eruk

## SET-UP

The encounter takes place on a small playing area with a small amount of difficult terrain and obstructions.

The Belan is placed at the centre of the table. Players take it in turns placing the enuk, with each beast within 18" of the centre, but at least 6" from any others. Draw one initiative stone to determine who places the first beast. Do not return any stones drawn until the end of the first turn.

The Empire player deploys all his models except the Knights as one group at least 6" from any of the beasts.

The Devanu player deploys all his models in one or more groups at least 9" from any other models.

## OBJECTIVES

The Devanu player is trying to kill as many beasts as possible. He gets 1 point for each of the enuk he kills and 3 points if he can kill the belan. If he can get 5 points then he wins.

The Devanu player will flee if he loses 4 models or 2 Devanu.

The Empire player will not flee.

## SPECIAL RULES

The Empire player receives the Knights as reinforcements at the start of turn 5.

The beasts are neutral but may be activated by Empire models with beasthandler.

At the end of each turn, any beasts that have not been activated during the turn and that are within 6" of an enemy (Empire or Devanu) model will move as fast as they can directly away from the nearest enemy model.

## NOTES

The Devanu player can choose any combination of the standard Devanu Jenta options (Hunter, Spear or Handler) for his force. The Empire player may choose a different set of reinforcements, but it is definitely useful if they move fast!

If you find things too easy or hard for the Devanu, feel free to add more beasts, or lower the target points. Better still, swap roles and see who is the best hunter!



# Travels Through Anyaral

Transcribed by Crian Black

## Salutations Old Friend,

It has been many moons since I wrote to you last but there has been much going on with the recent election of Lord Emül to the head of the clan. Though sworn to serve my people I must admit a certain regret that such an... open-minded Subarnü has travelled so far amongst our number. We of the Teralin have always been of a practical minded stock, not given to the foppish nature of those from the Central Empire. Don't get me wrong, the uniting of the clans has always been advantageous to all but do we really need to see or know each other? Except for that which can be learnt from a distance?

This leads me to my first piece of 'news' that I must share; I have been bestowed the dubious honour of being dispatched under the writ of my Clan Lord to travel the lands of Anyaral, reporting on all that I see. In future I shall be more guarded with my tongue! Cast out into the wilds of this land, I am to be buffeted about under the guidance's of the travelling classes; charged with performing the duties of a common scribe to detail the experiences and lives of our distant kin. Why this should be of interest to Lord Emül when our own clan is such a jewel of the empire is beyond me. But, without the funds or favour to change my situation I can only make the best of it and guard against the foreign ways of others.

I feel it is only right that I begin my journey recording some of the ways of my own people to better highlight the peculiar lives of those beyond the territories. In a few days time I shall be escorted beyond the lands of my clan to the cities of Orel and Genera before passing through to Englar on the edges of the Central Empire. Our records of the Empire's cities become somewhat clouded beyond this point, but I reluctantly report I shall be continuing north to the lands of the Delgon and on to the Eragu realms. Though at first I was to return to Teral on a sea voyage I have since negotiated a homecoming via the trader routes to the south, better to spend additional months with the discomfort of road travel than spend even a moment at sea!

I had best return to my preparations, lest my writings lead to a resurgence of anger and frustration at my regrettable fate. I'm sure I shall write to you again soon though I hope my mood will improve at least long enough not to inflict my problems upon your patient self.

Your Humble Confidante

Danahan

P.S. Luckily I have been given an apprentice to copy my notes and serve my whims. The young Jenta seems a bit of a dolt but hopefully I can soon break her in.

## Part 1: Teralin

I shall begin my series of observations with the Subarnii of my own clan, the Teralin. This work will serve to provide a suitable guide to compare the other clans of the empire against, I hope that not all will be found wanting or I shall be in for a poor time these coming months.

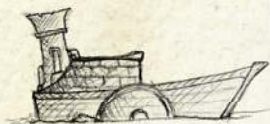
We of the Teralin are the largest of the clans in the Argoran Territories, dwelling amongst the hills and mountains of this region. Warmed by the sun yet kept cool by the coastal winds we dwell in a most pleasant environ. From my recent observations amongst the marketts of Teral, I notice that we are of a relatively tall and slender build, much like the Casanii of the south, yet none outside of our clan would seem to have the darker patches of skin common amongst our number.

Dwelling in such a pleasant land we wear fairly practical clothing, even amongst the poorer fishermen. While those with a low station wear simple garments, Subarnii of a higher station, like myself, wear similar clothes but of a much finer cut. We are not as ostentatious as I hear some clans are but we do allow ourselves a little extravagance when it comes to our headwear. The plebeians amongst the clan may only wear a piece of cloth upon their brows; tied to mimic the fine crested caps of the wealthy. Indeed one can tell instantly of a Teralin's wealth, status and position by reading the designs, cut and details of their headdress.



Examples of Teralin headwear

Just as we are blessed with the agreeable nature of our weather so to are we blessed when it comes to our former slave-masters. The Devanu have never dwelt in the region in large numbers, perhaps this is due to the close proximity of the Argoran Wastes, which I am told they find a most comfortable milieu. Some have suggested that the cooling winds sends a chill down their ridges that blows them scuttling to the hills! The freedom brought by the rarity of Devanu attacks has allowed us to cultivate a practical mind focused fully on the act of living, without having to distract ourselves with concerns of an early demise.



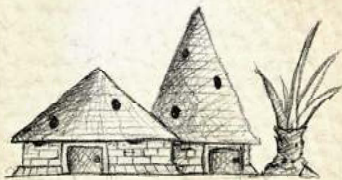
A steam boat observed recently near home

The only real threat we face on any 'regular' basis is that from rogue Jenta who have been cast out from their pack. I have been told that such beings are often lean from hunger, yet often skilled in an uncommon Devanu trait, that of using their minds! Though I find it hard to comprehend, I have been... reliably informed some wield simple tools and even throwing weapons! Such fancies of the travelling mind must be taken with a certain scepticism. If I am lucky I shall never have to find out for myself.

The Subarnii of the clan follow two distinctions, those of breeding dwell in the cities while the others dwell along the coasts. While an individual's station is evident by the grandness of their headdress, a family's wealth can be measured by their distance from the sea. The family of the new clan lord, for example, dwell amongst Teral's eastern towers, while those of the poorest Subarnii live in the fishing villages north and south of the city, along the coast. It is the lot of the common Teralin to head out onto the waves to earn their living amongst the foul stench of their nets. My own family has dwelt in this land beyond memory and I can humbly say, has never had to cast even a single net!

The sale and trade of fish is the main source of wealth for our people. Each village has their own techniques for treating the fish and I am told that they travel well in the long journey to the Empire's markets. There are many trades that support the fishers; my own family's wealth comes from the farming of garlkrids, which produce an excellent resin used in the sealing of boats.

Much of the architecture found in the Teralin domains is of a similar time-tested style with short white-walled round buildings mounted with pointed, dark tiled roofs. One might be forgiven for believing that the thrusting roofs have been styled after the dramatic peaks of the mountains in the east.



Teralin houses

Such buildings are often erected in clusters with some tunnels and caverns beneath though settlements closer to the coast have much of their living area above ground to prevent flooding. Even the grand city of Teral is constructed on similar lines, though on a larger scale. My home and capital of the clan, the city is a majestic white jewel surrounded by the lush greenery of the delta. To the east is the spectacular view of the Argoran Mountains while to the south and north lays the coasts of our great continent. Across to the west rolls a great endless ocean. It is with great regret that I should leave my home and I cannot but hope that her image shall burn brightly in my mind as I venture beyond her sight.

# THE WORKBENCH

## NEXT MONTH!

There have been reports that the Delgon have been spreading their raids further into Empire lands. Recent reports have mentioned units of pick and shield wielding troopers appearing on the front lines and we hope to bring more details next month.

Danakan will be bringing us another gripping instalment on her travels as she encounters a Hunter from the Orelan clan. We'll also be bringing you rules for the Hunter and his graku hunting beasts

Until then, I shall leave you with a couple of work in progress shots of sculpts for the future!



Fubarnii Noble by Mark Craggs



Dhogu on Yirnak by Mike Thorp



## INVENTION OF THE MONTH

Over on the forums, up and coming engineer, Taelan has been busy researching a new device for dealing with those pesky Devanu which he has dubbed the 'Frugin Flinger'. This cunning device hurls baked frugin pods at unwitting victims.

The validity of the designs has been somewhat queried by the engineering community.

*"Mutter mutter... Stored kinetic energy... Mutter mutter... Slow release ... Mutter mutter ... Non energetic release blah blah... Never work ... Yadda yadda"* - Brandlin

Taelan does not seem to mind though and was last seen wandering off and contemplating how to build a prototype...