

*Annyaral
Encyclopaedia*

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Astronomy

Anyaral Calendar

The year is split into four seasons of varying length. There are ten months per year, each about 40 days long (matching Zhovan's orbital period).

The fubarnii define cycles based upon the periodic return of the Amu comet. Such occurrences have brought momentous events in the past, for example the Empire started on one such occasion, and it seems that the enarii appeared at the start of the current (katoam) cycle.

Dates are written at the year of the amutii. For example, 12th katoam is the 12th year of the katoam amutii.

Amu

A comet that appears in the skies of Bakahn in a cycle alternating between 33 and 34 years.

Source: Conversation with Mike Thorp

Amutii

An epoch in the imperial calendar, alternating between 33 and 34 years.

A new epoch starts on the year following the appearance of the Amu comet.

We are currently in the seventh amutii since the foundation of the Empire.

Source: Conversation with Mike Thorp

Katoam

The current (seventh) amutii.

Source: Conversation with Mike Thorp

Amon

The first month of spring.

Source: <http://fubarnii.pbworks.com/w/page/4236221/ProtoFubarnii%20Dictionary>

Del

The second and last month of spring.

Argor (first meaning)

The first month of summer.

Source: <http://fubarnii.pbworks.com/w/page/4236221/ProtoFubarnii%20Dictionary>

Jelan

Alternate spelling: jela

The second month of summer.

Distor

The third and last month of summer.

Gamor

Alternate spelling: Garmor (rare)

The first month of autumn.

Frey

The second and last month of autumn.

Jakor

Alternate spelling: jaker

The first month of winter.

Sango

The second month of winter.

Kar (first meaning)

The third and last month of winter.

The Bakahn System

Bakahn

The World of Twilight, of which Anyaral is a continent. Bakahn just has the two moons (which probably play havoc with the tides but the fubarnii seem to cope). The larger is probably a bit smaller than ours, but certainly equivalent. Enar is smaller and has strange lights on its surface that according to fubarnii mythology and religion are the fires of the Enarii - heroic fubarnii who died and were carried on the winds to their new home. Bakahn itself is very similar to Earth. The star is very

similar to our own and Bakahn sits comfortably within the Goldilocks zone.

Bakahn System

The system's star is an F8 main sequence star, which makes it marginally hotter than Sol (a G2 main sequence star), but is similar in size and colour.

As the habitable/goldilocks zone is further out, Bakahn should be very similar to Earth.

Working from the star outwards we find:

F8 V

main sequence star

Sekenk

1 satellite

Ahnufy

Elodin

Dranash

3 satellites

Bakahn

2 satellites (habitable/goldilocks zone)

Arlanar

large gas giant, 5 satellites

Diiwahr

large gas giant, 2 rings, 6 satellites

Ratharl

1 satellite

Geprii

small gas giant, 6 satellites

Source:

<http://forum.worldofwilight.com/index.php?topic=1832.0>

Enar (first meaning)

The smaller and closest of the two moons that orbit the world. Believed to be inhabited by gods, the Enarii, due to strange lights that can sometimes be seen over its surface.

Zhovān

The larger of the two moons that orbit the world. Its orbital period of 40 days marks the months.

Biology

Devanu

A Short Treatise on the Egg of the Predatory Devanu

The following notes are a combination of the practical wisdom of Jawuu, Hunter of Orel and the writings of Engineer Ikeem as well as a few of my own humble musings. The writings of Ikeem were discovered by myself during our short stay in Orel and compose a series of scrolls written many generations ago, concerning a large number of topics. It is my hope to examine these writings during our adventure to the lands of the northern Empire. - Apprentice Muri of the family Terak

According to Ikeem the eggs of the devanu are quite large, about the size of a Baruk's head but Jawuu has informed me that this is incorrect. He says that the eggs themselves are much smaller and laid in a globby, sticky mess that hardens soon after it is deposited. From the few times he has destroyed a nest he says that the eggs always contain a number of young, but that several are often dead already - presumably killed by the other young. The devanu seem to compete with each other even before they are hatched!

A rather quaint trait in the devanu, according to Ikeem, is that they lay their eggs in trees, presumably to avoid the threat of their clutch being discovered. However, there are few trees in the Argoran Wastes and so the local packs have developed the habit of creating a crude, pre-prepared structure of woven sticks that forms a shape much like a goblet or cup. Apparently a fork in the larger branch, which is then stuck into the ground, supports the weight of the eggs. He guesses that it can even be moved around should the devanu be so inclined.

Jawuu tells me that the devanu have been known to re-use the same sites for nesting. The Honourable Danakan says this is evidence of their primitive nature but I wonder if there is a more sacred reason. He told me that sites once abandoned may be returned to and so he learnt the location of many former nests when he was an apprentice, some of which have not been used for generations. After much questioning he admitted that many hunters keep the location of old nesting sites a secret, each reluctant to share this information with any not of their kin; the better to safeguard any possible bounty from their re-use.

Source: The Twilight Traveller Issue 2

Twilight Ramblings 3 - Life Cycles and Devanu

I think I had better cover some of the basics about the world of Twilight. One of the most fundamental basics is the lifecycle of most of the creatures on Bakahn. Most creatures that you've seen so far are of the Trivitaetasa Phylum. These creatures share a fairly distinctive lifecycle that is quite rare on Earth. The first thing is that they do not have male and female as we do. Instead all creatures go through a series of lifestages. They usually start life in an egg structure. The egg mass is laid by a sempa, and usually fertilised externally by a kopa. The egg mass rapidly hardens to form a protective shell in which the young grow. Some species will have one young per egg, while others will have several within the same egg. The young will eventually break out of their egg, at that point entering the immature "jenta" lifestage. The jenta will develop into a "sempa", at which stage it will start producing egg mass and become capable of reproducing. I have adopted the principle of using female terms to describe sempa, although that is not really accurate. Depending on many internal and external factors the sempa may develop into the "kopa" lifestage. Some individuals develop quickly, while others may remain as a sempa for many years. Kopa tend to be larger than sempa due to age, and there may be visible physical differences due to the change, but the changes are not that obvious for either fubarnii or devanu. As the creatures age further they may develop into a final lifestage. In fubarnii this tends to result in the elderly kopa becoming much more frail and insular, with eccentricities often becoming more apparent.

Fubarnii tend to live for about 25 years, maturing from being jenta after 10 to 12 years, and tending towards the eccentric lifestage at around 20 years. Development from sempa to kopa is often a matter of choice, with sempa ingesting suitable chemicals to slow down or speed up the process.

Devanu are longer lived, even if far fewer tend to die from old age. Jenta are expected to look after themselves from 5 or 6 years of age, but will only become sempa after 15 years or so. Development after that is governed very much by the tribe hierarchy, with the kopa ensuring that none of his sempa develop any further. If a sempa does start to develop this will be seen as an act of defiance, and result in a leadership dispute. The developing kopa will often be driven from the tribe, but may sometimes take over leadership and kill or drive out her kopa. If the kopa is killed then the dominant sempa will tend to rapidly develop into a kopa.

The lifecycle of the fubarnii and devanu has a huge impact on the different cultures. The creation myths and the stories of the fubarnii gods often tell of the young

gods developing between stages and lovers cycling through the stages – wives of the same husband later "marrying" and so on. Different cultures have developed different rules for what is acceptable within society.

To expand a bit more on the devanu. The devanu tribes once ruled vast swathes of land, with powerful devanu masters hunting and enslaving the primitive fubarnii. The fubarnii crafted great towers for the devanu such that they might see the extent of their lands.

After the formation of the Empire the devanu were driven out. Those that live within the borders of the Empire are forced to be nomadic, hunting where they can, but often attacked by the local fubarnii population. Their dwellings are crude. Some use tents that can be carried easily, but usually they will nest in shallow caves, hidden as far as possible.

There are some more settled tribes within the Argoran wastes, but life there is a harsh battle for survival. There is some collaboration between tribes in these areas, but that is fairly minimal. Devanu settlements in these regions are generally more permanent tent structures, with some crudely constructed towers. A few tribes keep

fubarnii slaves, but the Empire's knights will always seek to eradicate any tribe that is seen with slaves, even if the cost is great. For normal tribes the knights generally act to simply limit their growth, and move them on if they choose to attack travellers or herds.

A normal tribe consists of a kopa, 4 to 6 sempa and a number of jenta of various ages.

As well as the devanu tribes I've normally described there are often small tribes of rogue jenta. As jenta age they are eventually sent from the tribe to either join another tribe, or to fend for themselves. This is sometimes a trade of sorts with another tribe, but when times are hard the jenta may simply be left to themselves. These rogue jenta will often gather into small tribes for protection. Most of the young die before they form a tribe, and many of these tribes fail, but occasionally they will survive and mature into a new fully fledged tribe, carving themselves a territory and learning how to survive around the fubarnii.

Source:
<http://forum.worldoftwilight.com/index.php?topic=1659.0>

Fubarnii

Blood

The blood of the fubarnii is purplish, almost black.

Source: *Conversation with Mike Thorp*

Handedness

In general the Fubarnii are left-handed. The KalKoran and KalDromar are lefties (holding their shield on their right arm). The KalMalog hold their spears in the right hand, but use their left hand to control the legs.

Source: *Discord chat between @Mark and Mike Thorp*

Healing

Although the fubarnii couldn't regrow a lost limb, they recover from serious injury faster than a human would. Given the right sort of environment, they can also cope with serious trauma (for example losing a limb) with a relatively high chance of survival. It is likely that it is their marshland heritage that has made them better at resisting infections than humans.

Source: *Chat with Mike Thorp*

Jenta

Pronunciation: jen-ta

Immature stage of the fubarnii lifecycle.

Kopa

Pronunciation: koh-pa

Alternate spelling: Kapu (regional variant)

"Male" stage of the Fubarnii lifecycle.

Lifecycle of the Fubarnii

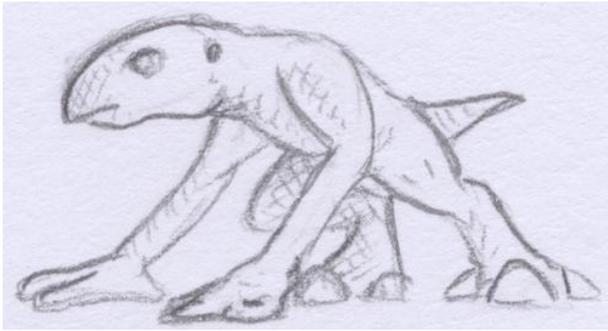
The fubarnii are diminutive creatures, standing about four feet tall, from their large-toed hooves to the top of their long heads. Their shiny black eyes are well suited to their mostly nocturnal habits and their strong fingers are used for foraging and farming as well as building and fighting. Those dextrous fingers and inquisitive minds helped them create the tools to grow from a race enslaved by the predatory devanu into a mighty Empire.

Fubarnii hatch from large eggs. The eggs are formed from a sticky egg-mass that is secreted by a fubarnii in the sempa lifecycle. Most fubarnii lay their eggs in ceremonial nests that help to protect the egg as it develops.



A Fubarnii Egg

Hatchlings are well-developed and are capable of walking within a few days of breaking through the tough skin of the egg.



A Fubarnii Hatchling

In most clans the immature jenta are raised in communal crèches until they are old enough to be apprenticed into a suitable trade. In some clans the crèches determine the role that the young fubarnii will be trained in.



A Fubarnii Jenta

After about 10 years the fubarnii mature into the sempa lifestage and are considered to be adults.

Most fubarnii will eventually mature to the kopa lifestage, but this is driven by many environmental factors.

Kopa are typically slightly bulkier than the sempa, but for most fubarnii races the physical difference is not obvious. However, for some races, such as the Eragu or Engu, the difference is far more pronounced, with the kopa growing to a huge size



A Fubarnii Sempa

Source: Chronicles of Anyaral

Origins

There's a theory that the fubarnii evolved in marshland areas. Their large hooves giving support on the muddy ground and also serving as a protection against parasites that live in the water (the hooves themselves are very light structures, which is one of the reasons they struggle to swim).

It's only been relatively recently that they spread across Anyaral, making their homes in caves to protect themselves from predators.

Source: Chat with Mike Thorp

Sempa

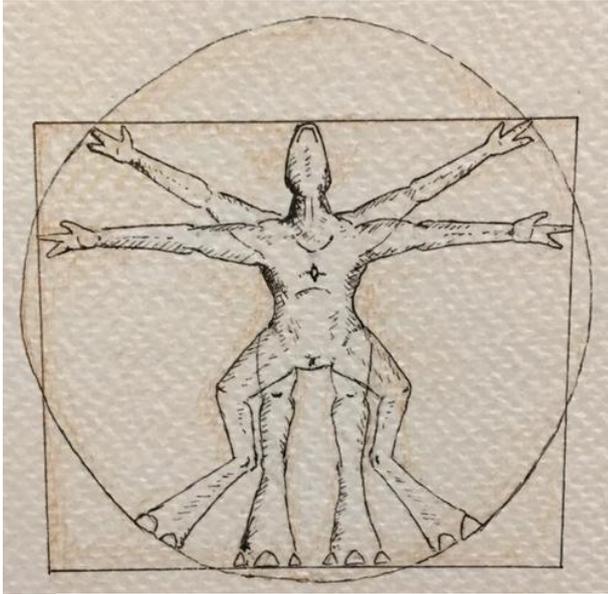
Pronunciation: sem-pa

"Female" stage of the fubarnii lifecycle.

Trivitaetasa Phylum

These creatures share a fairly distinctive lifecycle that is quite rare on Earth. The first thing is that they do not have male and female as we do. Instead all creatures go through a series of lifestages. They usually start life in an egg structure. The egg mass is laid by a sempa, and usually fertilised externally by a kopa. The egg mass rapidly hardens to form a protective shell in which the young grow. Some species will have one young per egg, while others will have several within the same egg. The young will eventually break out of their egg, at that point entering the immature "jenta" lifestage. The jenta will develop into a "sempa", at which stage it will start producing egg mass and become capable of reproducing. Depending on many internal and external factors the sempa may develop into the "kopa" lifestage. Some individuals develop quickly, while others may remain as a sempa for many years. kopa tend to be larger than sempa due to age, and there may be visible physical differences due to the change, but the changes are not that obvious for either fubarnii or devanu. As the

creatures age further they may develop into a final lifestage. In fubarnii this tends to result in the elderly kopa becoming much more frail and insular, with eccentricities often becoming more apparent.



Source:
<http://forum.worldoftwilight.com/index.php?topic=1659.0>

Twilight Ramblings 4 - Fubarnii Colours

Central Empire

This is the melting pot of the Fubarnii Empire, with immigrants from all the different clans brought together in the areas surrounding the huge city of Gar Loren. The local fubarnii have a pale sandy coloured skin with gentle darker mottling over the snout and hooves, although they vary a bit in tone, with some having slightly darker skin. The militia will tend to wear reasonably neat and uniform armour in the colours of their clan. The slingers and light cavalry wear varied clothing. Some clans like them to coordinate with their militia, while others are happy for them to remain quite distinct.

Knights

Knights are drawn from across the empire, with a deliberate mixing of different clans within units and regiments. This leads to a lot of variation in skin tones, although the armour is usually neatly polished and maintained. Those knights who have been stationed in more remote parts of Casan have a reputation for letting themselves go and not maintaining their armour to the standards that would be expected within the Empire!

Orel

The fubarnii of Orel have a slightly darker skin tone than those of the central empire, but nothing too extreme. Their armour varies between the Orel houses, with sandy colours of bright blues being favoured by some of the more powerful houses.

Engu

The formidable Engu have dark brown, tough skin. Their

clothes are well made and decorated in ornate brightly coloured patterns. Their weapons are carved from hardened resin which is relatively light but holds a sharp edge. The Engu will often wear distinctive bodypaint, typically of a blue colour.

The Great Lakes (Traders, Samine)

The fubarnii of the regions around Larigal and Moerasii are shorter than their northern cousins. Their skin sometimes tends towards a greenish tinge, or fine mottling. The wealthy trading families dress their militias in bright colours and provide high quality equipment.

Teral (Danakan, Danomar, Tanaris)

The fubarnii of Teral are relatively tall, with obvious ancestral links to the Casanii. They have very distinctive mottling over their snouts and hooves.

The Delgon

The Delgon share their genetic ancestry with the Dhogu, being generally shorter and having very pale, grey skin, with very dark hooves. Their armour is almost always black. Their clothing is mass produced and doesn't tend to be brightly dyed. The priests wear black robes, but some of the orders have distinctly coloured hoods to show their ranks or symbols sewn into the robes. The staves are made of resin and are often bone-coloured, with brightly coloured bands or symbols. The Delgon do not generally believe in wearing ostentatious bright colours as they are servants to the Enarii.

The Dhogu

The Dhogu are even shorter and stockier than the Delgon, with the same grey skin. They dress in coarse but well-made clothing and furs that are generally well-worn/faded natural colours.

Devanu

The devanu vary in colour across Anyaral. Around the Argoran Wastes they tend to be sandy coloured, often with crude tribal bodypaint or tattoos. Sometimes they mimic the camouflage seen on other beasts, giving themselves spots or stripes. Within the forest outskirts some devanu tribes have been known to apply dappled green bodypaint, although others paint themselves in more striking colours to further terrify their enemies.

The Ghost Claws who live in the shadows of the Naralon Forests daub themselves with white pigments.

Kedashi

The Kedashi vary hugely in colours across the forests of Anyaral, depending largely on the breeding programs and preferences of the queens. Some have favoured brightly coloured young, selecting kaopi with bright markings so the young frenu are brightly coloured flashes of colour flitting through the branches of the forests. Other queens have maintained the purer bloodstreams, which tend to drabber coloured youngsters, although the older kaopi still exhibit bright crests and markings on their wings.

Source:
<http://forum.worldoftwilight.com/index.php?topic=1926.0>

Twilight Ramblings 7a - Fubarnii 101 - The Fubarnii Species

Evolution

Fubarnii, like humans, evolved from dextrous, omnivorous ancestors and became intelligent, self-aware, societal beings with language and culture and sophisticated patterns of thought. The environment in which their development took place is however quite different from that of humans. Fubarnii evolved in swamps from creatures that may be thought to occupy a niche similar to pigs in our world. There were no tall trees and fubarnii ancestors were ground-dwelling. They were also twilight-dwelling; adapted to low light levels, but versatile so that modern fubarnii can essentially choose to live nocturnally or diurnally.

To give you an idea of their place among the other creatures of Anyaral, let us examine the taxonomic tree (note that these are Latinate names, given by humans – the fubarnii themselves do not use this taxonomic system).

Fubarnii belong to the phylum Trivitaetasa, which covers all creatures with the three life stage system of jenta, sempa and kopa. Compare with the human phylum Chordata, which includes everything with a backbone, i.e. the three life stage system is widespread and does not necessarily denote close kinship with the fubarnii species, any more than a human is closely related to a fish.

The fubarnii are classed as Molliovus (compare with human class Mammalia). This class includes all creatures who reproduce externally through expulsion of egg matter which is then fertilized. Other members of this class are the intelligent devanu, as well as many of the non-intelligent species used as working beasts by the fubarnii such as Baruk and Eruk.

Order Megalopodia (compare with human order Primates) includes fubarnii and many of their working beasts, but not devanu. Megalopodia are characterised by their large hooves, limb structures, and a generally vegetarian or omnivorous diet.

Family is Omnivorina, which also contains modern descendants of the fubarnii swamp-dwelling ancestor such as the Swamp Pig and Swamp Monkey.

Genus and Species is megaloccephalus fubarnii.

It is unknown at present whether the fubarnii have any understanding of evolution and how they explain their origins (scientifically as opposed to mythologically – see later chapters for fubarnii creation myths). It is likely however that the concept would be less shocking to them than it was to Darwin's contemporaries – after all, they share the world with other intelligent species.

Physiology

Fubarnii are much tougher than humans, for a number of reasons. They have three hearts; a main and two subsidiaries, which means that damage to one heart is less likely to prove fatal. They have a non-tidal breathing

system, meaning that the air flows through the lung system rather than in and out as it does in humans. This is similar to birds on Earth and is considerably more efficient in terms of oxygen made available. Fubarnii do not suffer from the human problem of choking while eating; the trachea (air passage) is situated above the oesophagus (food passage) which reduces the chance of food falling in, as well as having an epiglottis to close off one from the other. Fubarnii also have more robust immune systems.

Fubarnii, along with the rest of the Molliovus class, have no teeth. Rather, they have a beak (which grows continuously and gets worn down). A combination of overlap towards the back of the beak and rough interior cheek surfaces allows for some grinding of food, but on the whole their diet does not require this ability (they eat very little grain for example). Fubarnii also process their food through chopping and cooking, extending the range of foods which they can digest. Stomach and bowels function in a similar manner to humans, but waste is excreted through a single orifice (like a cloaca, but it does not have any reproductive function).

The reproductive organs in a fubarnii are situated in the centre of the torso and are visible on the surface only as a small diamond-shaped hole. Modesty however dictates that this is hidden under clothing.

Sex

Fubarnii have over 20,000 different sexes, with practically no phenotypic variation. They do not have the genetic technology to be aware of this, and it makes precisely no difference to their view of the world. However, as a consequence there is an interesting cultural difference from humans. As same-sex matings are not viable and sex is genetically determined, there is a biological safeguard against inbreeding. The fubarnii therefore have no concept of incest taboos (there are plenty of other taboos surrounding mating but this is not one of them).

Life stages

As you can see, fubarnii do not have male and female sexes. More closely correlated with our understanding of male and female are the life stages through which a fubarnii progresses as it ages. Fubarnii begin their lives without the ability to reproduce; this pre-fertile stage is equivalent to human childhood and fubarnii call these "jenta" (in human speech we tend to use the pronoun "she" for all jenta). On maturity a jenta becomes a "sempa", who has the ability for female reproduction, using the definition of female as the one who produces the larger gamete (in human speech again we say "she"). A sempa may eventually become a "kopa", who has the ability for male reproduction (and in human speech we use "he").

A jenta matures at around ten years of age. In most fubarnii societies they are not eligible for marriage until this time, though they will have begun to learn a trade and may have been apprenticed to a kopa with intent to marry when they mature. There is a huge variation on when a sempa becomes a kopa, from as little as a year

after maturation to not at all. This is influenced by a number of factors including genetic, hormonal and pheromonal. A sempa whose primary duty is caring for jenta is likely to remain a sempa, likewise a sempa dominated by a strong kopa. However, a sempa who is independent, or in charge of a group of sempa, is likely to become a kopa much more quickly.

Throughout fubarnii history this trait has led to strict customs around marriage and status. As there is no immediately obvious physical difference at the point of change, most societies have implemented rites of passage which firmly determine legal status in terms of eligibility for marriage etc. Relationships between two kopa, or two sempa, or involving a jenta, are usually illegal and strictly taboo. Deceit over a fubarnii's status during the drawing up of a marriage contract has been known to happen and is a great scandal. While fubarnii can of course distinguish established sempa and kopa through subtle visual clues and pheromones, those around the boundaries can use artificial scent and clothing to disguise their true nature. Modern fubarnii are also well aware of drugs to speed or slow progression through the life stages. The legality and use of these drugs varies between cultures.

It is incredibly rare, but occasionally possible, for a kopa to revert to a sempa.

Fubarnii are naturally inclined to a harem structure – one male with a group of females. Three or four wives is a respectable number in most societies; more indicates high status, fewer and you might be considered a bit odd. The politics of inheritance is hugely complicated, and it is not unusual on the death of a kopa for his oldest wife to become kopa and take the others as wives himself.

A fubarnii lifespan is around 25 years, though after 20 years fertility will be greatly decreased for both sempa and kopa. In addition, a kopa may become somewhat

“eccentric”, losing social skills and becoming obsessed with his own projects in a manner that might be described as rather autistic. They are often brilliant inventors, compulsive cataloguers and experts in their field, and have been responsible for some of the greatest fubarnii breakthroughs in science. They are known as Engineers, and command great respect, if rather careful handling. Note that this only occurs in kopa, not in elderly sempa.

Reproduction

Fubarnii are social animals, and historically a gathering together of tribes with accompanying alliances, festivities, competitions, food, dance and celebrations set the scene for mating. Modern times are quite different, but social events and cultural display are an important stimulus. fubarnii reach a peak of fertility twice a year, in phase with their close society due to the social stimuli. Mating is usually private within households, though each household mating is likely to have one kopa and a number of sempa taking part. Pheromonal cues trigger the production of reproductive fluids. A sempa will produce a substantial amount of egg mass containing a few gametes. The kopa produces a small amount of fluid which mixes with the egg mass to fertilise the gametes, usually only one of which will come to term. The egg mass hardens in contact with the air to form a protective shell, enclosing the young until it is ready to emerge.

A fubarnii sempa may produce perhaps five to eight jenta in her lifetime (not all of which will necessarily survive until reproductive age), and may then become kopa and father many more. A sempa who does not become kopa may continue to produce more jenta but her fertility will tail off as she ages.

Source:

<http://forum.worldoftwilight.com/index.php?topic=1661.0>

Other Creatures

Lifecycle

Most creatures in Twilight have four stages in their lifecycle: They are born as eggs. When they hatch they enter the immature stage of the cycle, known as jenta.

They then develop into egg-laying sempa. Given certain triggers they then mature into the final kopa life stage when they can no longer lay eggs but can mate with a sempa.

Characters (Historical)

Delgon

NuraGan Kartol

The second Delgon High Translator to the Belog, who was killed by Garlon for plotting against the Belog.

Twilight Ramblings 17 - Kartol

Below is a story the author wrote years ago when he was starting to flesh out the Delgon and the Enarii. It gives a slightly different view of the Enarii and their priests.

NuraGan Kartol wandered along the corridor, the long black robes that shrouded his frail body dragging along the immaculate cobbles.

Why had his "master" called him at this time? He had been having an important discussion, how dare he be disturbed? Muttering under his breath Kartol entered the areas of the city which served the Lords. The narrow corridors joined the spacious chambers which they had demanded. The ornate roofs supported metres above by narrow pillars, detailed designs which crafters had spent months carving into their smoothly polished surfaces. This had all been built to appease the Lords, large areas of ancient dwellings had been callously torn out to give them a place to live near the centre of the city.

Kartol could not complain, their arrival had brought him power he would not have dreamed of before. As a young jenta he had been apprenticed by an old priest, a bumbling fool who spent his nights gazing at the moons and studying ancient texts, stifled in the stench of it all. He had kept his nose down though, learning of the Enarii and their dwellings upon the moon of Enar, studying and mapping laboriously its supposed cities through one of his ancient master's rickety old telescopes. His bleak life spread before him, a pit of dust and mould from which he would never truly escape.

Then the Enarii had arrived, weary from their travel, they had been accepted immediately and praised as the gods they were thought to be. His master was one of the first to grasp their holy language and as such had gained a place high up in their service, shuffling along at their will, translating all that they said, grovelling pitifully at their feet. He had held his old master in such contempt, it was a shame he met with an accident so shortly after their arrival that let him fill the gap. He had accepted the role gladly, but he was not going to spend his life grovelling. He accepted that for the moment he would have to accept their whims, but he could see that they were stupid, slow creatures. How could they claim to be his gods? He would bide his time, continue his ascent to power under these worthless deities.

His musings brought Kartol to the large archway that led into the huge expanse that formed Garlon's personal chamber. Garlon was seated, white robes foolishly wrapped around the hulking creature that he was supposed to revere. Many black clad priests hovered around him, waiting on his every need.

"Oh gracious Lord, I humble myself before you." Kartol grovelled before the impassive Enarii in their slow painful language. He hated to have to demean himself before them, but for the moment it was necessary.

Garlon turned his gargantuan, dim-witted face towards Kartol.

"I have been thinking" he rumbled in his deep cracked voice.

Kartol looked up towards his master, glancing around at the other assembled priests, all robed in black. It was always so painful to listen to him talk, it was such a slow process, he would pause for minutes at a time, thinking what to say next. Kartol's attention was caught by a small gakton scuttling over Garlon's head, probing his skin for parasites. Kartol often found this a good way of keeping looking interested as Garlon forced him to endure the agonising pauses.

"I know about you."

Kartol's eyes flicked straight into Garlon's.

"I don't know what you mean" Kartol responded calmly, but his heart started to pound as Garlon's small beady black eyes seemed to look straight through him.

"Yes. You do." rumbled the god with absolute and terrifying conviction.

"You have held me with such contempt. You think I am slow and stupid. You are wrong." Garlon was across the room, gripping Kartol in one huge hand before he could turn to run. Lifting the struggling priest from the ground Garlon rumbled on.

"I have been watching you. You have been scheming. Planning. I waited to watch you more. I wanted to see what you would do."

Kartol continued to struggle, his fragile arms pushing against the immovable hard fingers that held him in their powerful grip.

"Now I know. You presumed to scheme against me. To use me to promote your power. I am your god."

Kartol's eyes darted around, looking for escape, or somebody to help. All the priests avoided his eye, mindful of the wrath of their God.

"You serve me. That is all. You are nothing."

As Garlon gave Kartol's frail body a sharp jerk, a quite snap carried across the room and it went limp.

"I will not be used." Garlon murmured tossing the limp

body aside. "Take him away, and find somebody to replace him."

Garlon lumbered back to his ornate throne and lowered himself down into it. Reaching across to eat some of the berries that were proffered to him he lent back, his impassive face setting itself like stone as his priests

scattered around silently carrying out their tasks, their soft hoofsteps echoing around the decadently cavernous chamber.

Source:
<http://forum.worldoftwilight.com/index.php?topic=1953.0>

Devanu

Arak Amora the Glutton

An infamous devanu ruler.

Source: *Chronicles of Anyaral*

Jark Atarl

In the early days of the Empire, a powerful devanu who tried (unsuccessfully) to restore the old order.

Source: *Chronicles of Anyaral*

Keral-Gedar

An infamous devanu kopa, killed by Captain Jarmu. At the time of his death, Keral-Gedar had been travelling across the country, leaving a trail of destruction in his

wake. Following his death his followers scattered to the hills where they were hunted down one by one by the Emperor's knights.

Authors: Mike Thorp, Serin

Source: <http://forum.worldoftwilight.com/index.php?topic=1640>

Tar-Kisael

Once a name that was feared across the Empire and still used to terrify wayward jenta. Tar Kisael looked to build a new land ruled by the devanu and caused terror across the lands of Larigal, but was slain in the 3rd Katoam by a young Empire captain by the name of Danomar.

Sources: *The Twilight Traveller Issue 11, Twilight Chapter 2 - of Gods and Demons*

Empire

Commander Arain

The first Commander of the Fubarnii Empire. He founded the force that has now become the Knights of the Empire, setting up breeding programs for the enuk and training up knights and cavalry. As the Empire expanded he set up garrisons that were tasked with defending the newly forming villages, as well as providing troops, weapons and enuk that would join the Empire's expanding army, and continue to push back the devanu.

Source:
<http://forum.worldoftwilight.com/index.php?topic=1657.0>

Emperor Agelor

Following his fall the Knights of the Empire have taken an oath never to shed fubarnii blood.

Source: *Chronicles of Anyaral*

Emperor Dimor

The first Emperor.

Source: *Chronicles of Anyaral*

Emperor Egoran

A particularly ambitious Emperor that decided the Empire should expand beyond the continent of Anyaral. To that purpose and at great cost he created three floating cities that would sail out across the Gethlon Sea, carrying brave families of fubarnii out to explore what lay beyond

and report their findings. For decades nothing was ever heard back from expeditions, and even beyond his premature death it was referred to as Egoran's folly.

Source:
<http://forum.worldoftwilight.com/index.php?topic=1658.0>

Emperor ENZO-kurusk

A fat, war hungry and angry little fubarnii. He organised the forced relocation of the Delgon to the mountains. Liked to carry out dark and evil experiments on his citizens. Was behind the invention of weaponry, as he just wanted to blow things up.

Author: Mark

Emperor Felian

It is during his reign that the Enarii arrived within the Delgon lands.

Source: *Chronicles of Anyaral*

Emperor Haru

Also known as: The second emperor

Haru had a lot to live up to becoming the next appointed emperor of the fledgling empire nation that was still young that required much organising and leadership.

She had a brilliant mind, ambition and duty to not let her family or people down. She sets to work with the construction of the many cities and villages including the capital Gar Loren, expanding on the infrastructure Dimor

the Great had already built and contributed to the establishments of trade agreements and alliances with other nations across Anyaral which in time helped cement the Empire on the path to greatness that we see today.

Author: Gary Weeks

Emperor Hor-Insi

Horrified at the amount of the city which had been turned over to gardens, emperor Hor-Insi gave over the newly laid south lawns for the Toloran of the Noble Guard, and built the first ring of city walls.

Author: Mike Strong

Emperor Mhontii

Also known as: The Garden Emperor

Emperor Mhontii founded the Imperial Horticultural society and sent explorers all over Anyaral searching for new plants and trees for the palace gardens.

Author: Mike Strong

Emperor Om'no-mon

Also known as: The Gluttonous; The Insatiable

Best known for his ravenous eating habits and vast hunger for more. He very nearly caused the extinction of (one or several) wild (tasty) creatures.

Died at the dinner table, reaching for just one more bite...

Author: Turowai (Joey)

Emperor Phoz

Also known as: The Trader

Emperor Phoz ordered the first of the great roads to be built. Ostensibly to better the speed of messengers through the lands, but also to secure fast access to the coast for the droba that he enjoyed so much.

Author: Mike Strong

Emperor Terarl

The 9th Emperor.

Source: Twilight Chapter 1 - from Slaves to Emperors

Gehran

Gehran was a brilliant fubarnii with a knack for chemistry who lived within the walls of one of the greatest towers in Anyaral. He used his expertise to destroy his master's tower and perished in the flames, alongside his savage overlords as well as hundreds of his fellow fubarnii. Fubarnii legends tell that he was carried to Enar alongside those he martyred. It is the fall of this first tower that started the Great Revolution.

Source: Chronicles of Anyaral

Kalrah

Alternate spelling: Kalraa

A fubarnii prophet.

Enarii

Änyedi

Eldest child of Garabon and Enädu.

Dyeko

Second child of Garabon and Enädu.

Enädu

Eldest daughter of Garen, and wife of Garabon. Mother of Änyedi, Dyeko, Këri, and Träken.

Këri

Third child of Garabon and Enädu.

Mropa

The second wife of Garabon, mother of Oran.

Source: <http://Fubarnii.pbworks.com/w/page/4236209/Garabon%27s%20story>

Oran (second meaning)

The child of Garabon and his second wife Mropa.

Source: <http://Fubarnii.pbworks.com/w/page/4236209/Garabon%27s%20story>

Träken

Fourth child of Garabon and Enädu.

Yudessi

The oldest jenta of Roban's husband.

Source: <http://forum.worldoftwilight.com/index.php?topic=1660.0>

Characters (Minor)

Casaniï

Koiba

Telani Deyath's fiercely loyal sakuu companion.

Source: Twilight Traveller Issue 9

Telir'sa

Telir'sa is a matriarch of the Steyar tribe. She has traded with Loranti Pargal over the years, as well as providing

bodyguards for his caravans. She travelled with Loranti for a while before taking on the responsibility as chief of her tribe on her return.

Telir'sa was involved in the failed rescue of Entolia, alongside a Delgon force led by NuraKira Tohpa.

Author: Mike Thorp

Sources: World of Twilight Day 2022, conversation with Mike Thorp

Empire

Arlon (Boat Captain)

The captain of the Kadrigan.

Source: The Twilight Traveller - Rivers of Anyaral

Arlon (Spy)

A spy in the service of the Emperor. Arlon successfully infiltrated the Delgon and sent back a lengthy report covering details of the Delgon military. No news has been heard of Arlon since this letter reached the Empire.

Source: Twilight Chapter 2 - of Gods and Demons

Beirigo Janiir

An orator who lives in Gar Loren.

Source: Chronicles of Anyaral

Bethar

Bethar works in one of the libraries of Larigal. She specialises in the study of religions across the Empire and in researching the myths of the Enarii from before the Empire was formed. She keeps a small pet under her desk in the library that she was given by a passing engineer a few years ago. Rumour has it that it is a wild preepree, however that seems unlikely.

Source: Conversation with Mike Thorp

Daxu

During his travels to far southern lands of the Casanii Territories, Loranti Pargal managed to trade a small cargo of rather over-ripe and pungent topaline fruit for a small pile of hand crafted baskets.

He was initially quite surprised at the deal and curious why the Casanii was so keen to dispose of the baskets. Upon further inspection (and after loading the crates on his caravan) he found that the baskets (and his caravan) were infested with vicious little biting critters. He spent the next few months cursing his bad luck while trying to

rid himself of the little pests.

The last of the pests proved particularly stubborn and eventually Loranti took a liking to the miserable creature and called it Daxu. Many of the Casanii he visits will shy away from the pest, but it has proved loyal to its adopted owner!

Source: Twilight Traveller Issue 9

Engineer Brandlin

A senior engineer, who remains unconvinced of the feasibility of the Frugin Flinger.

Source: The Twilight Traveller Issue 1

Engineer Ikeem

A past Orel'an engineer, who among other topics specialised in devanu research.

Source: The Twilight Traveller Issue 2

Engineer Ondamir

Engineer Beru's mentor.

Source: Chronicles of Anyaral

Engineer Taelan

The infamous inventor of the Frugin Flinger.

Source: The Twilight Traveller Issue 1

Engineer Tomi

A reclusive engineer from the Gerovan clan, currently living on the outskirts of Gethlir with his two large pet boliga (a gift from his good friend Gil Mashar!).

Source: Conversation with Mike Thorp

Gal Toaad

Gal Toaad is not the nicest of characters, but he sells a variety of useful goods if you are desperate (and have the

funds...).



Source: Inktober 2023

Jaron Kotya

A Councillor of Gerova



Jawuu

The flames licked up into the night sky, casting eerie shadows around the group of travellers. The soft snores of sleeping pack beasts and the crackle of burning wood was all that broke the silence around the campfire. Danakan shifted uneasily, the silence somehow uncomfortable.

The sleeping form of Muri rolled over, muttering in her dreams. The starkly lit faces around the fire chuckled as the silent spell broke. A small rounded gourd was passed around to fill drinking dishes with its acrid smelling liquid, sending waves of warmth throughout those who sipped it.

One by one the travellers turned in, their sleeping forms encircling the fire. Exposed to the elements and the chill of the wastes, they lay wrapped in thick blankets and furs. The stillness of the surrounding environment belied the potential danger from wandering devanu. A lone sentinel stood out, their back warmed by the slowly dying fire. Danakan sat watching this silent figure for a while, she noticed how at home they seemed, how apart of the land they dwelt...

"Some might consider it rude to stare at another you know." The Hunter's words seem shouted in the silence, instantly snapping Danakan from her thoughts.

She sat up muttering, "I err, I meant no offence." Jawuu grinned at her discomfort. "I was... it struck me how at home you seemed to be, how still." Again Jawuu seemed amused by this strange fubarnii of the city. Danakan stood and walked over to the Hunter.

"The wastes are a dangerous place, one survives by emulating them," the Hunter shared. Danakan looked quizzical. "For much of the time the wastes are quiet, still. Yet, when they do rouse themselves they are swift and deadly. Such is the way of this place. Why burn yourself out rushing and fretting when it is not needed? Better to conserve what you have for when you need it."

In silence they stared out over the landscape, sharing the moment.

"Danakan. It will be light soon, you should rest." Kale's clipped tone broke their silent reverie. "Jawuu, I shall take over on watch." The Captain's brisk manner stirred his charge into action; she embraced the warmth of her blankets, thankful for the vigilance of her protector. He directed a curt nod at the Hunter who acknowledged the gesture before returning to his bedding next to the curled, dozing graku.

Source: The Twilight Traveller Issue 2

Kadii

Danakan's replacement in the court, following the latter's fall from grace.

Source: The Twilight Traveller Issue 2

Kollobesh

Larigal councillor



Lady Aleksahn

While in Gar Loren I had the pleasure of being introduced to young Lady Aleksahn. She had a most unusual pet opahr that she had named Countess Delineri and that accompanied her everywhere. Her

servants lived in fear of the ill-tempered creature, but it treated the Lady in a most affectionate fashion. – Gil Masharl



Lady Aleksahn and her pet opahr

Source: Inktober 2017

Lady Ilreya drah Telir

A Terali Councillor



Lady Kovera Jolir

Grand niece of Emperor Arudor



Lord Etanon

An early explorer of the Naralon forests. He went in with 40 strong and brave Fubarnii, and hasn't been heard of since.

Author: Mike Thorp

Source:

<http://forum.worldoftwilight.com/index.php?topic=595.0>

Lord Ogeran Dor

Nobody quite knows who this secretive lord is.



Minau

Wouput's father, currently residing in Lanakar, and in regular contact with Tanaris Zelehn.

Minau sees the current emperor as a weak-minded simple fool, surrounded by idiots who know nothing about trade. The war with the Delgon is the best example of the many mistakes the current emperor makes. They could have been trading partners!

Minau also isn't so sure the Enarii the Delgon revere aren't real Gods. He has seen firsthand how one of them dispatched a Devanu kopa, rescuing them from a terrible fate.

Authors: Kryptovidicus, Mike Thorp

Sources: Conversation with Mike Thorp,
<http://forum.worldoftwilight.com/index.php?topic=1877>

Opher il Consorda

A senior Terali priest



Sel Dovariil

The High Commander of the Golskaan Order of Riverknights

Author: Mike Thorp

Source: *The Twilight Traveller - Rivers of Anyaral*

Tokari

The elder who took care of Gil when she was a jenta.

Source: *The Compiled Twilight Traveller Issue 2*

Tonri

Master Trader of the Kanill family, a great and bellicose kopa that works as caravan leader for Galan and Mahal Telonan.

Sources: *Chronicles of Anyaral, The Twilight Traveller Issue 1*

Ulsino Pel

Senior priest from Gar Loren



Urson ah Crem

Crem is a little chancer of a jenta, whom Martain al Griba caught stealing from his stand earlier in the season. Rather than hand the troublemaker over to the authorities Martain gave Crem the opportunity to set up a little franchise - selling offcuts as snacks along the docks. Apparently the tentacles taste even better once they've been warmed in the sun...



Urson ah Crem

Source: *Anyaral: Civilians of Lanakar Kickstarter, Update 2*

Wouput

One of the wealthiest traders in the Empire, and husband of Tanaris Zelehn. Wouput's father and grandfather built a vast network of trade routes, securing lucrative deals transporting exotic terali spices to the central empire.

Wouput has however chosen to live an opulent life, frittering away vast portions of his family's wealth and

embarrassing their legacy. It is commonly held that the one good decision he has made during his career was to marry the forceful and confident Tanaris of the Teral clan. Since moving to Daugon, Zelehn has played the

politics and accrued a great deal of power for herself and her husband.

Source: The Twilight Traveller Issue 6

Engu

Jeneer

Kapa Ralena's tahela.

Kapa Ralena

A once-respected engu kapa, infamous for having agreed

to carry the Delgon delegation accompanying Danakan to the south.

Kapa Tenara

An Engu kapa, killed in cold blood by a Delgon priest at the very beginning of the raid on Tonueil.

Characters (Notable)

Casaniï

Noh'rilan Enyath

A relatively young leader by casanii standards, Noh'rilan Enyath currently stands as one of the best tactical minds among the tribes.

Despite not coming from the lineage of any of the tribe's elders, even before rejoining it Noh'rilan had already made a name for themselves as a young jenta by taming their granok ride on their own before even joining their feral pack, and then leading it to great success.

By the time she returned, her tactical skills were apparent, and soon enough her predecessor was forced to step down, after she managed to calm down a stampeding herd with just a few fellow riders. Now, she leads her riders to battle, relying on their speed and coordination to outmanoeuvre her opponents. Despite her youth, she has already accrued many victories but, while her elders and followers rejoice at their seeming good fortune, Noh'rilan is worried that the tension between the Empire and the Delgon will eventually spill into the tribes in a catastrophic way, forcing them out of their neutrality and endangering their sacred mission and their survival.

Author: Carles Fornés (Tenskwa-Tawa)

Seh'Ban Steyar

While there are those who will buy and sell the proud

onsegar as mounts, it is only those bravest of Casanii who can develop a true connection with the beasts.

Seh'ban is perhaps the most renowned of the Onsegar Riders. He has earned the respect of many chiefs so when he calls he can gather a vast army of Casanii to repel any threat. It was Seh'ban's ancestors who crushed the devanu who fled from the fledgling Empire's knights and it has been their role to guard the herds of the great migrations as they travel close to the Argoran wastes.

Source: Twilight Traveller Issue 9

Telani Deyath

Telani is a legend amongst the Casanii of the Deyath tribes and even beyond. The tales of his fearsome exploits have been told far and wide.

Since taking over as the chief of his tribe he has made it clear that the outsiders who travel his land are barely tolerated; minor transgressions are met with excessive retribution. There are stories of entire trade caravans being butchered for daring to kill one of the dompaku.

His militant attitude to travellers has brought him into conflict with the Steyar tribes on many occasions.

Telani is rarely seen without his faithful Koiba, a fiercely loyal sakuu that he raised from an egg and that charges in ahead of him into combat.

Source: Twilight Traveller Issue 9

Casaniï Ferals

Jakiin

Jakiin is one of the many young ferals who have found their way into Koi-Koi's tribe.

She had heard tales of the ancient benevolent giant who lived in the nearby hills and left her tribe at a very early age to follow him. She is immensely loyal to Koi-Koi and makes up for her small stature with dangerous levels of enthusiasm.

Source: The Compiled Twilight Traveller Issue 2

Lek'Saa

From as soon as she hatched, Lek'Saa was seen as one who would walk with the spirits. She shunned her brood-mates and, when it came time, she refused to take up with the ferals, instead setting out on her own.

It was assumed she would perish in the wilds, although peloan stones were cast in the hope that she might find her way back.

Weeks turned to months without a sign of the young feral, but eventually she returned, with a pair of barely-tame grishak jenta as companions. Since that time she has been seen on the edges of the ferals' camp, leading groups of young grishak to assist with hunts, but then heading back into the wild with barely a word spoken.

Lek'Saa is often accompanied by a pack of young grishak, with whom she shares a strange affinity. Lek'Saa and her pack work as a dangerous and deadly hunting team.

Source: Twilight Traveller Issue 9

Delgon

NuraGan Largos

Largos sits on the Delgon council and has managed to be elevated to a very high position in Delgon society - that of the High Priest and Personal Attendant to Garabon. He is exceedingly scheming and regularly abuses his power in the name of the Gods.

Source: Chronicles of Anyaral

NuraSen Gohral

Sen Gohral is a great tactician. He has been tasked with overseeing many of the Retribution Attacks - and ensuring their success.

NuraSen Gohral has risen to prominence within Delgon, renowned for his extensive studies and his exhaustive theoretical treatise on warfare. With Roban and NuraGan Jonnar as his patrons he has overseen the training and armament of countless young Delgon and he now has had the honour of seeing his plans come to fruition during the Retribution.

Gohral's loyalty to the Enarii is beyond reproach, but even he has had cause to question some of Roban's actions, his carefully laid plans subject to the whims of the unstable Enarii. Gohral has had to watch the precious KalMalog dragged off onto yet another hunt, or the powerful form of Roban pulling troops away from critical points of the battlefield to pursue an objective known only to the God.



NuraSen Gohral

Source: Chronicles of Anyaral

NuraSen Plutom

NuraSen Plutom has risen to prominence within the Delgon priesthoods after he used a captive Empire engineer to create steam powered legs for the crippled Enarii, Malog. From that day forward, Plutom has had all the resources he could ask for. He oversees a small group of Engineers and somehow manages to direct them in a way that would be unheard of in the Empire.

His group of engineers is made up of eccentric Southerners that have been lured to Delgon with extravagant promises. For the most part these promises have been delivered on and the Engineers enjoy well stocked laboratories, able assistants and most importantly they get very few interruptions as they tinker

with ideas and machineries. Their black robed assistants show a great deal of enthusiasm for the work they are doing, making notes and introducing ideas from other Engineers that further fuel their creative processes. The engineers have little or no idea that their inventions are anything more than theoretical experiments.



NuraSen Plutom

Source: Chronicles of Anyaral

NuraSen Todahlin

NuraSen Todahlin was initially unimpressed ally with being dragged down to the southern regions, disliking the oppressive heat and the bitter sun. However, over time he has grown accustomed to the benefits of living within Teral, enjoying the various gifts that have come his way from those wishing to earn his patronage.

NuraSen Todahlin, a senior Delgon priest, was given the fortunate role of overseeing the expeditionaries stationed in the coastal city of Teral. NuraKira Obal is also stationed in Teral, but appears to have a lot more authority than his rank would suggest. Todahlin has made himself very at home in his current station, not missing the austerity of the Delgon temples. Dehran has spent more time out of the city and in it and Obal has been occupied with various missions so it has fallen to Todahlin to spend his time being entertained by Danakan and he has thoroughly made the most of the hospitality. His botalan mount was a gift from Danakan, but Todahlin has gained rather a lot of weight since then and the unfortunate beast does seem to struggle now. Todahlin does seem to treat his little pet with more respect than any other creature he interacts with and insists on bringing the creature to any events he deigns to attend, feeding it little bits of the finest cuisine that is placed in front of him.

It is not entirely clear what has brought NuraSen Todahlin to the city of Tan, but the accepted reason is to accompany Danakan on a negotiation about resin exports.

NuraSen Todahlin has an escort of Teralin guards.

During his time away from the austerity of Delgon, he has grown very partial to the local cuisine...

The locals have gifted him both his botalan mount and his pet olba.



NuraSen Todahlin

Sources: *Anyaral: Civilians of Lanakar Kickstarter, Update 7, The Twilight Traveller Issue 11*

NuraGan Jonnar

NuraSen Gonnar is the main Delgon architect of the Great Retribution. He delivered the Proclamation on behalf of Roban before the attack on Arisel.

We are the mighty Delgon, chosen by our gods to purify this world.

Source: *Chronicles of Anyaral*

NuraKira Lutira

An enterprising NuraKira that accompanied her master NuraSen Yahri to the Naralon forests. The expedition ended in a rout, however having demonstrated herself she found favour with Garabon and rapidly rose to the rank of NuraSen, eventually accompanying Dehran in his journey to the South.

Author: Mike Thorp

Source: *The Twilight Traveller - The Kedashi Swarms*

NuraKira Rousin

An assistant to NuraGan Jonnar.

Source: *Chronicles of Anyaral*

NuraKira Tohpa

NuraSen Galinah put NuraKira Tohpa in charge of executing his expansion plans. The Kedashi's determination to keep their forests free of intruders put paid to them.

Author: Mike Thorp

Source: *World of Twilight Day 2022*

NuraSen Galinah

NuraSen Galinah was charged by NuraGan Jonnar with expanding the Delgon presence in the south. With the help of a number of Teral's trading families and a few Casanii allies, he tried to secure the waterway along the South of the Naralon forests in order to expand the Delgon's control of the region. His troops encountered fierce resistance from the local Kedashi, and he failed in his goal of establishing trade links with the village of Entolia, despite the belderaks he was provided with.

Author: Mike Thorp

Source: *World of Twilight Day 2022*

NuraSen Yahri

Also known as: Sen

The leader of an ill-fated Delgon expedition to the Naralon forests. NuraSen Yahri perished mysteriously during the journey back, to the distress of his assistant NuraKira Lutira.

Author: Mike Thorp

Source: *The Twilight Traveller - The Kedashi Swarms*

Obal

When Obal met Danakan, she introduced herself as a NuraKira, a low-ranking member of the priesthood who are often given responsibility for commanding troops on the front line. She was accompanied by a pair of heavily armoured KalDromar and a handful of KalDreman, but the rest of her expedition had been slaughtered by devanu.

Obal does hold the rank of NuraKira, but her close ties to NuraSen Gohral provide her with more influence and responsibility than her rank would indicate.

She has been tasked by her master to travel the Empire and deliver the messages of the Enarii council, but the loss of her expedition and her fortuitous meeting with Danakan has led her to reevaluate her plans.



NuraKira Obal

NuraTia Obal

Obal first formed a friendship with Danakan during their travels together over seven years ago. He made good use of that friendship to convince Danakan to allow Eldeyn

and a small group of Delgon diplomats to reside within Teral, although Danakan was somewhat surprised at the size of force that arrived.

During recent years Obal has grown in influence. He still

carries the lowly administrator title of NuraTia as he has carefully avoided promotion in order to maintain the autonomy and subtle influence he hungers for.

Sources: Chronicles of Anyaral, The Twilight Traveller Issue 11

Devanu

Arak Katain

We are the strongest and most powerful creatures on Bakahn. All should fear us. We once ruled over the weak fubarnii. We could once roam where we wanted. Kill what we wanted. But we are now a broken race. Our noble race is forced to hide and scavenge along the cracks of the Fubarnii Empire, or we cower and scrape a life in the wastelands. The weak fubarnii even hunt and kill us. This is not the way it should be. Those who believe this are not fit to lead us. – Spoken by Arak Katain before killing his kopa, Dak-Arlin

They have a word for us. They call us demons. I take pride in that.

They choose to hunt us down and kill us like beasts. This just cuts out the weakest of us. The strongest still survive.

These Gods are not immortal. I have seen the fear in their eyes and tasted their blood. They call us demons and they should tremble at the word.

Arak Katain stands as a leader amongst a leaderless people. Since the rise of the Empire the devanu have scavenged for survival in small packs. Those that have tried to redress the balance have fallen before the knights of the Empire.

Arak has emerged from the Argoran wastes at a time when the Emperor has been distracted. His initial attacks were not met with the usual response and he has now gathered such a force that he can march across the Empire without fear.

Arak is a mighty warrior, towering over most of his followers. He has also shown great cunning, gathering followers through trickery and deception as well as brute force. He now leads his forces north to the lands of the Delgon so that he might slay a God.

The developments to the North of the Empire have had a mixed impact on the devanu. The Enarii have launched a crusade against all the "demons" that stalk Anyaral. Great hunts have been organised, with the devanu fleeing before the might of the Delgon armies and dying beneath the iron hooves of the KalMalog. Roban the Hunter has lead many of these attacks and has killed countless devanu who underestimated the strength of the attackers. To the South of the Empire the devanu have found themselves with an unusual level of freedom to expand. Vast quantities of knights have been redeployed to the North and to Gar Loren itself at the direct command of the Emperor. A powerful devanu kopa named Arak Katain has seized this opportunity and carved himself a formidable tribe. He initially preyed on outlying herds,

trade caravans and even small villages. The lack of response has allowed him to grow increasingly powerful. In recent months he has heard tell of the crusade of the Enarii and chosen to even the score. He has lead his tribes from their hunting grounds of the Argoran Wastes into the North, leaving devastation in his wake and gathering more devanu tribes around him as he travels.

Arak's heavy sword was looted from the body of an unfortunate KalDreman.



Arak Katain

*Sources: Twilight Chapter 1 - from Slaves to Emperors, Twilight Chapter 2 - of Gods and Demons,
<http://forum.worldoftwilight.com/index.php?topic=54>*

Koi'Koi

Koi'Koi should never have survived. She was born a cripple and natural selection should have run its course, with the young jenta dying at the hands of its siblings. But Koi'Koi was fiercely intelligent, manipulating those around her for protection. Once her kopa realised that the runt was infecting the strength of his pack he cast the youngster out to be slaughtered in the wild. But the young cripple would not let herself die and scraped survival on her own in the harsh Argoran wastes, before eventually wheedling her way into a band of Outcasts with valuable information that helped them grow in strength.

Against all odds, Koi'Koi survived into adulthood, maturing rapidly into a kopa as there was no way that any pack would accept him. Instead, he formed his own tribe of outcasts, gathering young devanu around him before he eventually left them behind and migrated south into the Casanii territories.

He avoided the fully grown Casanii, but once again built himself a tribe, this time luring a band of young ferals to follow him. The ferals were won over by the strange creature, drawn to his powerful nature and less driven by

the hatred for the devanu that is so strong in their northern cousins.

Over time Koi'Koi's ferals left his care, and returned to the adult tribes. They carried with them the secret knowledge of their former mentor. As the youngsters spread through the tribes, the legend of Koi'Koi slowly followed them.

Koi'Koi may be old and crippled, but he can still hold his own in combat against the other lesser races. He does however prefer to inspire his young protégés to protect him and he has no qualms in letting them take blows for him if it will ensure his survival. His young followers are only with him briefly and can easily be replaced.

Is Koi'Koi bad?

Dhogu

Kimut Akeran

Kimut Akeran is a powerful leader of the Dhogu, famed for his prowess in combat. He carries the tusks of a mighty Tarikian that he killed in personal combat.

Kimut Dhoral

A powerful Dhogu warlord, who leads the Dhoralkii.

Source: Twilight Ramblings 14 - Naming Conventions
(<http://forum.worldoftwilight.com/index.php?topic=1349.0>)

Kimut Dreman

The Dhogu Kimut who promised the Enarii troops, who now serve the Delgon as the KalDreman.

Source: Twilight Ramblings 14 - Naming Conventions
(<http://forum.worldoftwilight.com/index.php?topic=1349.0>)

Kimut Hekaaniit

Alternate spelling: Kimut Hekaani

The warlord of Tak Sirahn's tribe.

In the early days of the Delgon invasion, as the spring brought warmth to the Setir Mountains, Dehran accompanied his retinue to seek an audience with Kimut Hekaani, the warlord of Sirahn's tribe. Before Hekaani would meet with Dehran, he went alone to seek the Rahkirii's advice. It is said that the god grew impatient with the wait and was on the verge of leaving, but a storm encircled the camp, forcing him to stay. As the storm cleared, Kimut Hekaani returned, accompanied by Tak Sirahn and an immense yartain whose barely bridled fury impressed even Dehran.

Dehran returned to Peygarl with the caged yartain as a gift for Garabon, along with Hekaani's promise of fealty and troops to accompany his journey into the south.

Source: The Compiled Twilight Traveller Issue 2

Kimut Tikaan

Alternate spelling: Kimut Tikahn

'Bad' is so subjective.

He's a Devanu cripple. He should be dead.

Instead, he's shown unusual creativity (for a Devanu) and lives among the ferals. He may not treat them that well, but ferals don't expect an easy life.

He's also been around long enough that some of his youngsters have grown up and rejoined the adult casanii, giving him very unusual allies.

I wouldn't dismiss him having fed weaker young ferals to the Devanu jenta, but I think he'd generally see the ferals as being more useful than just as a snack. – Mike Thorp

Sources: Discord chat with Mike Thorp, The Compiled Twilight Traveller Issue 2

High Warlord of the Tikaankii.

Kimut Tikahn is a fierce Dhogu Warlord. He agreed to support the Delgon in their cause, but will be forever purely loyal to his own families.

Source: Chronicles of Anyaral

Ora Chey

Ora Chey does little to allay the worst reputations of the Dhogu, but in spite of his coarse language and negotiable moral values he does usually deliver for his clients whether they need protection, or a well-aimed knife delivered to a competitor.

Source: <https://www.kickstarter.com/projects/anyaral/anyaral-z-hontains-juice-bar/posts/2618329>

Tak Sirahn

Sirahn has become a legend across the many Dhogu tribes, the shambling figure appearing from the snow when he is needed, always surrounded by a pack of skerrats.

It is said he can control the weather and some even believe he can tame the fearsome yartain.

The Storm Summoner

Tak Sirahn's calling made itself obvious early in life and most of the other Dhogu treated the youngster with a mix of fear and hostility. However, an elderly Dhogu took the troubled jenta into his care and they lived in a cave far from the rest of the tribe.

The next winter descended suddenly and the two Dhogu were separated from the tribe for months. They were feared lost and it wasn't until the following spring that the young jenta was found. The elder had succumbed to the cold, but Sirahn had managed to keep herself alive.

Her old mentor had served her well, even in death. The resourceful youngster ingratiated herself to a skerrat brood queen with the offer of warmth and fresh meat with which the brood queen sustained her pups. The brood survived and even thrived through the harsh winter, their cave warmed by fire and Sirahn scraping

together a diet of fungi and garkrid that she managed to farm within the depths of the cave.

In his old age, Sirahn still lives away from his tribe, surrounded by his surrogate family of skerrats, but he seems aware of everything that is going on and he is revered within his tribe.

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Tak Sirahn

Source: *The Compiled Twilight Traveller Issue 2*

Tarku Droma

Also known as: Captain of the Moon Raiders

Still in her sempa life stage, Droma has partnered with a couple of kopa within her raid party, but isn't particularly maternal (as is typical, her jenta are looked after within the distributed tribe, generally running wild and causing trouble around the various camps where she has left them).



Source: *Conversation with Mike Thorp*

Empire

Atoran Burh

I have spent my life studying and cataloguing the wondrous creatures of our rivers, lakes, seas and oceans, so that I might share that with other like-minded fubarnii. – Atoran Burh

Atoran is a renowned aquatic biologist; often seen wearing her diving gear, perched on the side of a boat ready to go exploring and to carry out her precious research.

She has spent her life travelling the rivers, relying on the welcoming riverfolk to take her wherever her research requires.

During her travels, Atoran takes great pleasure setting up small galleries of aquatic wildlife and plants on the riverside. She loves the opportunity to share her knowledge with any who will listen, so makes for a very enthusiastic tour guide. Due to her well known works and good nature she is highly regarded across Anyaral.

These exhibits have become quite fashionable destinations for the nobility and many traders and followers will gather in the fields near Atoran's exhibits. Atoran is perpetually a bit puzzled by the fairs that seem to crop up around her, but tolerates them for a few days before finding passage on a boat and moving along to find somewhere quieter.

Atoran will occasionally travel to the larger cities, where she has good relations with nobility. She has even been granted a personal audience with the Emperor.

She has helped to set up permanent aquatic galleries in a few cities and has been spotted giving personal diving trips to the nobility across the lands.

Other (older) notes

Atoran Burh is a renowned aquatic biologist; often seen with her driving gear on, perched on the side of a boat ready to go exploring.

She does her own research and diving and tends to catch

a ride with other river expeditions and therefore is very well known across all communities.

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She will occasionally travel to the larger cities, where she has good relations with nobility. She has even been known to be granted a personal audience with the emperor. She has helped to set up the odd permanent aquatic gallery in a few cities and has been spotted giving personal diving trips to the nobility across the lands.



Atoran Burh

Author: Mark Ashman

Source: *The Twilight Traveller - Rivers of Anyaral*

Belomoch dre Harne

Belomoch comes from the lands of Teral and is a prime example of the eccentric fubarnii who are generally referred to as Rahkirii, or engineers.

She was born to the wealthy family of Harne, but was sent away to the colleges of Larigal at an early age, once she started to show her unusual view of the world.

Her absent minded creativity has led to a wealth of deserted machineries in the lands around her new home. Some have proved useful, while others lie rusting and uncared for - forgotten by Belomoch and an unfathomable mystery for the locals.

Belomoch's Automata

Belomoch has always been fascinated by the interaction of organic and mechanical components and has spent many years studying anatomy and complex mechanics.

Her study was further inspired when she accidentally removed her arm while testing a new device for the automatic tiling of roofs. She has almost perfected a mechanical replacement, but has been dissuaded from carrying out further experiments on fubarnii subjects. She has shared a few of her designs for mechanical limb replacements with her college, but purely out of theoretical interest.

Belomoch has taken a recent interest in melding garkrid nervous systems into her machines to serve as primitive control systems. The automata she has created are short-lived and prone to belching unpleasant fumes and exploding unexpectedly but Belomoch has yet to be deterred from her experiments.



Belomoch dre Harne



The famed engineer Belomoch dre Hame has decided to sell some of his creations at the local market. What could possibly go wrong?

Sources: *Inktober 2023, The Compiled Twilight Traveller Issue 2*

Captain Danomar

Early in his career the young knight Danomar proved himself in the south of the Empire, slaying the mighty Tar-Kisael, a devanu kopa that had caused terror across the lands of Larigal.

Danomar was offered a promotion in spite of his age, but requested instead that he might join the Emperor's own heavy cavalry. The gall of the request amused the Emperor and he chose to grant it.

Danomar proved himself time and again and was chosen by the Emperor to lead the forces deployed on the Delgon border. He could not bear to stand by during the attacks and was the first to break his oath, leading a band of knights against the Delgon in the defence of the town of Ardel.



Captain Danomar



A young Danomar, before he joined the Knights of Relan

Sources: *Chronicles of Anyaral, Twilight Chapter 2 - of Gods and Demons*

Captain Jarmu

Alternate spelling: The Crimson Helm

Jarmu is a brave captain of the Paigural militia, who came to the notice of the Emperor for slaying the mighty

Keral-Gedar. At the time he was leading his militia in the escort of a travelling trader, and when Keral's hunting pack set upon the caravan, it was Jarmu who rallied his troops and drove the attackers away, slaying the great kopa with his own spear.

In honour of his service, Jarmu was presented his crimson helm by the Emperor himself. His prowess has grown in the retelling and he is seen by many as a symbol of the strength of the clan militias in protecting their own. His refusal to join any of the knightly orders has been seen as a contentious action across the Empire, and used as an argument against the knights, whose existence is seen by some as a large drain of their resources, especially in regions where the devanu are a rare sighting.



Authors: *Mike Thorp, Serin*

Source: <http://forum.worldoftwilight.com/index.php?topic=1640>

Commander Brenar

Commander Brenar was a hero of the Empire, leading many successful attacks against devanu tribes and advancing rapidly through the ranks of the Knights of Dimor.

However, on one occasion several years ago he led an attack against what looked to be a small devanu nest, but misjudged its strength and suffered a painful defeat. His faithful mount was killed and Brenar received a wound that almost killed him.

After a long recovery Brenar asked to retire and was deployed in a quiet part of the Central Empire where he now commands the local militia.



Commander Brenar

Source: *Chronicles of Anyaral*

Commander of the Knights of Dimor

The Knights of Dimor are the oldest and most widespread of the Knightly Orders and their barracks are seen throughout the Empire.

Commanders of the Knights of Dimor are formidable individuals, well trained and capable of inspiring great feats from the Knights that serve beneath them.

These commanders can also take control of larger allied armies using troops drafted from across the Empire to hunt down devanu packs that have grown too large for the local forces to deal with.

Source: *Chronicles of Anyaral*

Contessa Dar Juletta

Alternate spelling: Contessa Dar Julett

The wealthy, but long-suffering, parent of the Lady Aleksahn and Lady Emarlai. She is rarely seen without her collection of craft supplies, a good book and her little pet voldie.

The contessa originates from Moeras, but currently lives in Gar Loren.

The Contessa is a highly influential member of the Moerasi nobility, famed for owning the second largest menagerie in the Empire, collecting and breeding creatures from across the continent. She is fiercely protective of her two daughters, Emarlai and Aleksahn.

The Contessa has spent years building a wondrous collection of creatures from across Anyaral, available for all to see for a small fee.

The Contessa keeps her own Vareen flock just so she can make cheese.

Sources: Facebook notes from Mike Thorp, extracted under threat of extremely painful death, *The Twilight Traveller Issue*
11

Danakan

Danakan dra Domana is from a wealthy family from the provincial Tehrali clan that lies to the west of Anyaral. He has enjoyed good fortune under Lord Domar, with his garkrid farms benefiting from several lucrative contracts that dramatically increased his family's standing within the clan. However, Lord Domar has recently retired, with the clan's leadership passing to Lord Emiil, a far more progressive character who is keen to make Tehral a more important and well known clan.

Danakan was perhaps less restrained than he should have been with his opinions of Emiil at the first council meeting and he has now found himself with the dubious honour of travelling across the Empire to find out more of what has been going on recently.

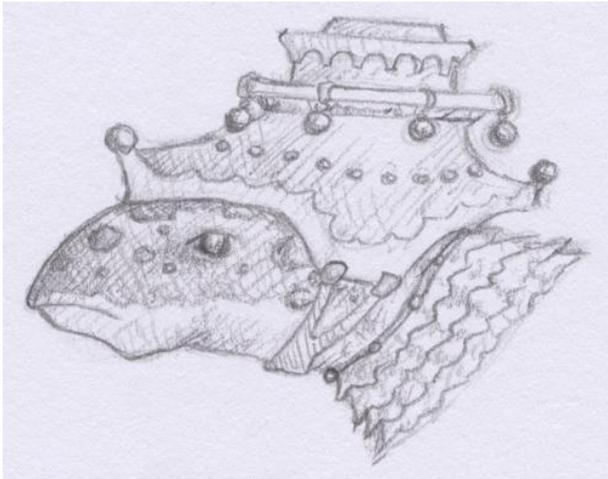
Danakan has been unwillingly sent across the continent of Anyaral by her new clan Lord. She has several loyal companions during her travels, including her young assistant Muri and a taciturn Casanii scout.

Chancellor Danakan

Danakan dra Domar has grown in power under the care of his Delgon guests. He has maintained a strong friendship with NuraTia Obal over the years and still appears to firmly believe that Teral is growing stronger due to their allegiance with the Delgon.

Danakan is rarely seen without his personal KalDreman bodyguards that Obal insists accompany him at all times.





Danakan

Sources: *Chronicles of Anyaral, The Twilight Traveller Issue 11, The Twilight Traveller Issue 5*

Elakiim

They say Elakiim is the first-born of a house that fell out of favour, its long honour roll lost and forsaken. Taken from her family many moons ago she, like many belonging to the other great houses, was fostered in the capital (an ancient custom originally intended to bind the families together, the fostering has devolved into an insurance policy of compliance). Elakiim had been growing up in the court before her house fell from favour and the terrible shame the fall brought led her to take the Postie's oath in an attempt to reclaim her honour. Although barely trusted by her superiors for many years, she has proven to be a resolute and dedicated courier, never once failing in her mission.



Authors: *Hairy Norseman (Lost Egg), Mike Thorp*

Source: <http://forum.worldoftwilight.com/index.php?topic=1640>

Emperor Arudor

The twelfth Emperor.

At the political and social centre of the Fubarnii Empire, Gar Loren, the self proclaimed greatest city in all Anyaral, pulses with power and opulence. Thousands of

fubarnii live and work in the magnificent buildings and labyrinthine caves beneath the external splendour. Hundreds of thousands more travel from the outskirts of the Empire to make their fortune or to soak in the atmosphere and history emanating from within the city's huge fortified walls.

At its heart, on the ruins of a once great devanu tower, stands the Emperor's palace. An outstanding architectural achievement when built by the third Emperor, successive rulers have continued to build ever more elaborate towers, extensions and gardens to make their everlasting mark on its history. Only one part of the palace can never be touched, the huge and echoing Gehran Hall is the most important location in the whole of the Empire. It was here that the original clans came together and divided up their newly won kingdom. Now raised at its centre and overlooking the finely crafted map of Anyaral inlaid into the floor stands the Emperor's throne. The current incumbent, Arudor, the twelfth Emperor, sits forward intently, his eyes fixed upon map of Anyaral and reflects upon his latest decision.

At the northern most reaches of the Empire lies the beginnings of the vast, frozen and foreboding Setir Mountain range. Within these virtually inhospitable surrounds live a race of grey-skinned fubarnii who call themselves the Delgon. These fubarnii have never felt the hand of the Empire, nor the enslavement of the devanu. They had never been hunted for sport, or forced to watch their kin die as they slaved to craft the fine towers for their vicious lords and masters. Instead they had lived in the safety of their icy palaces, ignored by the devanu, whose thin skins could not resist the deathly frost, and whose claws could not stand the clinging snow.

Only when the devanu were fleeing in terror from the might of the forming Empire did the Delgon truly come into contact with them. As the deposed and hungry race fell upon the outer territories, the Delgon were not prepared for the ensuing savagery and the resulting loss of life. It was then that the black-robed priests came to the newly claimed lands of the Empire demanding recompense and support from Arudor's forefathers. Bitterness and the continued struggle with the devanu led the Emperor to send the Delgon back to their homeland without aid.

At that time the Delgon closed their borders.

Arudor would have preferred that they had stayed closed. However, at the beginning of his reign reports had started to reach Gar Loren that the black-robed priests had once again been seen beyond the Delgon borders. They spoke of the Enarii. They spoke of the Gods walking the lands of Bakahn. They spoke of the power of those Gods and how all the fubarnii must bow before them. Those that heard them laughed and sent them back to their cold mountains for they knew the Enarii would not come. The priests had now dared to come to Gar Loren and they had dared to stand before the Emperor,

their black robes hiding their masked faces. They had claimed that the Enarii walk amongst them and threatened to attack his Empire. They had dared to demand that he and his Empire bow to the Gods.

The priests' black robes are now hanging from the citadel gates, with the former occupants of those robes hanging beside them. Their mouths have been stitched shut to stop their preaching demands, although their whimpers can still be heard. Beneath their wretched, struggling forms it is written that all should know that the Fubarnii Empire has no need for false Gods.

Arudor, the twelfth Emperor, is concerned that he may have been too hasty with his response.

Source: Chronicles of Anyaral

Engineer Beru

Beru was apprenticed to the great Ondamir, but now perhaps even surpasses his master with his creations. He was the first engineer to perfect the derak, although typically he has never appreciated its effectiveness. He is thus far unaware that his designs have fallen to the Delgon.

His attentions have recently shifted elsewhere, although he is still enthusiastic for any opportunity to test its capabilities.

Engineer Beru lives a quiet life close to the town of Eyglar, spending his time tinkering with his various experiments.



Engineer Beru

Source: Chronicles of Anyaral

Engineer Olanore

Larigal, the Empire's greatest centre for the crafts and arts of the engineers, is divided into bitterly rival colleges. The greatest and oldest of these is Gehran, and its master Olanore is one of the oldest and wisest engineers in the Empire. That wisdom, of course, does not mean he is not woefully absent minded, and certainly hasn't given him the necessary common sense to refrain from occasionally accompanying his college's militia regiment on excursions near Larigal in order to look for interesting pebbles or other oddments...

Author: Jubal

Source: <http://forum.worldoftwilight.com/index.php?topic=35>

Galan and Mahal Telonan

Galan and Mahal Telonan are brood siblings who have spent a lifetime travelling the Empire. As with many traders, they hail from the clan of Larigal. They delegate the day-to-day management of their caravan to their employee Tonri, and spend their time casting stones and imbibing from various potent smelling snuff pots.

Source: Chronicles of Anyaral

Gil Masharl

Gil has dedicated his life to finding and cataloguing all manner of wondrous creatures from across the Empire.

He has wandered south through the lands of the Casanii, observing the great migrations and the violent oreg duels first hand. He has joined the Enguan sailors in their perilous droba hunts and even sailed to the distant settlement of Majorn Anis in the hope of seeing a preepree in the wild, but sadly he concluded that they are now extinct, except for the pampered inbred creatures that are fashionable as pets for the nobility.

He has now taken up with Tonri's caravan while travelling from a recent expedition into the Casanii Territories, and he's been showing particular interest in any rumours about the frenu of the Naralon Forests.



Gil Masharl



Young Gil

Grand Emperor

The ruler of the Fubarnii Empire. The previous Emperor recently died, passing on leadership to the current ruler.



The Emperor

Grenird The Great

Also known as: Target-Guard for Disson's Enush Team

Grenird is perhaps the most famous Enush player who has ever lived. This is in part due to his incredible skill with a Glosi stick, but is also related to the fact that he is fortunate enough to have the Lanak of Larigal as his patron. This ensures he has the best equipment and training an Enush player could ever hope for.



Authors: Mike Thorp, Serin Jr.

Source: <http://forum.worldoftwilight.com/index.php?topic=1640>

Guhlain, Raiser of the Dead

Guhlain has served his city as Raiser of the Dead for many years, his tattered robes covering his withered body. He reluctantly wears the trappings of his order, knowing that they distance him from a life he might otherwise know, but that his presence provides comfort where it is most needed.



Authors: Mike Thorp, Ritualnet

Source: <http://forum.worldoftwilight.com/index.php?topic=1640>

Jarla The Trader

Since her early years, Jarla has been a pioneer of trade in the oft-neglected Casanii Territories. First venturing there when she had barely turned sempa, she found a number of young adventurous casanii who would travel between tribes and trade for her. She arranged a rendezvous where they would meet and she could gather the exotic goods that have proved popular in the cities of the Empire. She now has a vast network of Casanii

traders who gather each year, carrying a precious cargo of goods. The rendezvous has grown into a vast gathering over the years and is a time of haggling, storytelling, and merriment.

Jarla has acquired vast wealth from her ventures and spends most of her time pampered in the city of Peroeen. She is always accompanied by a guard of proud Casanii warriors, who tower over the local citizens. Every year she still journeys to the rendezvous, riding in a comfortable hounda perched upon the back of a powerful old belan named Scar. She takes this opportunity to renew friendships and catch up with her old contacts who have become powerful traders in their own right.



Authors: Mike Thorp, Shadowolf

Source: <http://forum.worldoftwilight.com/index.php?topic=1640>

Jomdi

Jomdi grew up with her family of riverfolk, spending her whole life on the waters. She was always known for tinkering with things way too much and her parents would have to work hard to keep her away from the boat's engine. Her experiments often led to explosions

(sometimes intended but often not). At an early age she was spotted by Belomoch dre Hearne and her family was only too happy for him to take her under his wing as an apprentice.

After a brief time in Larigal as Belomoch's engineer, she felt the call of the river and set off on her own to make a living. Her travels have taken her along the waterways, with captains happy to let her hitch her small barge to their caravans, but also often happy to see her leave due to her more explosive tendencies.

She specialises in little water-based mechanical creations, inspired by Belomoch's automata. She is especially proud of her recent invention - the exploding jalook automata (aka mekkalook). Now that she has refined the design, she swears that they could be used to great effect when fighting off enemy boats or beasts... For now, they are just proving useful while fishing.

The mekkalora are another invention of hers.



Jomdi

Author: Joey Mordecae Dimmock

Lady Emarlai

When I next passed through Gar Loren I brought a young skerrat with me that I had caught raiding our supplies and that have proved to be quite a sociable little critter.

Lady Aleksahn's younger sibling, Lady Emarlai took quite a shine to the hairy rascal and I couldn't bring myself to tear them apart. I'm not sure her parents approved. - Gil Masharl



Lady Emarlai

Source: Inktober 2017

Loranti Pargal

Loranti is a highly successful trader from one of the most influential trading families of Lanakar.

The Pargal family have been a powerful trading presence throughout the Empire going back many generations. Loranti's great grandfather formed close ties with the great chief of the Steyar tribes that have been maintained ever since.

As a hatchling, Loranti would join his parents in their travels across the vast Casanii territories, trading his toys with the young Casanii jenta and forming friendships that lasted through their time in the feral tribes and onto adulthood. The great chief Seh'ban considers Loranti to be a close friend and will always ensure he has a retinue of loyal Casanii to protect him.

Source: Twilight Traveller Issue 9

Lord Caldirayan Delison

Also known as: Lord Delison

Descended from the first Riverlords, Lord Caldirayan Delison was born to rule over his stretch of river and has done so with great aplomb, growing his wealth and influence over the years. He owns a fleet of vessels, but his pride is the faithful Kadrigan.

The recent troubles in the North have opened up many opportunities for those willing to brave the routes. Delison has not been shy to send his boats, hoping to grow his fortune even further.



Sources: The Twilight Traveller - Rivers of Anyaral, <https://www.kickstarter.com/projects/anyaral/anyaral-the-rivers-of-anyaral/posts/3961034>, <https://www.kickstarter.com/projects/anyaral/anyaral-the-rivers-of-anyaral/posts/3961494>

Lord Domar

Previous ruler of the Tehrali clan.

Source: Chronicles of Anyaral

Lord Emiil

Current ruler of the Tehrali clan. Lord Emiil is a progressive character who is keen to make Tehral a more important and well known clan.

Source: Chronicles of Anyaral

Martain al Griba

Martain and Zhontain al Griba were both born to a wealthy trade family, raised as creche siblings. That was until Zhontain was sent to the grand city of Gar Loren as an apprentice to her uncle, while Martain stayed in Lanakar. They have both proved successful, using their family connections to grow their respective businesses. Martain always has the finest selection of fresh droba, supplied by a network of local fishing folk, many of whom use packs of Alora to hunt with.

Source: Anyaral: Civilians of Lanakar Kickstarter, Update 2

Muilor of Gethlir

Also known as: Adventurer

The fubarnii are lovers of tales and stories about far off

and exotic lands. One of the greatest tellers of such stories, a kopa whose treatises are found in many a library, is the traveller and trader known as Muilor of Gethlir. Though he claims to be a Gethlirent, Muilor's mottled skin and strange combination of accents give him the constant impression of an outsider, a fubarnii always doomed to wander.

Now a slightly stooped figure, he still travels from town to town with rolls of paper, a battered green travelling cloak, and a polished wooden staff upon which sits Lika. If a number of engineers or adults look skeptical about his stories of bird creatures flying between darkened trees in the forests, ancient giants living off the coasts, or rescuing a feral clan's loveliest sempa from under the very noses of a brutal devanu pack, it certainly does not dissuade his audience.



Authors: Jubal, Mike Thorp

Source: <http://forum.worldoftwilight.com/index.php?topic=1640>

Muri

Danakan is accompanied by Muri Dreh Terak, a young fubarnii raised in one of the more lowly clan crèches. She has however been proving her value with an inquisitive mind and adept hands and has won herself an apprenticeship within Emiil's court. This is a great honour and Muri is very proud to be accompanying Danakan on his travels.



Danakan and Muri

Source: *Chronicles of Anyaral*

Phoph Crevain

An engineer turned pirate, Phoph Crevain has explored a large section of Anyaral with his crew on his custom steamboat, including the odd excursion into the Naralon Forests. During one trip into the forests he captured a couple of young trebarnii, which he has kept as pets, training them to serve as guards for his vessel*.

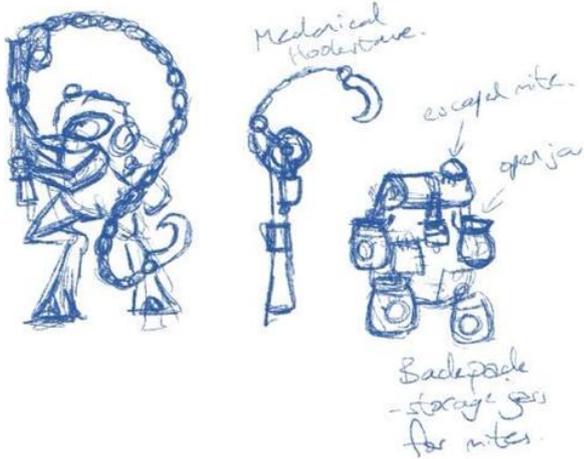
Phoph fights using a mechanical staff, which is kitted with a retractable hook and chain, allowing him to hit his opponents from a reasonably safe distance.

He is known to his crew as the mite whisperer: he's versed in the capture of the tiny pests, which he releases against his opponents' boats. His own boat is immune to the effect, as he's created an anti-fouling paint that the mites abhor. A nice side effect of the paint is that his boat is faster for its size than one would expect.

Phoph is in for a rude awakening though. Unbeknownst to him, a small band of trebarnii have been hunting him for a while. Their leader is a diminutive water ranger, who knows the way of the river and can call its denizens to his aid. This includes the dreaded river akitiin...

He doesn't consider them to be slaves (which would be abhorrent to the fubarnii), but some of the more philosophical engineers of Larigal are starting to question the ethics of how the Trebarnii are currently treated in some parts of the Empire.





Phoph and His Gear

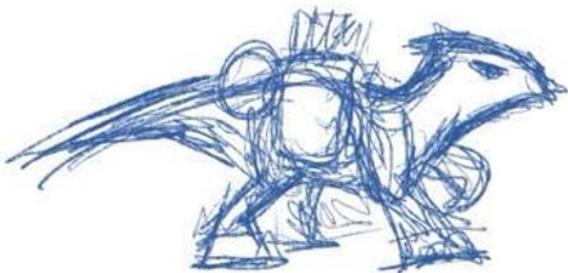
Author: Frédéric Fiquet

Preed

Preed is a highly trained and renowned Orel hunter, who spent years travelling alone away from his home lands, with all his worldly goods carried by his faithful graku. His travels took him north to the Naralon Forests, but unable to penetrate too deep into the forest, he headed south around the edge of the Argoran Wastes. Crossing the Chobana Mountains he travelled through the Casanii territories, finally working his way to the waterways of the southern parts of the Central Empire. It was there that he met Lord Delison and he has spent the last year in his service, providing his valued skills protecting his boats on the waterways.



Preed



Preed's Graku

Author: Phillip Reed

Samine il Moerasii

The Falconer

To the South-East of the Empire are the great lakes, around which live the clans of Enipel, Galir and Moeras. Although far from the city of Gar Loren, the clans of Enipel and Moeras hold a great deal of power. Lanakar is the capital of Enipel, ruled by the great Lanak. The wealth of Moeras is drawn from the many trading families and Samine was born to a long and powerful line of trading nobles.

Samine's elder siblings have taken over the family's main trade routes, leaving her to run wild during her youth, shaking off her guardians to ride the great marsh plains accompanied only by her garo falcons. As she grew older, her parents decided that some time in the courts of the Emperor would smooth off some of the rough edges. She now spends most of her time in Gar Loren, but takes every opportunity to escape the city.



Samine il Moerasii

Source: *The Twilight Traveller Issue 6*

Tor el Anariin

Also known as: Grand Lanak of Enipel; Head of the Tomeli Family; Lord of Peroeen

Tol el Anariin is the current Lanak of the Enipel clan, which places him at the head of a wealthy and powerful clan. The Enipel specialise in trade and the city of Peroeen acts as a hub for many of the trading families.

Even by Enipel standards, Tol el Anariin is an eccentric and bohemian character who spends his time sampling the finest pleasures from across the Empire that his almost endless supply of money can buy. With his keen intellect and extensive literary knowledge, he considers himself beyond equal in all areas of academic studies, from the finest details of enuk breeding to the complexities of open warfare. The lack of practical experience in almost all of these areas bothers him not and does not serve to reduce his confidence. Over recent years his sedentary lifestyle within the confines of Peroeen, coupled with his excessive tastes, have led him to grow to an immense bulk. With his legs barely able to lift him anymore, he relies on various beasts and contraptions to move around his city, a thick fog of narcotics surrounding him wherever he goes.



Authors: Megatron0, Mike Thorp

Source: <http://forum.worldoftwilight.com/index.php?topic=1640>

Young Gil

Gil grew up in a remote village close to Tan in Enipel. Even at a young age, Gil was thought to be a little strange. She would sit for hours talking to garkrid or hunting down elusive pagefourus to keep as pets.

Tokari, a local elder who lived in a cottage near the village, spotted her talents for what they were and volunteered to care for the youngster. Tokari tried his best to discourage Gil from keeping too many dangerous

creatures as pets, although with minimal success. The time when Gil managed to acquire a young kelahn caused great consternation amongst the local villagers and Tokari thought it best to send Gil to the colleges of Larigal where she might hopefully be looked after by the renowned engineers.

Source: *The Compiled Twilight Traveller Issue 2*

Zhontain al Griba

A very wealthy trader from Gar Loren who has made his fortune selling a variety of potent juices from his patented mobile juice bars.



Source: *Inktober 2023*

Empire - Teralin

Tanaris Zelehn

The Herder Queen

Tanaris is the wife of Wouput, one of the wealthiest traders in the Empire. Wouput's father and grandfather built a vast network of trade routes, securing lucrative deals transporting exotic terali spices to the central empire.

Wouput has however chosen to live an opulent life, frittering away vast portions of his family's wealth and embarrassing their legacy. It is commonly held that the one good decision he has made during his career was to

marry the forceful and confident Tanaris of the Teral clan. Since moving to Dagon, Zelehn has played the politics and accrued a great deal of power for herself and her husband. She was briefly in favour with the Emperor and during that time secured a position as mistress of the his herds and has been dubbed by many as The Herder Queen.

She leads her personal guards riding atop one of the Emperor's Eruk Nobilis, an honour bestowed on very few individuals outside the Order of Relan.

Source: *The Twilight Traveller Issue 6*

Enarii

Aaral The Wanderer

Aaral the Wanderer chose a life of study, fascinated by all parts of Anyaral that he read about in books. He went against Garabon's orders and set out to explore the rest of the continent, but he ventured into the depths of the Naralon Forests and has never been heard of again.

Alaim The Outcast

Alaim (The Outcast) disliked the decadence that so many of the Belog embraced and furthermore never agreed with Garabon's rule, knowing that they were not the Gods the fubarnii thought they were. Alaim suffered

under Garabon's rule for several years before turning his back and leaving in disgust at what was happening. He managed to be accepted into a group of Ferals that follows the Baksun migrations, and now stays with any one Feral pack for only short periods of time and proving himself time and again in Feral skirmishes. The Delgon are unsure how to deal with this outcast.

Note: it is possible that Alaim has somehow reverted at least in part to the sempa lifestage. This is highly unusual, but is visible due to some external physical changes. Some Belog see this to be a travesty, and to somehow question their godhood. Others see this as an opportunity to expand their race that is otherwise

doomed. This may be one of the reasons Alaim left the Enarii Council.

Dehran

The huge Enarii are worshipped as the gods of the Delgon. Dehran has been tasked with leading the Delgon Expeditionaries in their holy crusade through the lands of Tehral.

Dehran is one of the most warlike of the Enarii, revelling in the destruction he can cause with his two huge axes. His prowess during the assault on Tonueil has earned him the respect of the accompanying Dhogu tribes. He is rarely seen without the KalDreman who have pledged themselves to his service.

Source: The Twilight Traveller Issue 6

Egolan

An Enarii. Egolan has embraced his godhood, living a decadent life in the city of Deris, waited on by hordes of priests who ensure his every whim is met.

Source: Twilight Chapter 2 - of Gods and Demons

Eldeyn The Gardener



Eldeyn

Eldeyn has set up his home in a small city to the south of Delgon, growing ornate gardens in spite of the cold weather and long winters.

A peaceful Enarii who loves nothing more than to tend his gardens to the South of the Delgon territories. Little has been heard of him in recent years since his time spent showing Danakan and Muri through his grounds.

Sources: Chronicles of Anyaral, The Twilight Traveller Issue 11, Twilight Chapter 2 - of Gods and Demons

Garabon

The ruler of the Belog, and, as such, the ruler of the Delgon. Considered the Lord of the Enarii Pantheon. Dresses in robes befitting a God in his position, and is attended by many priests, including Largos, the High Priest. Garabon has slowly become obsessed with his Godhood. He has a group of priests who carry out extensive research in the holy books. He sees it as his duty and divine right to bring all Anyaral under his beneficent rule at whatever cost. He also believes that it is his duty to rid Anyaral of the devanu, the fallen gods.

Garabon's Myth

Garabon is the Enarii of war, although in the early sense of general conflict, rather than later organised warfare between fubarnii. This is the story of how he became an Enarii.

In the days after Garen's ascension, while his children were still upon the surface of Bakahn, there was a great hero called Garabon. He took as his wife Enädu, the eldest daughter of Garen, and she bore him four children named Änyedi, Dyeko, Këri, and Träken. His devotion to her was great, and although as leader of his village he could have taken many wives, for a long while he was content with her, for she was wise and beautiful.

When Enädu could bear him no more children, she went to her lord and told him it was time for him to take a second wife. So Garabon took as his second wife a young sempa of his village named Mropa, who bore him a child named Oran.

Garabon was a kopa of great size and strength, and had always protected his people from the dangerous beasts which roamed the land. Once a giant Baksun, driven by some madness, had run wild into the fields surrounding the village. Garabon had overcome the creature through his strength and bravery, and from that day he carried a shield formed from the skull of the animal.

But one day while Garabon was out hunting, the village was attacked by a pack of ferocious devanu, and he returned to find the settlement destroyed. In dismay, he made his way to the centre of the village to find his own dwelling empty, and his wives and children nowhere to be found.

Believing his whole family to be dead, Garabon took up his shield and made a vow to avenge them. In a great rage, he set out at once on the trail of the devanu.

That night Garabon made his camp in a cave on a hillside, and he quickly fell into a deep sleep. He awoke suddenly many hours later, unable to say what had startled him, but aware of a presence before him. The moon shone brightly through the entrance of the cave, and, outlined by its silvery light he saw a figure before him. She moved gracefully towards him and he knew at once that it was his wife Enädu. She spoke to him and told him that she and the children were safe, but that his wife Mropa was in great danger. She had been taken alive by the devanu, who would eventually kill and eat her, but if he hurried he could still save her.

Enädu gave to him a mace and bolas to wield against his enemies, and Garabon could see that they glowed with the power of Enar. Though dawn was still far off, he wasted no more time, but set out at once.

When Garabon reached the lair of the devanu pack, he set about him with great rage and slaughtered them without mercy. Then he freed the villagers who had not yet been killed, coming at last to his wife Mropa. He

saw at once her bravery, for although she had been in great peril, she had thought only of the fate of her people; while the devanu had massacred them for food, she had collected the bones of the dead and kept them safe with her. Garabon helped her to light a sacred fire where she could burn the remains, and the dead rose with the smoke of the fire into the sky where they might join the stars.

When the ritual was complete, Garabon took the skins of the devanu and fashioned himself a cloak. Then he returned to his village with his people, and they rebuilt their dwellings and celebrated for a night and a day, for they knew that they would always be safe from the devanu while Garabon lived among them.

Not long after, Mropa bore another child to Garabon, who was named Erak. When Garabon died and was taken up to Enar, Oran took up his shield and Erak his mace, and between them they continued to protect their people as their father had done. – Bethar

Source: <http://Fubarnii.pbworks.com/w/page/4236209/Garabon%27s%20story>

Garlon

One of the Enarii Council. A particularly large, warlike Belog.

Gobar The Chronicler

Gobar (the Chronicler) has been fascinated by the inhabitants of Anyaral since the arrival of the Belog. He is not interested in the Crusade of the other Belog and spends most of his time wandering Anyaral, accompanied by a small group of scribes, chronicling what he can of Anyaral. He occasionally ventures out of Delgon owned territory, but has thus far managed to survive with only minor incidents. He has become increasingly obsessed with his study of the elusive frenu and has been venturing closer and closer to the vast forests which they occupy.

Jamor

The strongest military mind of the Belog, Jamor has taken the role of overall general of the Delgon Armies. He lives in a province close to the Delgon capital, but often joins his forces into battle. He had some fubarnii engineers construct him the most ornate armour they could, with a fearsome mask and a huge axe which increase his already fearsome presence on the battle field.

Malog

Malog was a mighty warrior, second only to Jamor. During a conflict with a devanu hunting party he was injured terribly, as well as extensive scarring he was forced to have both legs amputated. Fubarnii engineers worked very hard and eventually managed to produce a set of mechanical legs for Malog. This steam powered contraption allowed Malog to once again enter battle. He was so impressed with their creation that he ordered that all his personal guard should gain such a benefit. The "Striders", as they are now referred to, had the suitable surgery so that they could be fitted with smaller versions of Malog's legs, allowing them to keep up with the larger Belog. The concept of Striders has since spread, and they are seen in many Delgon forces.

Roban The Hunter

The ancient stories tell of Roban, a young fubarnii sempa who watched her tribe massacred by devanu. Driven by rage she fell upon her enemies, slaying them all with righteous fury. It is told that she died in flames and she was carried to Enar.

One of the Enarii named Roban now strides the northern lands, hunting devanu with that same righteous fury. He is a powerful warrior, but his agenda is often at odds with that of Garabon and the rest of the Delgon council.

In recent months he has proved very effective in the Retribution Attacks, but on several occasions he has failed to arrive, pulling valuable resources away from the front lines to hunt devanu.



Roban The Hunter

Cren Blaak

The Enguan shipbuilders are regarded with mixed feelings by those of the Empire. Their craftsmanship is viewed with awe, but it is a commonly held view that they spend too much time near the sea and must have lost their sanity long ago. But, as with the engineers of the Empire, their eccentricities are tolerated.

Cren Blaak is a renowned shipbuilder, considered by many to be one of the true masters. He lived on the coast near Tonueil, so was not present when it fell, but word reached his dwelling along with dozens of fleeing draals and jenta.

He loaded the refugees onto small boats so that they might flee to the Enguan islands before setting fire to his unfinished projects and following aboard his final ship.

Since the fall of Tonueil he has continued to work his craft, building and maintaining boats for the resistance, but he has also led his crew in attacks against the occupying Delgon, inspiring those that follow him.



Cren Blaak

Dohra Tahiin

Dohra Tahiin is a senior member of the Enguan Council. His entire family was killed during the fall of Tonueil. Forced to flee, he is currently living in exile in Gar Loren.

Dohra Tahiin spent many years as one of the most respected of all droba hunters. The tales of his exploits on the bitter seas are still shared around the fires on the cold nights of winter.

When he was called on to sit on the Engu council he grudgingly set down his axe and harpoon to serve his duty.

When Tonueil fell, it was Dohra who led the evacuation, carving his way through the invaders and calling on his old companion Cren Blaak to take the draals and youngsters to safety.

He would have stayed and defended Tonueil with his last breath as it burned, but a Dhogu arrow almost found his heart and he was dragged aboard one of the boats that the desperate Engu piled upon to escape the devastation. He woke screaming curses at his rescuers, determined to

continue the fight but by then Tonueil was in flames and he once again accepted his fate to lead.



Dohra Tahiin

Source: *The Twilight Traveller Issue 11*

Dravu Raya

Dravu Raya's mother left Tonueil under a dark cloud long before the city fell to the Delgon, and he has little care for his homeland. His mother struggled in the city in Gar Loren, far away from the song of the Droba, but since he was a young jenta he felt at home. He made good use of his strength, first amongst the rival gangs of urchins and later selling his services where required. Over the years he has formed an unlikely friendship with Ora Chey and the two are now rarely seen apart.

Dravu's agility irritates his partner Chey, who accuses him of being a show-off. A rumor has started circulating that Dravu is actually an enarii in disguise, with people pointing to his uncanny agility as proof that not all is as it appears to be with this enigmatic Engu.

Source: <https://www.kickstarter.com/projects/anyaral/anyaral-z-hontains-juice-bar/posts/2618329>

Dravu Raya and Ora Chey

In Anyaral the short, stocky Dhogu and tall, powerful Engu have a very unhealthy relationship, but Dravu and Chey are an unusual exception to the rule. The two orphans grew up together on the streets on Gar Loren and after an incident(*) with a somewhat scary mob boss they are currently travelling Anyaral selling their personal protection services.

Lately they have joined the crew of the Kadrikan, purportedly as guides, but serving better as guards.

(*) turns out they aren't as good at caring for a pet PreePree as they are protecting their usual clients...

Chey and Dravu have formed an unusual partnership over the years, setting aside the usual dislike the Engu and Dhogu hold for one another in the interests of mutual protection.

Dravu Reya and Ora Chey were orphans who grew up on the streets of Gar Loren, surviving by a variety of not-always-legal escapades. The unlikely pair of an Engu and Dhogu were initially blissfully unaware of the historic differences between their races, and chose not to care once they were informed.

After a recent incident (involving a crime lord's favoured pet...) they have decided to leave Gar Loren for a while, even if they would be far more at home on the cobbles than on the deck of a boat...



Sources: *The Twilight Traveller - Rivers of Anyaral*, <https://www.kickstarter.com/projects/anyaral/anyaral-the-rivers-of-anyaral/posts/3961494>, <https://www.kickstarter.com/projects/anyaral/anyaral-zhontains-juice-bar/posts/2618329>

Keeva

Keeva was just a young jenta when the Dhogu ransacked her crèche. She saw the devastation first hand and watched her extended family fight and die to protect her.

She fled the city under the protection of Yukran, her family's loyal tahela. In the days following the attacks the youngster found her way into the mountains, where she showed her resilience and somehow managed to survive.

She reappeared the following year, riding her faithful companion and leading a large pack of wild tahela in raids on unwary Delgon suppliers.

In the years since, she has become a symbol of the Engu resistance, bringing hope to those that see the tenacious youngster joining her kin to fight back against the unwelcome occupiers.

Source: *The Twilight Traveller Issue 11*

Kedashi

The Kiterak

The Kiterak has seen much in her long life, spawning countless frenu and watching over generations of her kin. When she first crawled from her egg, the devanu still ruled the lands of Anyaral, but she has always watched over her forests, caring little for the actions of the outsiders as long as they did not cross her borders.

There aren't many of these ancient queens within the Naralon forests and they hide safely within their nest trees accompanied by a parliament of younger queens. These nests lie deep within the forests, undisturbed by outsiders for centuries. However, the intrusions by the Delgon have drawn perilously close to her nest. These are lands previously untouched by outsiders but now the Kiterak and her kin must leave their nests and drive the invaders away for fear of losing their homes completely.



The Kiterak



Koheb

Tal Dolani Oigres

Also known as: Tal Dolani Oigres, Pallirmai of Koheb

Tal Dolani hails from the distant shores of Koheb.

Source: The Twilight Traveller - Rivers of Anyaral

Cryptids

Central Empire

Cryptid 29



Cryptid 29

Source: Drawing of adult fubarnii stage by Mike Thorp

Cryptid 31

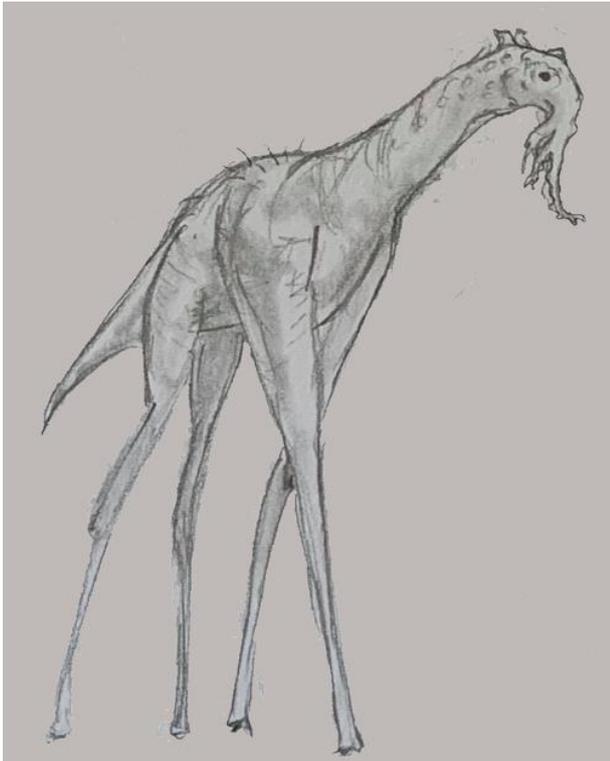


Cryptid 31

Source: Drawing of Gar Loren by Mike Thorp

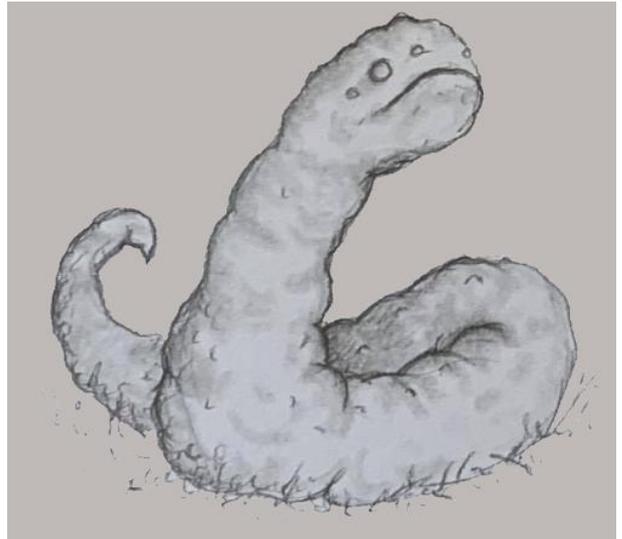
Naralon Forests

Cryptid Naralon Forests 3



Author: Nicholas Bogart

Cryptid Naralon Forests 4



Author: Philip Willeins

Cryptid Naralon Forests 5



Author: Philip Willeins

Cryptid Naralon Forests 6

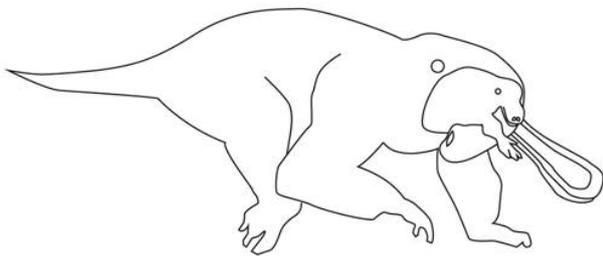
Travel journal Day Three

Yesterday, as we travelled so far down along the shores that I no longer could see the end of the forest looking back, nor see the end looking onward; just as the dark, deep woods of Naralon, broken only by beaches, rivers and smaller trebarnii settlements seemed to fade into the background as old news, I saw it!

A most curious creature, awkwardly trundling along the shore, with a strange gait. From its lower jaw a long paddle-shaped beak jutted out, its upper jaw, equally long but in every other way its opposite, soft and supple, like a limb. Carrying its young in its snout! I asked the captain what it was, and if we could come closer to shore to get a better look. He said I would have to keep an eye out, as surely we would see more of them in the coming days.

And he was right, the same night I saw one more, climbing the high branches of a tree. I don't understand how such a clumsy looking creature made it there. But such is their nature, reaching for something, a garkerid nest or some mollusc according to my travelling companions. They are apparently fond of eating anything that creeps, crawls or has a shell, they said. Using their long snout to dig and shift through the muds and sands of the beaches, or to break into nests or rotten logs, grabbing them and cracking their shells and then sucking their prey out of their carapace, or snorting smaller creatures up through their snout by the same technique of their muscular tongue, but directed through the choana to their nose rather than their mouth.

I am told they are often kept, or at least allowed to live alongside the trebarnii as pest control, or to clean boats of barnacles, and suck out shipworms. Others yet they say, are used to break into and disarm garkerid nests when collecting wild honey. Or even to collect live mussels and other seafood for their owners. I couldn't believe it but this morning I saw one swimming! It's muscular forearms propelling it through the water at surprising speed, and now I don't know what to expect.



Author: Gabriel Nyström

Setir Mountains

Cryptid - Delgona Predator



Cryptid 27

At present only known from sketches retrieved on the body of an unfortunate biologist.



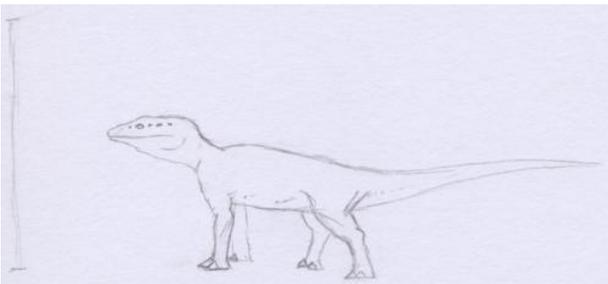
Cryptid 30

Source: Original drawing by Mike Thorp



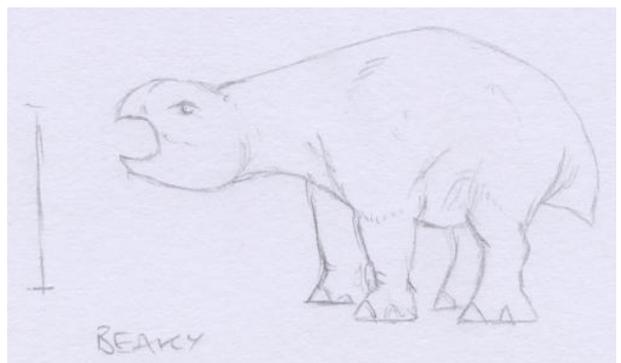
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Cardomala

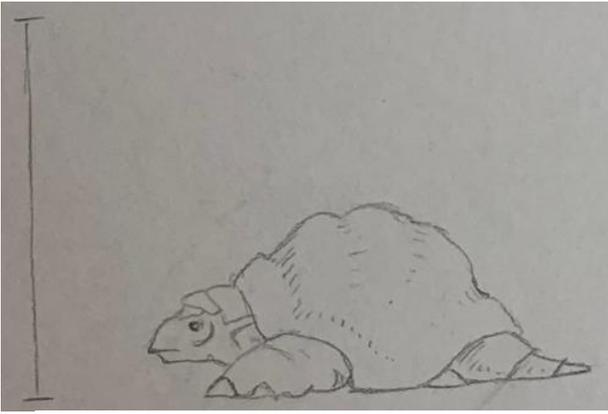


Source: Drawing by Mike Thorp

Cryptid - Beaky



Cryptid - Chelonian

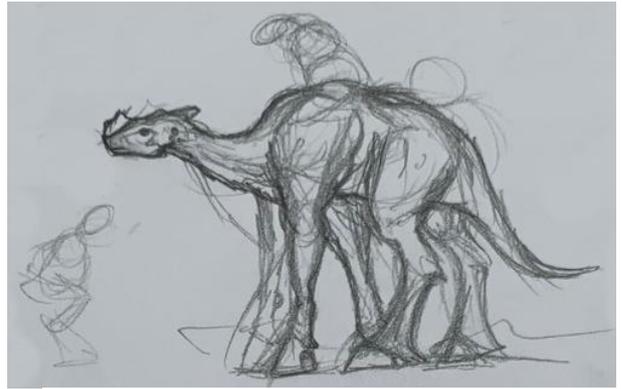


Cryptid - Cow

Large, slow herbivore



Cryptid - Desert Creature 2



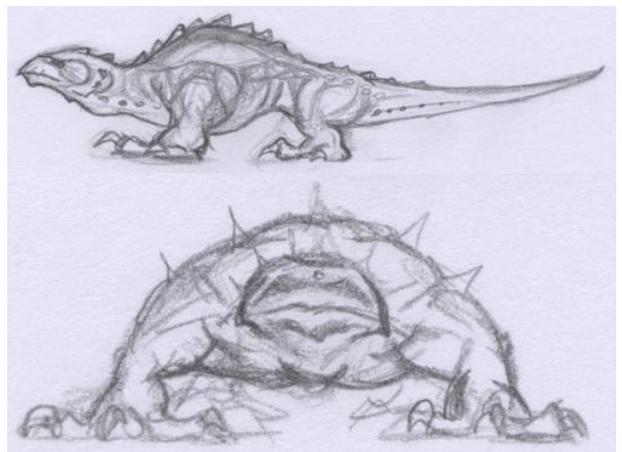
Cryptid - Desert Creature 3



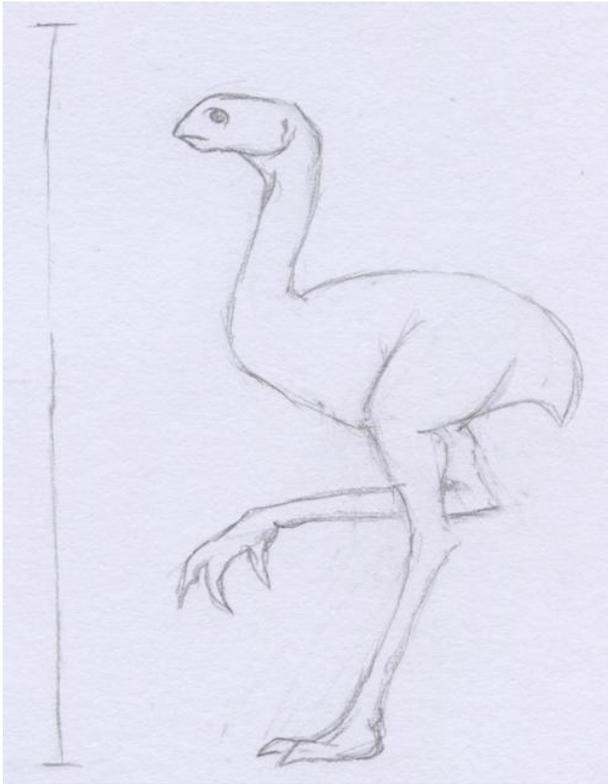
Cryptid - Desert Creature 4



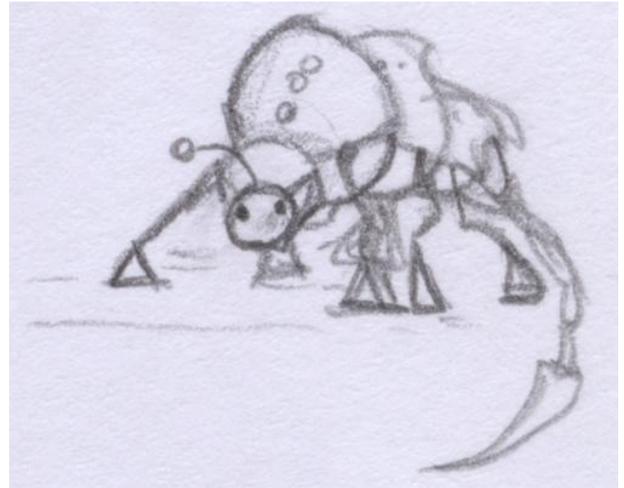
Cryptid - Desert Lizard



Cryptid - Forager



Cryptid - Gargoyle



Cryptid - Garkrid 2



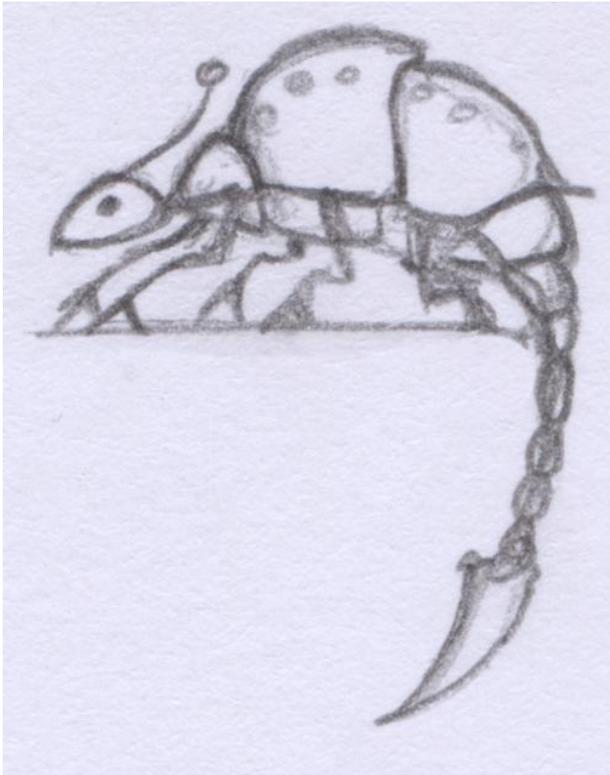
Cryptid - Garkrid 3



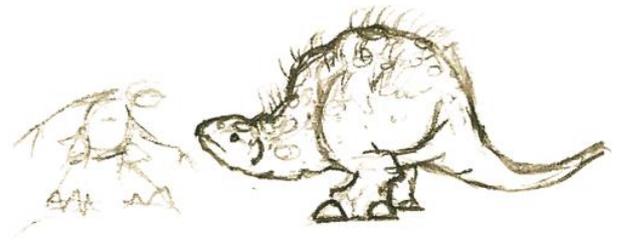
Author: Mike Thorp

Source: Inktober 2022

Cryptid - Garkrid 1



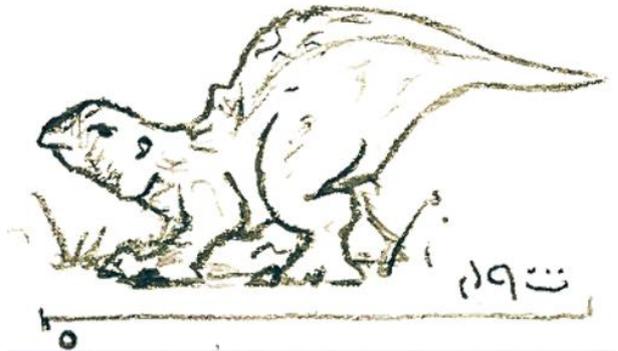
Cryptid - Hopper



Sources: *Chronicles of Anyaral, Inktober 2017*

Cryptid - Large Herbivore 2

(details to be written)



Sources: *Chronicles of Anyaral, Inktober 2017*

Cryptid - Leggy

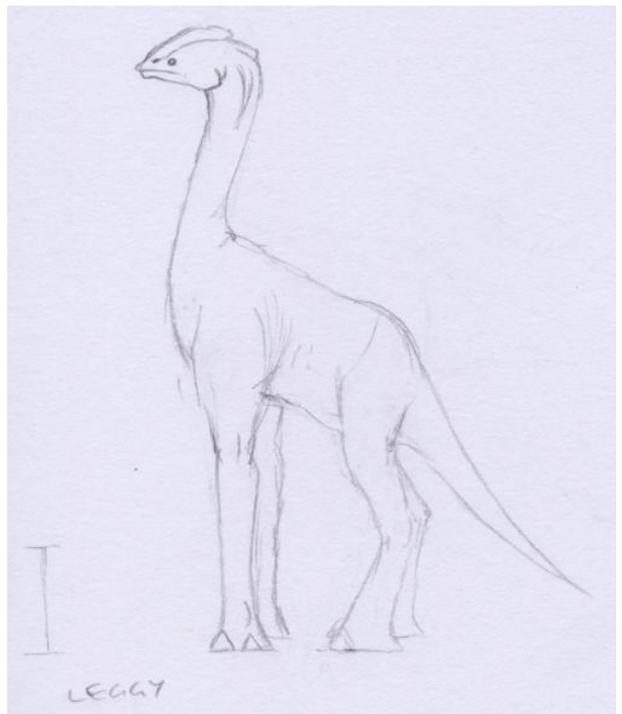


Cryptid - Hornhead

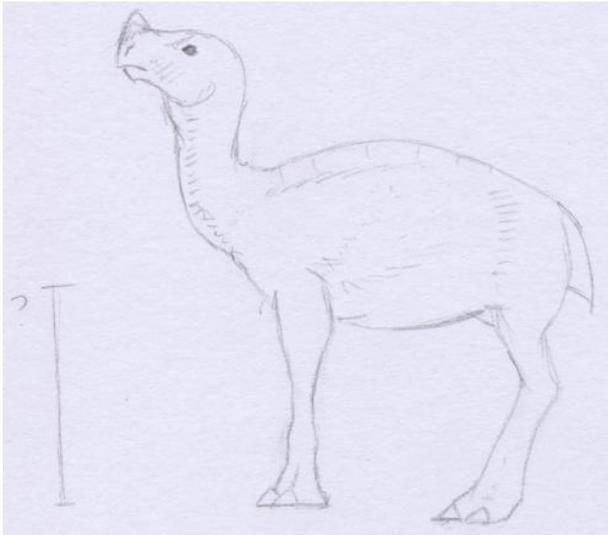


Cryptid - Large Herbivore 1

(details to be written)



Cryptid - Rhino



Cryptid - Smeagol

About the height of a fubarnii, this creature has very flexible fingers.

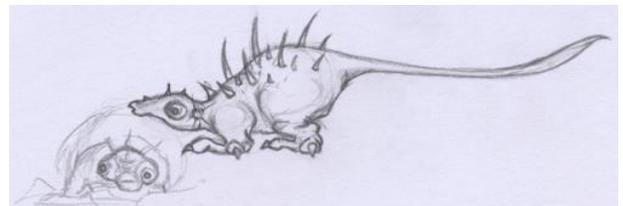


Cryptid - Spidery Garkrid



Cryptid - Spiney Rat

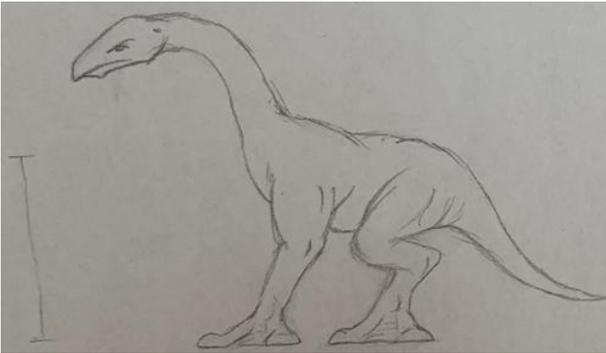
This creature has a long and flexible tail, strong toes, and independently movable eyes. Its spine normally lies flat, but will stick out if threatened.



Cryptid - Wader

These semi-aquatic predators spend prolonged periods standing in shallow waters. They remain motionless while waiting for droba to approach.

Thin reeds grow on the wader's skin, providing it with camouflage.



Cryptid 01

At present only known from sketches retrieved on the body of an unfortunate biologist.



Cryptid 1

Source: Chat with Mike Thorp

Cryptid 02

At present only known from sketches retrieved on the body of an unfortunate biologist.

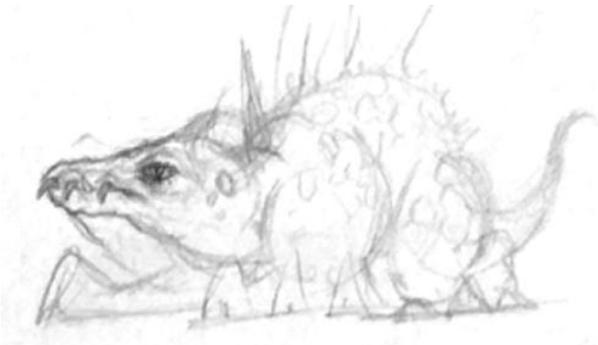


Cryptid 2

Source: Chat with Mike Thorp

Cryptid 03

At present only known from sketches retrieved on the body of an unfortunate biologist.



Cryptid 3

Source: Chat with Mike Thorp

Cryptid 04

At present only known from sketches retrieved on the body of an unfortunate biologist.



Cryptid 4

Source: Chat with Mike Thorp

Cryptid 07

At present only known from sketches retrieved on the body of an unfortunate biologist.



Cryptid 7

Source: Chat with Mike Thorp

Cryptid 09

At present only known from sketches retrieved on the body of an unfortunate biologist.



Cryptid 9

Source: Chat with Mike Thorp

Cryptid 10

At present only known from sketches retrieved on the body of an unfortunate biologist.



Cryptid 10

Source: Chat with Mike Thorp

Cryptid 12

At present only known from sketches retrieved on the body of an unfortunate biologist.



Cryptid 12

Source: Chat with Mike Thorp

Cryptid 13

At present only known from sketches retrieved on the body of an unfortunate biologist.



Cryptid 13

Source: Chat with Mike Thorp

Cryptid 14

At present only known from sketches retrieved on the body of an unfortunate biologist.



Cryptid 14

Source: Chat with Mike Thorp

Cryptid 16

At present only known from sketches retrieved on the body of an unfortunate biologist.



Cryptid 16

Source: Chat with Mike Thorp

Cryptid 17

At present only known from sketches retrieved on the body of an unfortunate biologist.



Cryptid 17

Source: Chat with Mike Thorp

Cryptid 18

At present only known from sketches retrieved on the body of an unfortunate biologist.



Cryptid 18



Cryptid 20

Source: Chat with Mike Thorp

Cryptid 20

At present only known from sketches retrieved on the body of an unfortunate biologist.



Cryptid 20



Cryptid 20

Source: Chat with Mike Thorp

Cryptid 22

At present only known from sketches retrieved on the body of an unfortunate biologist.

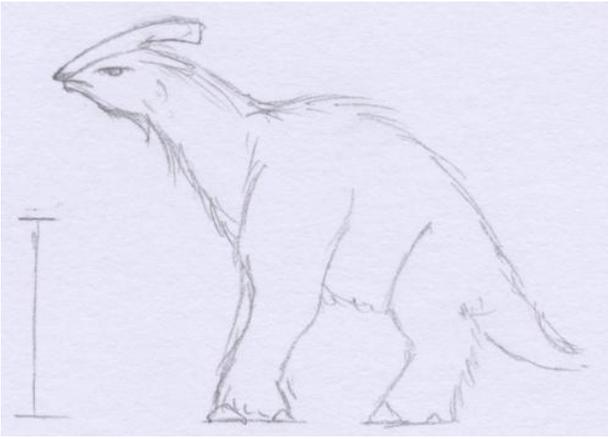


Cryptid 22

Source: Chat with Mike Thorp

Cryptid 23

At present only known from sketches retrieved on the body of an unfortunate biologist.

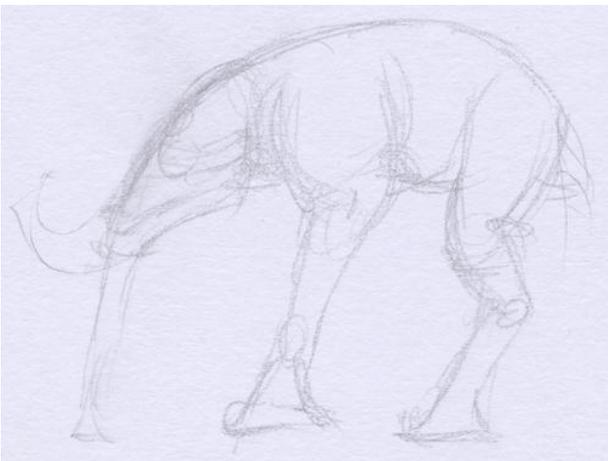


Cryptid 23

Source: Chat with Mike Thorp

Cryptid 24

At present only known from sketches retrieved on the body of an unfortunate biologist.



Cryptid 24

Source: Chat with Mike Thorp

Cryptid 25

At present only known from sketches retrieved on the body of an unfortunate biologist.



Cryptid 25

Source: Chat with Mike Thorp

Cryptid 26

At present only known from sketches retrieved on the body of an unfortunate biologist.



Cryptid 26

Source: Chat with Mike Thorp

Cryptid 28



Cryptid 28

Source: Original sketch from Mike Thorp

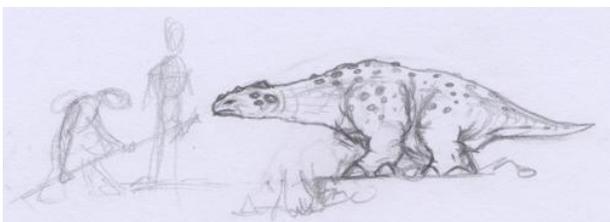
Cryptid 32



Cryptid 32

Source: Drawing by Mike Thorp

Cryptid 33



Cryptid 33

Source: Drawing by Mike Thorp

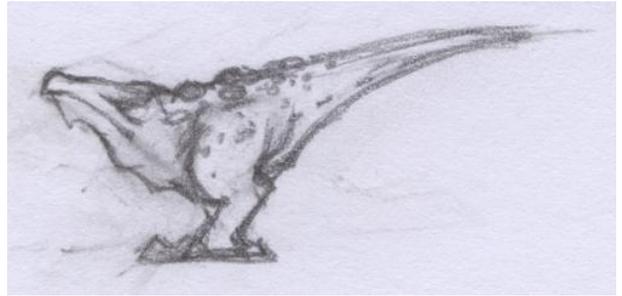
Cryptid 34



Cryptid 34

Source: Drawing by Mike Thorp

Cryptid 35



Cryptid 35

Source: Drawing by Mike Thorp

Cryptid 36

Small, rat-like creatures



Cryptid 36



Source: Drawing by Mike Thorp

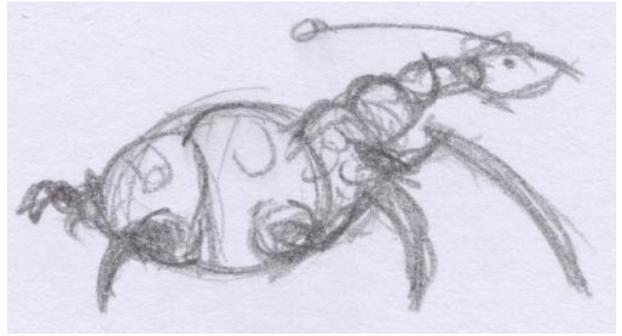
Cryptid 37



Cryptid 37

Source: Drawing by Mike Thorp

Cryptid 38



Cryptid 38

Source: Drawing by Mike Thorp

Cryptid 39



Cryptid 39

Source: Drawing by Mike Thorp

Cryptid 41



Cryptid 41

Source: Drawing Mike Thorp

Cryptid 42



Cryptid 42

Source: Drawing by Mike Thorp

Cryptid 43



Cryptid 43

Source: Drawing by Mike Thorp

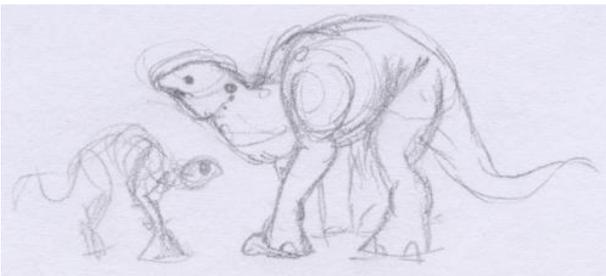
Cryptid 44



Cryptid 44

Source: Drawing by Mike Thorp

Cryptid 45



Cryptid 45

Source: Drawing by Mike Thorp

Cryptid 46



Cryptid 46

Source: Drawing by Mike Thorp

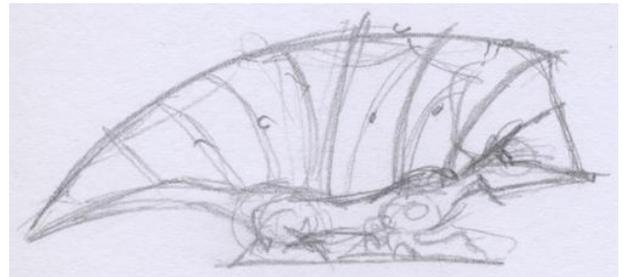
Cryptid 47



Cryptid 47

Source: Drawing by Mike Thorp

Cryptid 48



Cryptid 48

Source: Drawing by Mike Thorp

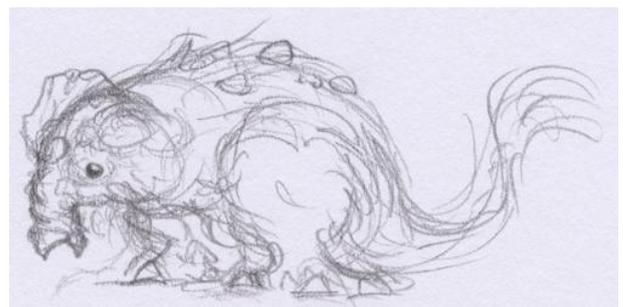
Cryptid 49



Cryptid 49

Source: Drawing by Mike Thorp

Cryptid 50



Cryptid 50

Source: Drawing by Mike Thorp

Cryptid 51



Cryptid 51

Source: Drawing by Mike Thorp

Cryptid 52



Cryptid 52

Source: Inktober 2023

Cryptid - Desert Rat

This tiny creature has strong legs for jumping.



A Desert Rat

Source: Chat with Mike Thorp

Danakan's Travels

Danakan's Letters

The Royal Garkrid

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 name's 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.

"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!"

Source: The Twilight Traveller Issue 1

Fauna

Aquatic

Arod

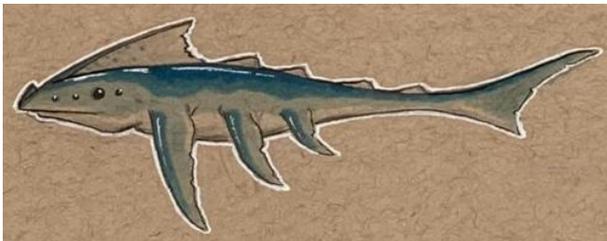
A type of droba.

Source: *Chronicles of Anyaral*

Blueback Droba

Also known as: blue-backed droba

The blueback droba are efficient predators that are found across the western coast of Anyaral. While by no means the largest of the droba, they are still prized by the Enguan hunters for their tasty flesh and tough hides. - Gil Masharl



A blueback droba chasing a kyala



Source: *Inktober 2017*

Bokay



Source: *Inktober 2022*

Bolrean

A type of droba.

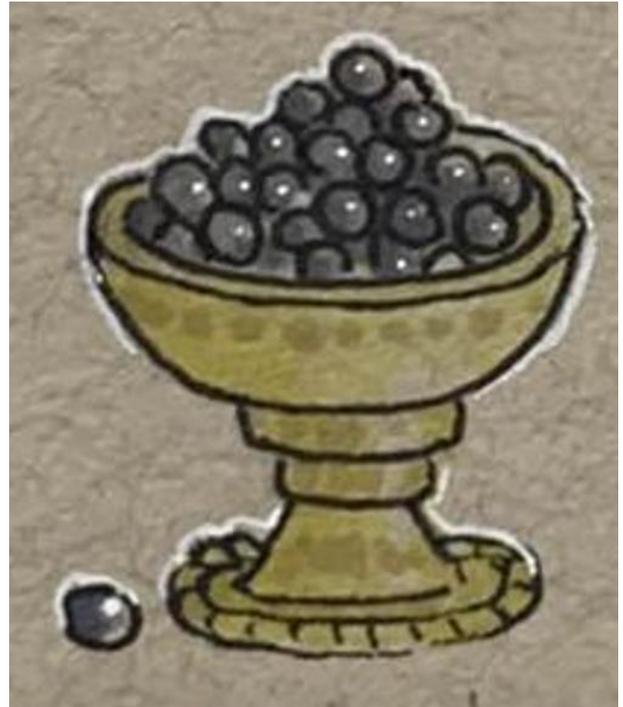


Source: *Chronicles of Anyaral*

Cho Al Droba

Alternate spellings: Cha-al droba; Cho-al droba

A type of droba.



Poached Droba Eyes

Sources: *Chronicles of Anyaral, Inktober 2022*

Droba Cryptid 1



Source: *Inktober 2022*

Droba

A type of kyala, similar in shape to sharks.

Near Lanakar

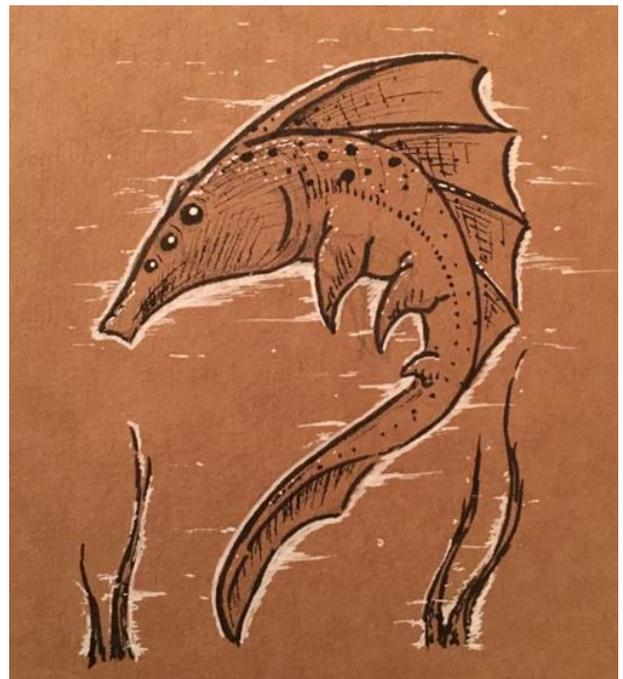
The droba native to the marshlands that surround Lanakar are quite small. The locals use Alora to drive them through the tributaries and into their nets.

Near the Enguan Isles

There the droba are much larger, thick-skinned, and live in the sea. Hunting them is quite a dangerous undertaking.

See: Arod, Blueback Droba, Bolrean, Cho Al Droba, Golskan Droba, Kadrigan Droba, Long Tailed Gulping Droba ("Gulper").

See also: Droba Cryptid 1, Droba Cryptid 2, Droba Cryptid 3.



Source: *Inktober 2019*

Droba Cryptid 2



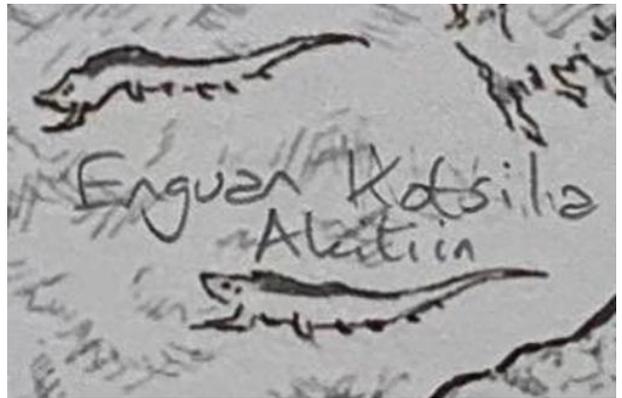
Source: Inktober 2019

Droba Cryptid 3



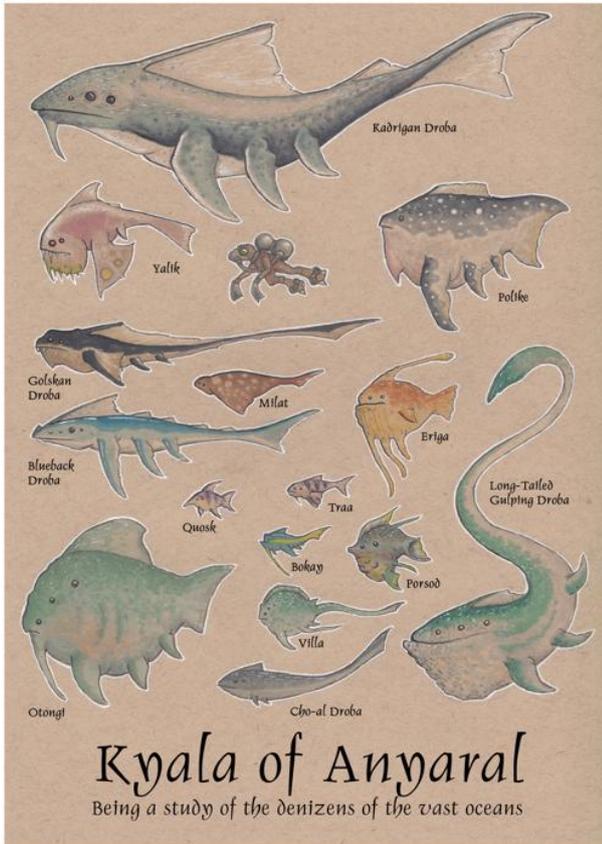
Source: Inktober 2019

Enguan Kotsila Akitiin



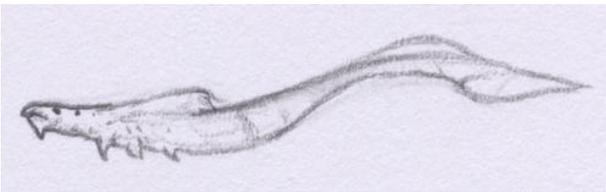
Source: Chronicles of Anyaral

Eriga



Sources: Chat with Mike Thorp, Inktober 2022

Kyala Cryptid 1

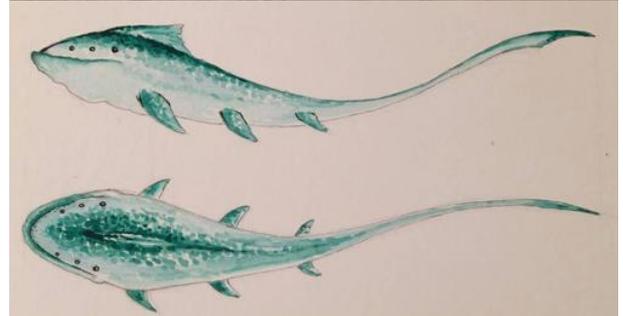


Source: Inktober 2022

Long Tailed Gulping Droba

Also known as: Gulper; Long Tailed Gulper

A type of droba.



Source: Inktober 2022

Milat

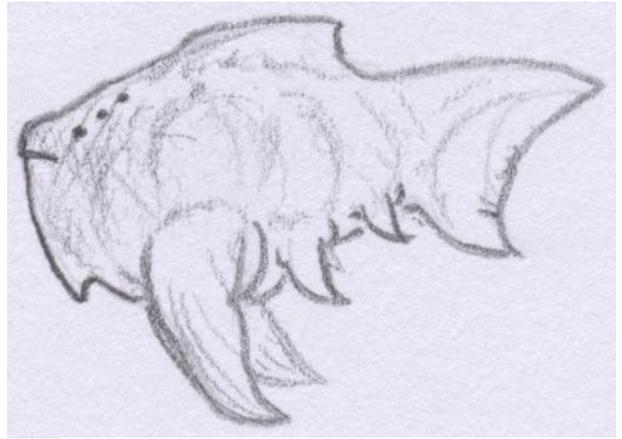


Source: Inktober 2022

Onotabi

Source: Chronicles of Anyaral

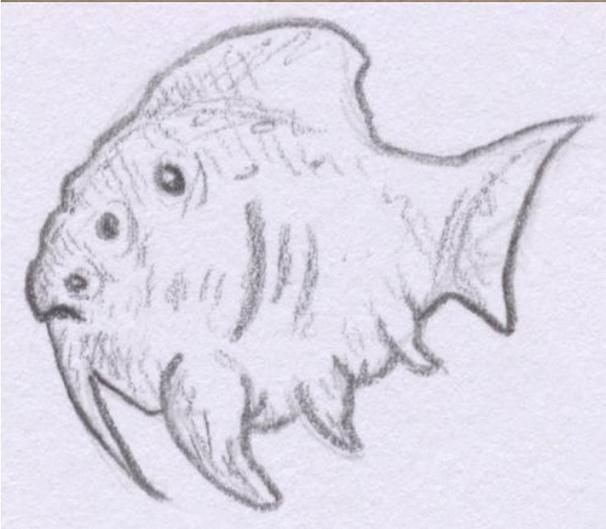
Otongi



Source: Inktober 2022

Porsod

A type of kyala.



Source: Inktober 2022

Polike

Alternate spelling: polika



Source: Inktober 2022

Quosk



Source: Inktober 2022

Red Striped Traa

Source: Chronicles of Anyaral

Scarula

A type of kyala.



Scarula Soup

Source: Inktober 2022

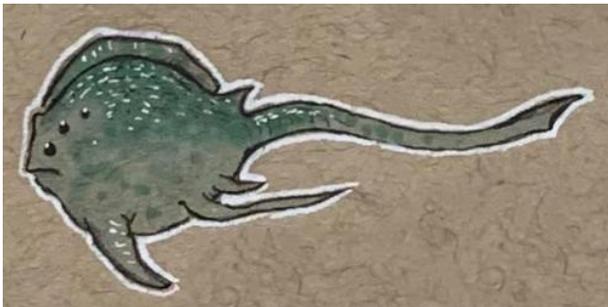
Traa



Source: Inktober 2022

Villa

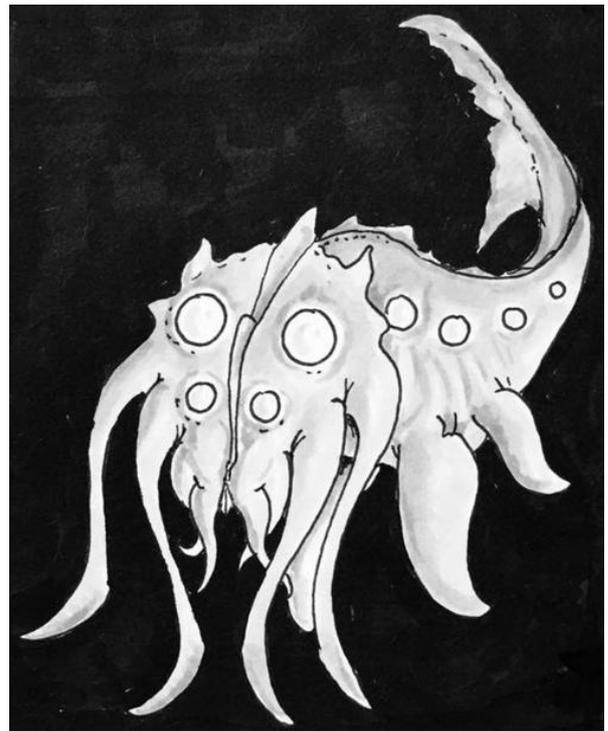
Also known as: vilta



Source: Inktober 2022

Xorz

I found this strange creature in a large tank at one of the many exotic markets in Gar Loren. The seller didn't speak gethloan and I couldn't understand a word of what he was saying, but after much gesticulation I came to understand that it was a 'Xorz'. Only years later did I find out that this translates to 'I don't know'. - Gil Masharl



A 'Xorz'

Source: Inktober 2017

Yalik



Source: Inktober 2022

Zhuban

An immense droba. Similar to an iceberg, the top of these immense creatures stays above the water. To all purposes these are floating islands.



A Zhuban (and friends)

Source: Inktober 2020

Argoran Wastes

Dorah Kosok

A breed of kosok native to the Argoran Wastes, named for its fearsome screech.



A Dorah Kosok

Source: *Chronicles of Anyaral*

Graku

Newcomers to Orel are generally surprised at the ubiquitous nature of the graku, but soon come to understand how large a role these creatures play in the lives of the local fubarnii.

Hunters are often accompanied by the grouchy little Graku. These poisonous beasts are notoriously ill-tempered, but then again, so are the Hunters that handle them.



A Graku

Sources: *Chronicles of Anyaral*, *The Twilight Traveller Issue 2*

Grakukan

A fearsome creature that lives deep in the Argoran Wastes. A very few Orel knights are resourceful enough to raise one from the egg. As the beasts grow they form a special bond with their master, even allowing themselves to be ridden into battle.

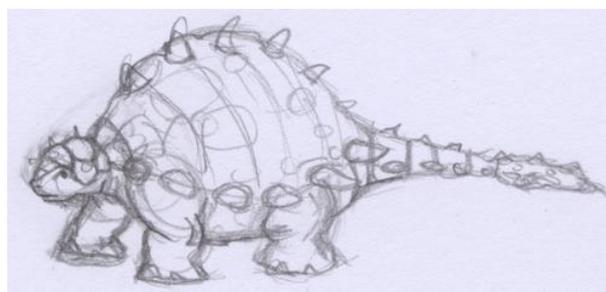


An Orel Knight atop her Grakukan

Source: *Chronicles of Anyaral*

Greater Kedah

At present only known from sketches retrieved on the body of an unfortunate biologist.



A greater kedah

Source: *Chat with Mike Thorp*

Grishak

Pronunciation: grish-ak

The devanu have always trained and controlled creatures to do their will and the grishak have been used by devanu for many generations, even before the rise of the Empire. In those times many devanu masters selectively bred grishak to be bigger, nastier hunters who immediately obeyed their commands. When the devanu were scattered those grishak bred with the wild beasts, dominating them and leaving pockets of these savage beasts that even now cause problem for the remote regions of the Empire.

Jenta

All but the youngest of the grishak hatchlings will join in hunts, often working as small groups accompanied by an older sempa, or even a kopa. While not as powerful as the older grishak, they are still very dangerous creatures!

Sempa

Grishak sempa are the hunting beasts most commonly used by devanu tribes across the Empire. They are efficient hunting beasts who can be quickly trained to respond to the devanu cries, running silently beside their masters until instructed to charge, at which point they plough into their targets with a terrifying screech, dragging down their victims with their powerful jaws, finding cracks in armour and tearing flesh from bones.

Kopa

Some grishak survive countless hunts and mature into kopa, leading the younger grishak and inspiring them to work together as a deadly pack.

In the wild, an established Grishak pack will have several kopa and this structure is often maintained when the pack is led by the devanu.



A Grishak

Sources: *Chronicles of Anyaral*, *The Twilight Traveller Issue 4*

Kelahn

The kelahn are ferocious beasts that prowl the Argoran Wastes. Their beaks take the form of sharp overlapping "teeth" that can tear through even the thickest of hides, with jaws powerful enough to break through bones and armour.

Different varieties of kelahn have been seen as far north as the Naralon Forests or as far south as the northern Casanii territories.

It is not uncommon for bands of outcasts to taunt the ferocious kelahn, enraging them with small injuries before unleashing them on passing caravans. While the beasts cause havoc and chaos, the devanu choose the weak points to attack, killing fubarnii and beasts and stealing much needed food and resources. This is a dangerous and desperate tactic, but can prove very effective.



A Kelahn

Source: *Chronicles of Anyaral*

Kosok

Pronunciation: koss-ok

The predatory kosok soar over most parts of Anyaral, from the garish eru kosok of the Naralon Forests to the dorah kosok of the Argoran Wastes, named for its

fearsome screech.

While it is not common for wild kosok to attack fubarnii, there are many reports of fubarnii jenta or even older herders being dragged away. As such, fubarnii hunters travel across Anyaral earning a living from tracking down and destroying kosok nests.

Young devanu of many tribes will venture to the almost inaccessible kosok nests to steal young hatchlings. If the devanu survive then the kosok can make excellent hunting beasts once they are properly trained.



A Dorah Kosok

Source: *Chronicles of Anyaral*

Lesser Fanged Akitiin

Species of akitiin are found throughout the lands of Anyaral, but are most commonly seen in the warmer southern lands.

The lesser fanged akitiin is a variety found in the Casanii territories. It is only small, but it is notorious for its excruciatingly painful venom. – Çil Masharl



The lesser fanged akitiin is 6 to 8 inches tall.

Source: Inktober 2017

Pyulka

A burrowing fluffy creature that lives in the dunes around Orelan.



A pyulka



Source: Inktober 2020

Tahril Garkrid

Originally widespread, the Tahril Garkrid are now confined to the Argoran Wastes.

the Tahril are a large hive-like species, with huge nests above and below ground. When aggravated or migrating the workers erupt en masse from the ground. Although passive in general, they get triggered by the queens' pheromones and blindly attack with their nasty bite whatever they find. They are usually accompanied by smaller flying garkrid, although it is unclear to date whether these are parasites or symbiotes...

This breed of garkrid is one of the producers of strong resin used in much fubarnii technology.

Historically, the Devanu used Tahril nests as the foundation for their towers. During the rule of the Devanu the fubarnii would be forced to clear out the nests. Over time, more creative fubarnii would encourage larger nests so they could construct more impressive towers for their masters.

Author: Mike Thorp

Source: Discord conversation with Mike Thorp

Vorall

A heavily armoured creature.

The vorall eats more bushy plants, but will also resort to pondweed. They have giraffe-like tongues that allow them to pull food towards them.

During lean times the dominant kopa (with the big tusks) are at more risk, but their mates have been known to assist them.

During the leanest times the tusks can be shed, but the kopa will be unlikely to ever assert dominance again - the very act of being able to maintain the tusks is a highly desirable trait when looking for a mate!

Vorshkan

Here we see a misunderstood lesser known creature from the lands of Anyaral.

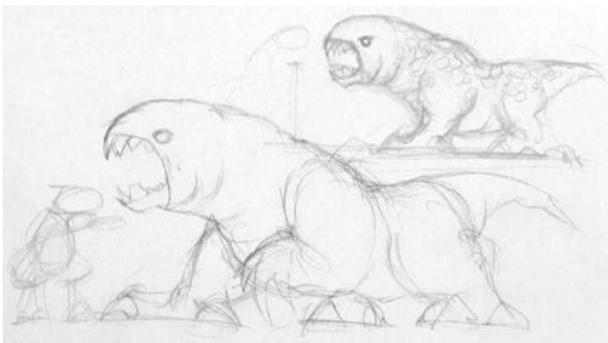
To the outside world, she appears to be a ferocious and violent beast with little comprehension to her surroundings... but that couldn't be further from the truth.

Her diet consists largely of nearby berries and leaf matter, with the occasional grub and insects for protein, many of whom have evolved to fight back... thus her dangerous appearance is actually predominantly a defence against such a threat, and to scare off would-be attackers.

These creatures are also widely known by the culinary masters of the Empire's court, to be the most succulent and tasty of meats from the entire continent. Chefs far and wide will pay a daring trader handsomely for a beast like this, and subsequently the price for a small steak from this prized beast has rocketed in recent years.



A Vorshkan



Source: Inktober 2020

Wild Grishak

Grishak are found in most devanu hunting packs, but not all grishak live as devanu beasts. Across the Empire there are many packs of wild grishak who are a constant threat to unwary travellers, although it is rare for them to attack bigger caravans. These packs of grishak are occasionally accompanied by young devanu handlers who have managed to make themselves part of the grishak family, running with the hunts and sharing the grishak nests.

Source: Chronicles of Anyaral

Zavruun



An argoran zavruun



A casan zavrunn

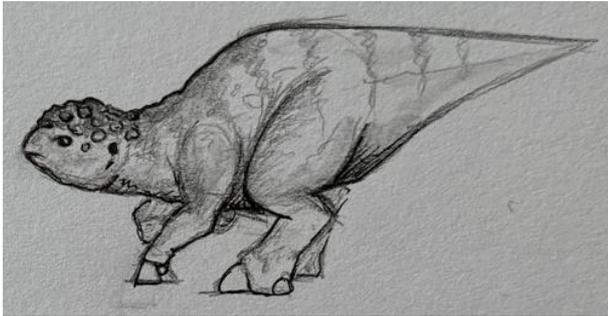
Author: Mike Thorp

Source: Chat with Mike Thorp

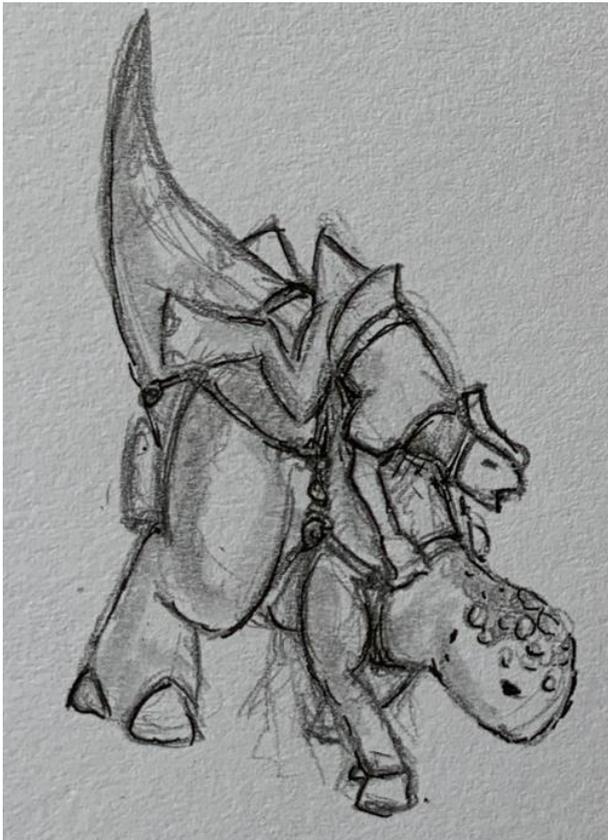
Casani Plains

Baksun

Large herbivorous creatures that travel in numerous migratory herds across Anyaral and the Argoran wastes.



A baksun



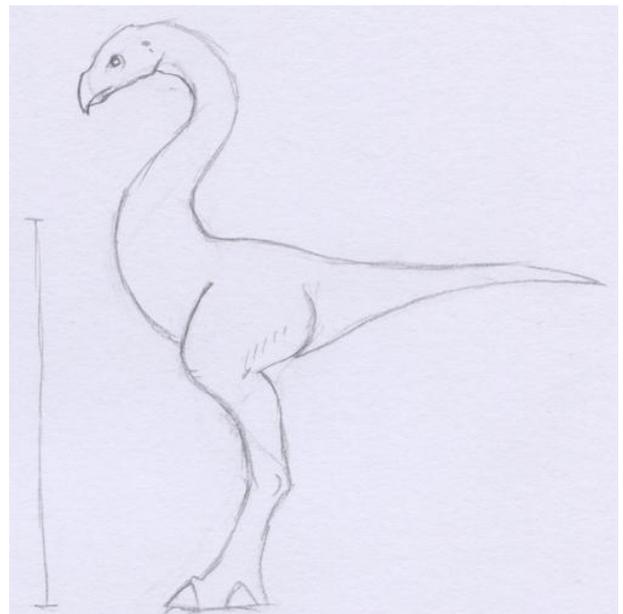
Beasts of the Casanii

The brave Casanii protect and use many of the different beasts that lumber or sprint across their lands, among them dompaku, the hadera, the erillai, and the onsegar.

Source: The Twilight Traveller issue 7

Bhahu

Also known as: bhanuk; tree-pruner



A Bhahu

Unlike its low-slung relative, the bhahu trades girth and

length for height. The jenta stand about the height of a fubarnii, an average sempa stands slightly taller than a devanu while the kopa tend even taller.

A long and sinuous neck accounts for half of the bhahu's height. It projects upward at a slight angle, curves back over the body then returns, forming an elongated 's' shape. The legs account for the other half of its height and are thick with muscle, giving the bhahu a loping stride. It is an excellent sprinter but has poor performance over distance. The tail, nearly as long as the neck, slopes downward at a steep angle. The torso is roughly an orb which has too narrow a top to use the bhahu as a beast of burden.

As the bhahu eat primarily the various fruits that grow among the higher branches, they have developed a sharp, beak-like mouth. They often use this to cut away branches or vines that obstruct access to their food, hence the name 'tree-pruner'. The eyes are usually a solid dark colour, spaced between the sides and the front of the skull, giving them a limited form of binocular vision, helping them focus on their food.

Bhahus are highly territorial and live in small family units, usually consisting of a kopa, one or two sempa and three to five jenta. These families move as a group through their territory, following a yearly path. Each territory is large enough that most fubarnii villages see only one family. When two families do come into contact, the kopa perform a ceremonial duel. Each kopa will attempt to pin the other, often biting the legs of other. Once a kopa is pinned to the ground, the standing kopa marks the neck or head of the loser with a broad but shallow cut or bite. After the loser has been marked, the winning kopa takes the sempa of the losing kopa into its family unit. The losing kopa and its jenta continue on, soon replacing the family's missing sempa. Most kopa die from infection of the losing wound, with the survivors showing many scars. When the number of sempa and jenta grow too large to be supported in a particular territory, a number of them large enough to form a new family unit is sent off to conquer new territory.

Bhahus prefer low forests and tall grasses but are often seen moving through open stretches of land as families patrol their territory. Bhahus have been reported as far north as the foothills of the Setir Mountains, but only in negligible numbers. The bhahus were once scarce, as their muscular legs, neck and tail made them a favored prey of the devanu, who would often chase their target for the thrill of the chase. Bhahus can nearly match the devanu for speed, but not for endurance. With the devanu driven to the edges of the Empire, bhahus are expanding and beginning to outnumber the available food in some areas...

There are some small religious qualities to the beast, though mostly observed by the Ferals. As the bhahu is a picky eater, only taking a small amount of the best fruits from each tree, it leaves behind good fruit and discards the rotten, unripe or garkrid-ridden fruit to the ground.

Bhahus were seen as servants of the Enarii, protecting fubarnii from unsafe food. another quality attributed to the bhahu is their forecasting of good or ill events. A large family of bhahus is seen as a good omen; as the bhahus have been successful, so too will the fubarnii whose path they cross. Likewise, coming across a single bhahu jenta is a very bad omen, often seen as a sign of fast-approaching danger. Large families often avoid fubarnii settlements because inevitably some fubarnii will attempt to chase down the bhahus to 'cross their path' which the skittish bhahu dislike.

Author: SleeplessFish

Source: <http://forum.worldoftwilight.com/index.php?topic=116>

Blue-tailed Fosser

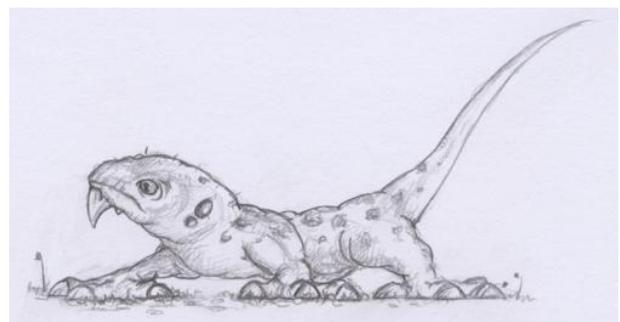
Also known as: Styracognathus Pagesevenus

The blue-tailed fosser is found in varied habitats across the warmer southern regions (Casan, Galir, Enipel, Moeras, Teralin). Ten to twenty centimeters long, their diet consists of small garkrids.

Most fossers die young, however the few that reach the kopa size get quite large indeed. They oversee small families, which work together to defend themselves.



Blue-tailed Fosser



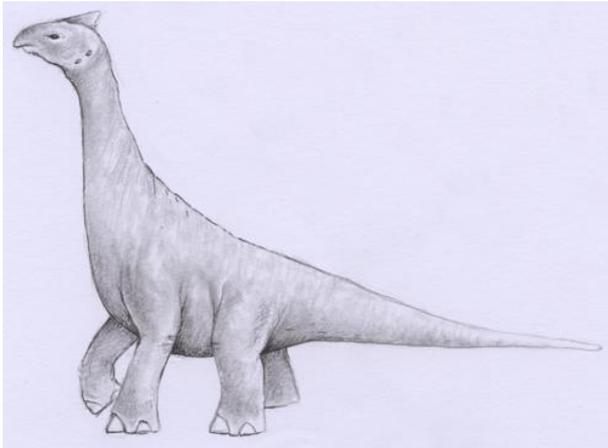
A Fosser Kopa

Dompaku

The dompaku are some of the largest beasts to roam the plains of the Casanii Territories. Herds of dompaku can devastate Empire towns and villages on the edges of those lands, but the Casanii know how best to divert and guide their movements.

The dompaku that are ridden by the ferals have often seen many generations of young ferals pass through their care, serving as a transport for the pack's equipment and occasionally as a platform from which they can fight. The older Casanii will often look upon the ancient beasts the youngsters are riding and remember fondly their time caring for the same graceful giants.

The dompaku graze on the tallest of trees and rely on their strong hides to protect themselves from predators.



A dompaku



A dompaku grazing on a bren tree

Source: *The Twilight Traveller Issue 7*

Erillai

Pronunciation: eh-rill-eye

Alternate spelling: runner (colloquial)

The erillai herds are an amazing sight to behold and the Casanii consider it their duty to protect them from devanu hunters or other outsiders who might otherwise decimate the population.

They are a common sight on the plains to the south west

of the central empire. These elegant beasts participate in the great migrations and are often hunted by devanu and other beasts of the plains. Their herds are however often protected by the ferals who run with the migrations, and bitter conflicts often arise when hunters make the mistake of believing those herds to be fair game.



An erillai



Author: Mike Thorp

Sources: *Twilight Traveller Issue 9*,
<http://forum.worldoftwilight.com/index.php?topic=180>

Felexin

The felexin live across the Casanii territories, even

occasionally venturing as far as the Chobana mountains.

They are generally seen as just being a nuisance, but will occasionally hunt in large packs and I even heard tales of them taking down fully grown hadera! They are generally driven away from the Casanii herds if they come too close. - Gül Masharl



A Felexin

At 4 to 5 feet in height, the felexin are slightly shorter than the average fubarnii.

Source: Inktober 2017

Granok

Beast ridden by the Ferals.



A Granok



A Couple of Granok



Granoks and Ferals



A Packed Granok

Source: <http://fubarnii.pbworks.com/w/page/4236221/ProtoFubarnii%20Dictionary>

Grola

The elusive Crested Grola is a native of Otehnra.



Source: Inktober 2017

Hadera

The hadera are favoured as mounts by many Casanii.

They are not as fast as the fleet-hooved erillai, but they are powerful creatures more than capable of trampling smaller predators that threaten the herds.

Source: *The Twilight Traveller Issue 7*

Hykron

During our travels across the Northern Casanii Territories around Tokra we were adopted by a small pack of migratory hykron.

These voracious pests proved to be a real problem, stealing our supplies and trying very hard to eat anything they could find, whether or not it was remotely edible. I captured one for a short while, but it chewed its way out of the cage.

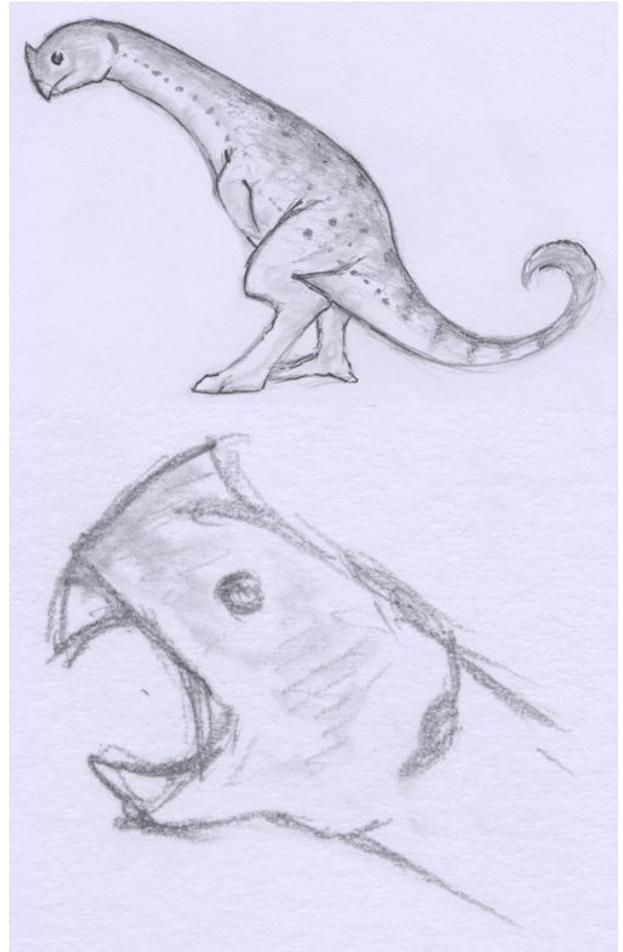
We eventually bought a kentirin from the locals, which proved surprisingly effective in driving them away! - Gil Mashari



A couple of hykrons



A hykron

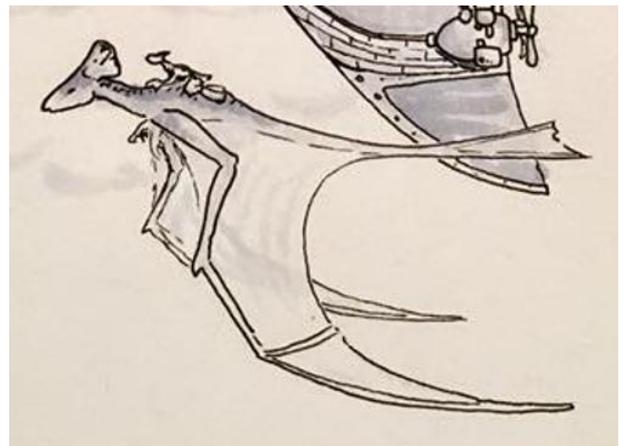


Head detail

Source: *Inktober 2017*

Ilsin

A large winged creature, used as a mount by the knights of the order of Tamaan.



An Ilsin

Sources: *Chat with Mike Thorp, Inktober 2017*

Jeskir

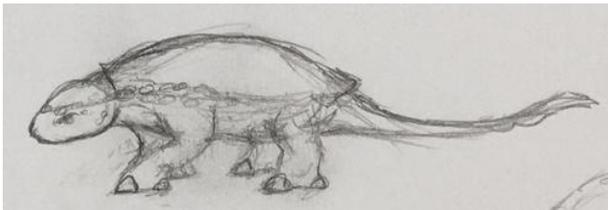
A predator.



Source: Inktober 2017

Lesser Kedah

At present only known from sketches retrieved on the body of an unfortunate biologist.



A lesser kedah

Author: Mike Thorp

Source: Chat with Mike Thorp

Onsegar

The noble onsegar will often hunt the erillai and hadera of the great migrations, so the Casanii will do their best to deter them. If the young are captured then they can be trained as dangerous but loyal mounts.

Source: *The Twilight Traveller Issue 7*

Oreg

A creature from the Casanii Territories.

A Short Treatise on the Habits and Uses of the Oreg

– Kyir, of Karuk College

Physical Features

The oreg are shorter at the shoulder than the fubarnii, but longer and bulkier animals. Their front legs are short and firm-footed, their back legs much longer and incredibly muscular. Their large and strong beaks are mostly good for browsing vegetation, and they have quite rounded bodies and stubby tails.

The kopa exhibit a number of features not found in the sempa or jenta: kopa grow large spikes on each shoulder, which are extremely tough and very dangerous weapons. They also have thick and hardened brow-ridges of bone

to protect them from impacts to the head, and their back is covered by an armour formed out of thick bony ridges.

Behaviour

The sempa are generally quite docile animals, and pretty useless to anyone. Oreg meat is tough to the point of being almost inedible, and they produce no other significantly useful by-products. The kopa are another matter, and they are some of the most bad-tempered, stubborn, pointlessly aggressive creatures a fubarnii could ever have the misfortune to come across. Oregs are mostly herbivorous in the wild, but will eat carrion if they chance upon it.

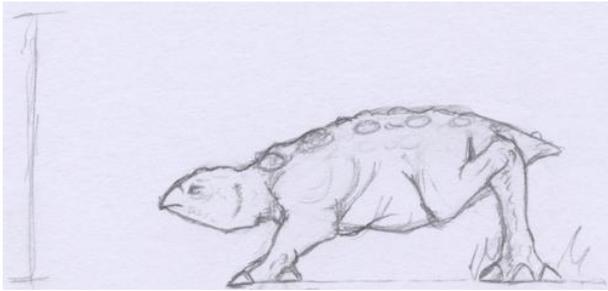
Each kopa will generally have 2 to 5 sempa, and along with their jenta they will roam around in small family groups. When two families meet, it is common for the kopa to joust, using their large hind legs to launch themselves at each other, grappling almost in mid-air at times. These contests can result in serious injury and even death. The defeated kopa will generally lose one of his sempa to the victor.

The sempa tend to back away along with the jenta in times of trouble; kopa rarely flee from anything, giving them a solid reputation for stubbornness. Capturing an oreg is a very risky business and many a fubarnii has died in the process. It is not only fubarnii who can regret taking on an oreg, though, as they will almost always fight rather than back down (even against a devanu or grishak!), and their shoulder-spikes can cause very severe damage or even on occasion kill even large predators. That is not to say the oreg would usually win such a fight – it would be immensely rare for one to survive tussling with a devanu – but the cost of killing one can be surprisingly and painfully high.

Domestication

Despite the seemingly useless nature of these beasts, fubarnii across the Empire have found a reason to capture oregs and even breed them: pit-fighting. Oregs are bred for the toughest and most muscular kopa, and then sent into the pit to battle it out – as, of course, it is in their nature to do. Establishments can be found in many towns and cities offering the chance to see the breathtaking if cruel spectacle; as long as a businessman is prepared to go to the bother of capturing a few oregs or finding breeders prepared to go to a new fighting-pit: digging out a pit and adding fences is easy, as is creating some viewing platforms and possibly a betting stand to make a little extra for the owner.

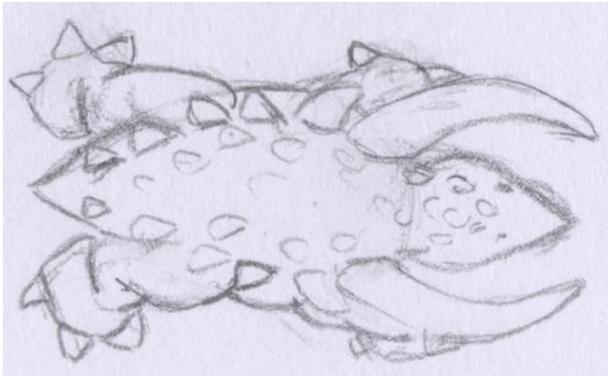
Despite the dangers inherent to the capture and breeding of oregs, breeders continue their trade as the best kopa for breeding fetch large sums.



An Oreg Sempa



A Oreg Kopa



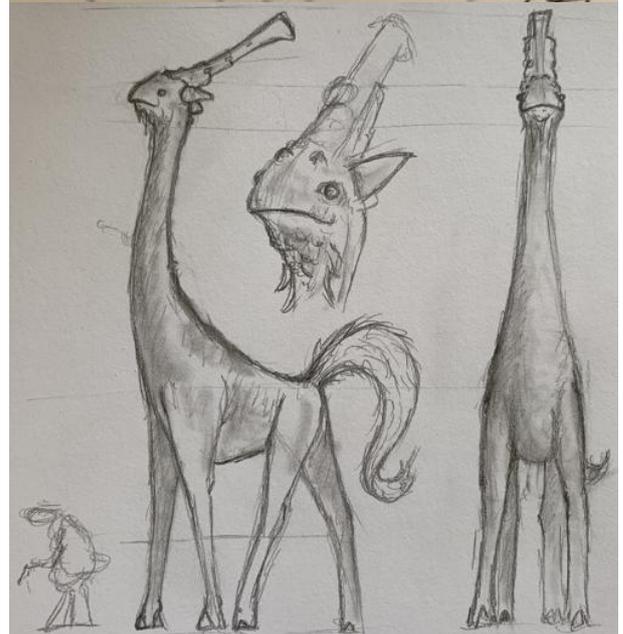
Author: Jubal

Source: <http://forum.worldoftwilight.com/index.php?topic=77>

Quosiin

The long-necked quosiin are one of the most elegant denizens that I encountered during my travels in the Casanii territories.

I was quite astonished to see the quosiin fighting off an attack by a pack of felexin. A single blow from the beast's long legs felled one of the attackers, the rest of whom fled immediately. - Gil Mashari



The quosiin are similar in height to the dompaku.

Source: Inktober 2017

Rakla

The rakla are part of the same family that includes the kelahn and other smaller predators like the alora. These predators are notable for their tooth-like structures that have formed from their beaks.

The rakla are efficient pack-hunting predators and scavengers who will work together to take down small to medium sized prey. Wild rakla live in large packs of up to twenty individuals (including jenta), with a balance of kopa and sempa. All except the youngest jenta will participate in hunting for food.

Source: Chat with Mike Thorp

Renteli

Flocks of screeching renteli make their communal nests on cliffs, or in old trees across the Casanii territories. They will even make use of old, deserted garkrid mounds, making nests among the craggy outcrops.

If disturbed, the little renteli will make an immense racket, scaring away potential attackers with shrieks that can be heard from miles around. - Gil Masharl

Flocks of renteli live together, building and using a communal nest. Over time, the old egg material is compressed into distinctive towers.

Size

Wingspan of about 30 cm.



A clutch of Renteli

Source: Inktober 2017

Sakuu

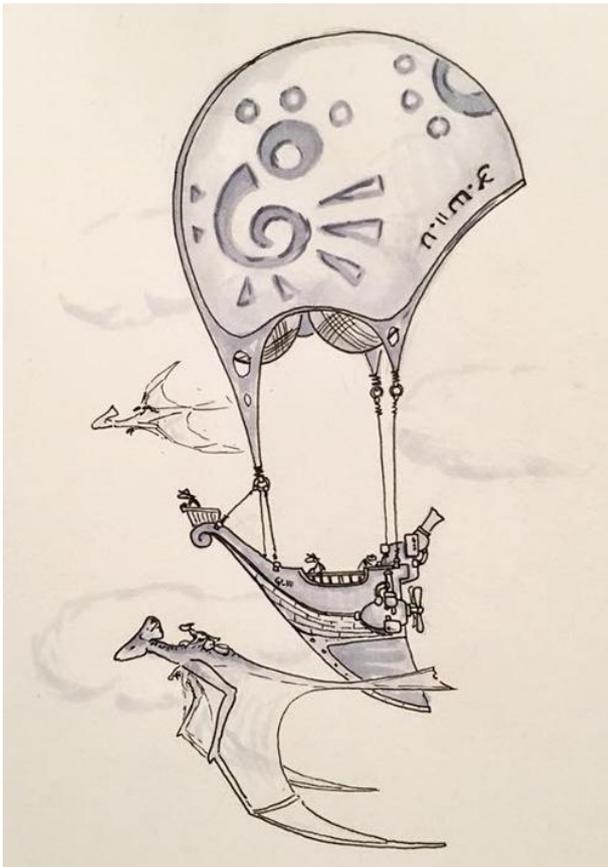
A lizard-like creature native to the Casanii Territories.



Source: *Twilight Traveller Issue 9*

Taleriin

A huge winged coastal creature, mounted by the Casanii.



A couple of Taleriins accompanying an airship

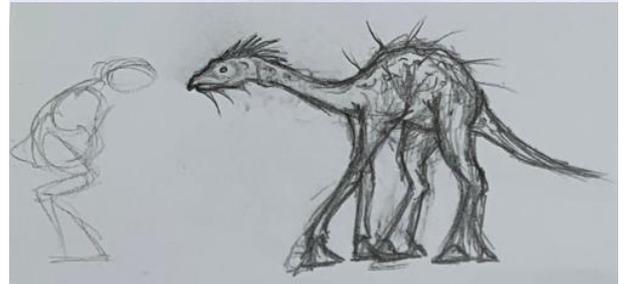
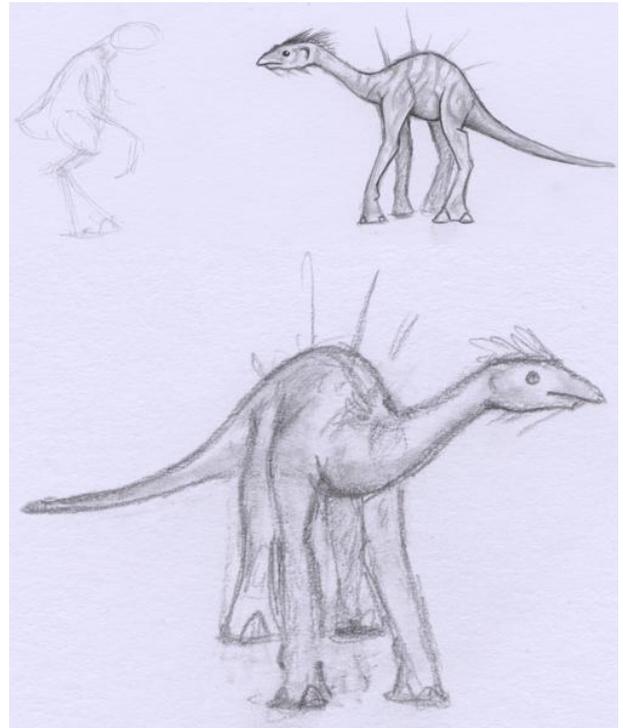
Author: *Mike Thorp*

Sources: *Conversation with Mike Thorp, Twilight Traveller Issue 9*

Toku



A toku

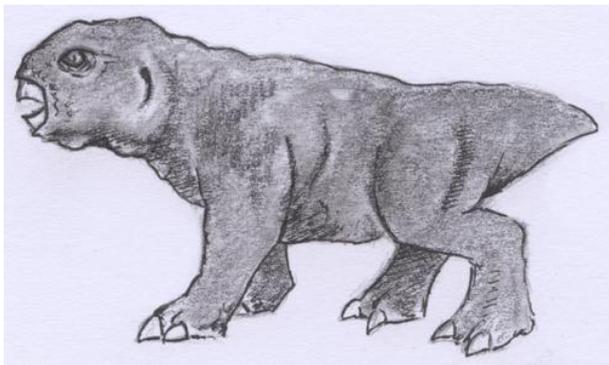


Source: *Inktober 2022*

Tramuht

Alternate spelling: Feral Mutt

The powerful tramuhts are a combination of pets and protectors that are a permanent fixture in most feral packs. The youngest ferals who join the pack are expected to care for the tramuhts and in doing so develop strong bonds that serve them well until they are old enough to rejoin the tribe.



A tramuht

Source: *Twilight Traveller Issue 9*

Central Empire

Akarri

The akarri are generally slow creatures, however their powerful legs allow them to leap or charge short distances.

Their powerful four-part beaks open like a giant claw.

Their small arms have dexterous hands that help their foraging.

Akarri have very thick leathery skin, giving them reasonable protection against predators.

Akarri are very protective of their young.

The kopa are extremely aggressive, and are often found alone in the wild, except during the mating season.

The akarri's feathers, which are very bright colours on top and darker ones on the bottom, are used in mating rituals, and to attempt to frighten predators off.

Akarri are omnivorous.

Jenta stage

The jenta are about three feet tall, their small wings aren't developed enough to allow them to glide.

Sempa stage

The sempa are five to six feet tall and sport feathers. Their wings are mature and allow them to glide. It is not uncommon to find one that has run away from its pack.

Kopa stage

The kopa are about seven feet tall, their wings reaching a span of about fifteen feet.

Taming

A few fubarnii have managed to tame and train jenta akarri, and use them as war mounts. The earlier in life the akarri's training starts, the stronger the bond between trainer and mount will be. A tamed akarri will revert to its wild state if its trainer ever dies.



An Akarri



Author: Scalifano

Source: <http://forum.worldoftwilight.com/index.php?topic=81>

Alora

Small critters native to the marshlands around Larigal and Lanakar. They are often domesticated by the local fubarnii in order to hunt the local droba.

Alora are close relatives of skerrats, found across the Empire. They usually live along the rivers and are treated with affection by the riverfolk.



Sources: Anyaral: Civilians of Lanakar Kickstarter, Update 3, Inktober 2022, The Twilight Traveller - Rivers of Anyaral

Armoured Eruk

The enuk are a versatile breed, and the Knights of Dimor train them to be used as armoured mounts.

Ashti

Alternate spelling: Ash (diminutive)

A race of critters, quite easy to tame.



An Ashti

Source: Inktober 2019

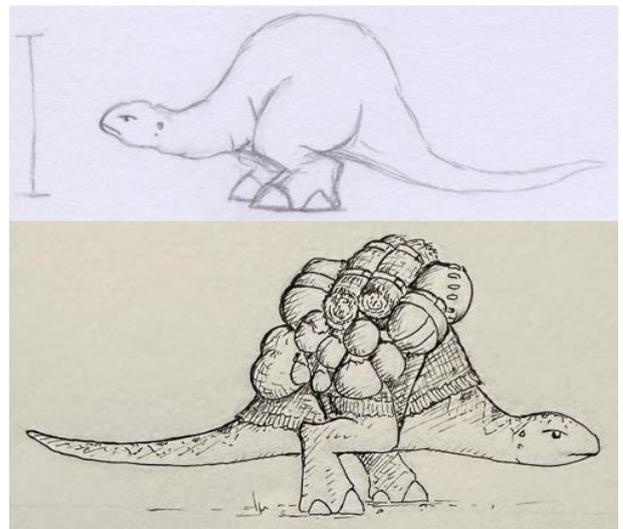
Baruk

Pronunciation: ba-ruhk

The baruk have been adopted by nearly all the trade families of Larigal as a reliable means of transporting goods. They are not as fast as the enuk and cannot carry as much as a belan, but their hardy demeanour and constant, plodding gait are perfectly suited to the purpose and humble trader can carry a wealth of goods on just a couple of these beasts.



A Baruk



Source: Chronicles of Anyaral

Beasts of Burden

Within the Central Empire there are generally roads good enough to use carts pulled by beasts, but in the more remote areas the roads are unreliable and most traders prefer to transport their goods on the backs of beasts of burden such as the doughty enuk or the mighty belan.



Source: Chronicles of Anyaral

Belan

Pronunciation: bey-lan

Large beasts of burden employed by many of the fubarnii clans.

The belan are huge creatures and only the most wealthy of trading families can afford to rear and train them. However no other beast will draw such a welcome as when a belan makes its ponderous way into town, laden with all the heavy luxury items the fubarnii could hope for.



A Belan

Source: *Chronicles of Anyaral*

Bimerla

Also known as: Bimble

This cautious creature lives in small family groups along the rivers of the empire. They are preyed upon by some of the larger predators, so are constantly on the lookout. When danger is spotted they will scatter into the undergrowth to evade their attackers.

Region

Eastern Lakes and Central Empire.

Habitat

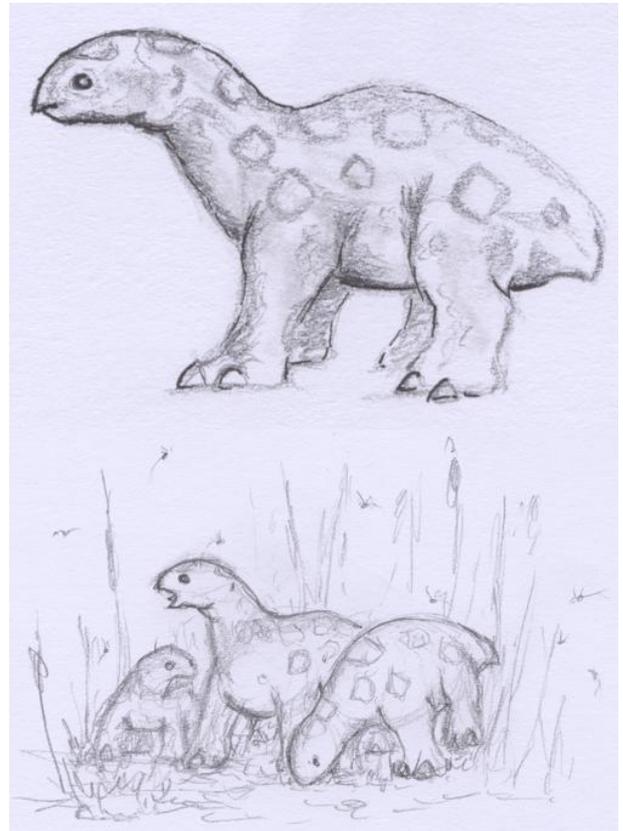
Bimerlas live and nest alongside rivers throughout the empire. They are generally found in overgrown regions or near woodlands.

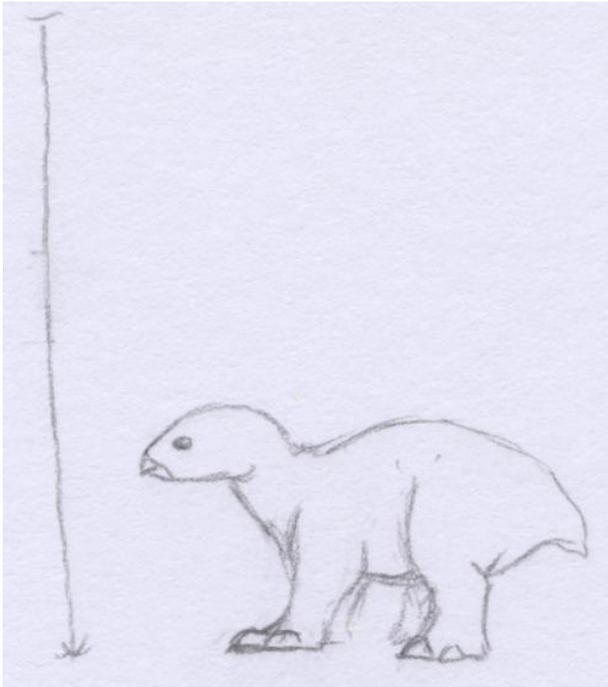
Size

Bimerlas are 50 to 50 cm long and about 30 cm tall.



A Bimerla





Author: Mike Thorp

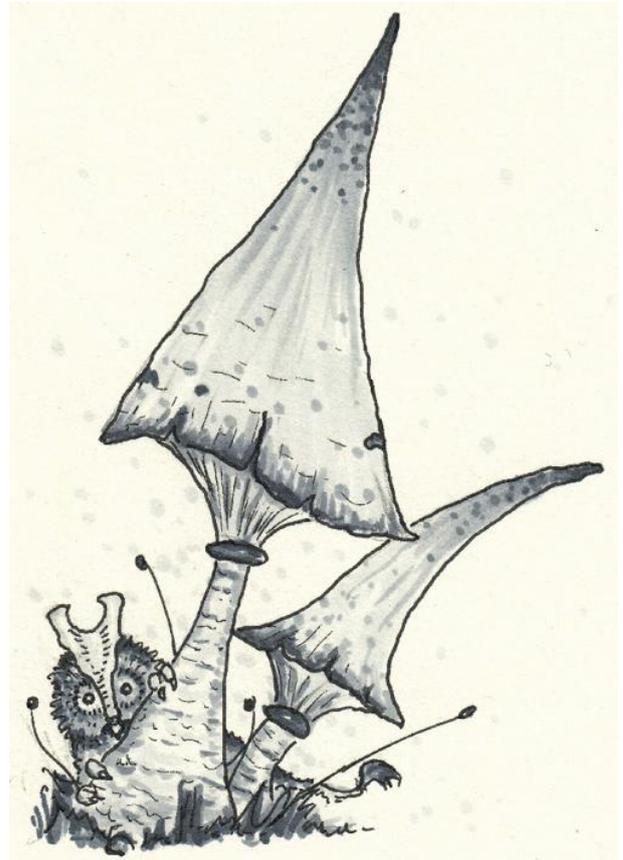
Botalan

A bipedal mount, somewhat larger than an enuk.

Source: Civilians of Lanakar Kickstarter, Update 7

Brushtailed Geruhtu

I only once caught a glimpse of the incredibly shy nocturnal brushtailed geruhtu. I spotted the tiny critter sneaking into our camp but it sadly fled as soon as it caught sight of the sleeping kentirin! - Gil Masharl



A Brushtailed Geruhtu

Source: Inktober 2017

Chatik

Alternate spelling: chattik

Region

Domesticated across the Empire.

Habitat

Highly varied.

Size

60 to 80 cm tall.

Diet

Grubs and grains.



A chatik



A pack of chatiks



Countess Delineri

Lady Aleksahn's pet opahr (she's a big softie really).

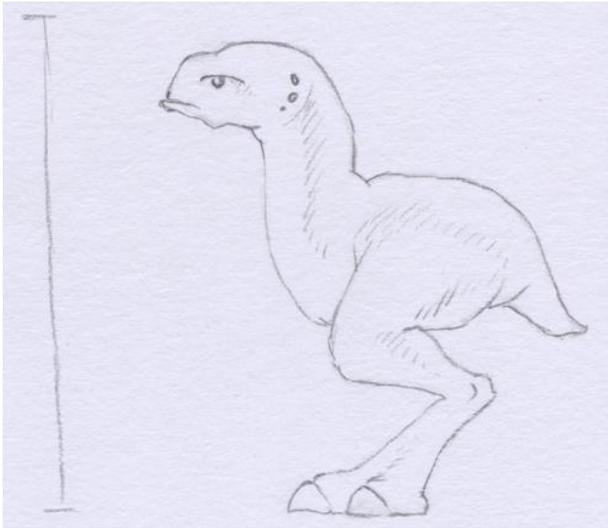


Sources: Inktober 2017, conversation with Mike Thorp

Denuk

Also known as: E nuk Vulgaris

At the bottom end of the E nuk spectrum is a less noble beast, dubbed the Denuk. Smaller than the doughty mounts that are used across the empire, they are just about serviceable as pack beasts. I am sad to say that their owners tend to find that slight gestures have little effect and loud shouting or a short stick are more effective when they want them to behave...



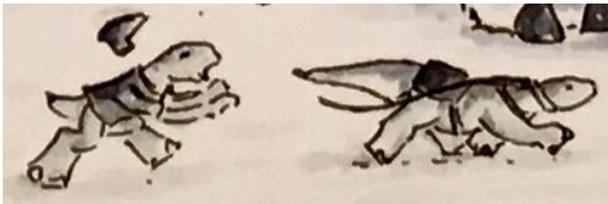
A Denuk

Source: Anyaral: Civilians of Lanakar Kickstarter, Update 5

Deyak Alora



A deyak alora



Dilymok

This species has a distinctive little crest. The traders tolerate them stealing the occasional piece of produce as they are excellent at deterring other little pests that can be much more destructive!



An Enuke



Source: Anyaral: Civilians of Lanakar Kickstarter, Update 7

Enar Vareen

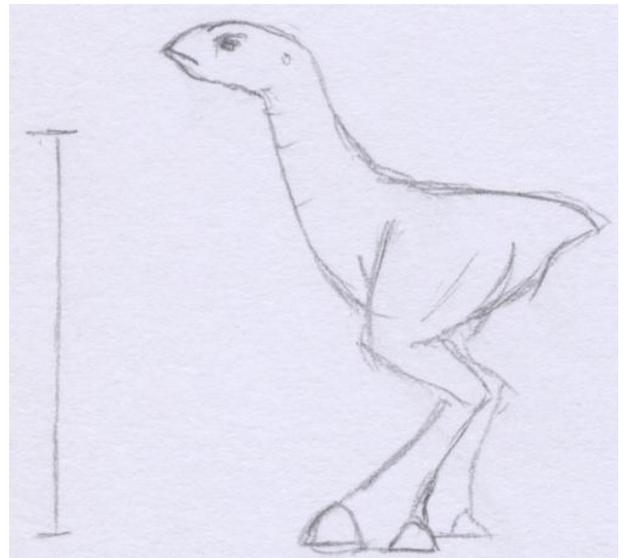
These horrific creatures prowl the northern Empire, feasting on those unfortunate enough to cross their path!

Enuke

Small bipedal riding beasts, often employed by fubarnii. They are a diverse species, and many different subspecies have been bred for different roles.

Many within the Empire would claim that the humble enuke allowed the Empire to grow to what it is now. They will eat almost anything and can survive and traverse the most difficult of environments.

Various breeds of enuke are used as mounts and pack beasts by nearly all the clans of the Empire.



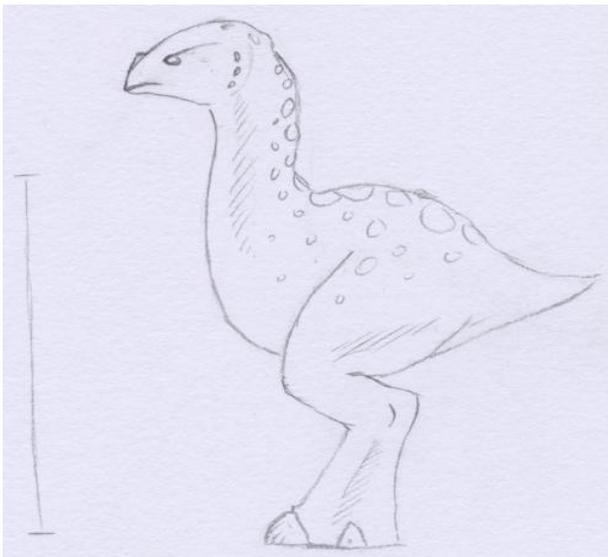


From left to right: E nuk, E nuk Vulgaris, E nuk Nobilis

Source: *Chronicles of Anyaral*

E nuk Nobilis

The E nuk Nobilis is a proud well-bred beast that is so well regarded that pretty much all of the breed are considered to be property of the Emperor. Once trained they obey even the slightest gesture and are almost unshakeable under pressure.

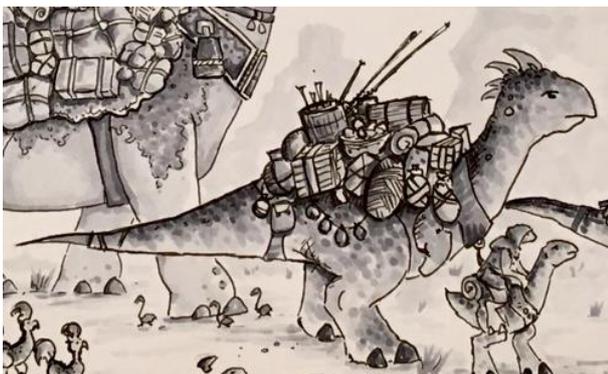


An E nuk Nobilis

Source: *Anyaral: Civilians of Lanakar Kickstarter, Update 5*

E rigan

A type of packbeast.



An erigan

Garuk

A small bipedal mount employed by some members of the Delgon priesthood.



A Garuk

Herð Beasts

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

Source: *The Twilight Traveller Issue 1*

Holdorna

Also known as: Coracle pet

A semi-aquatic creature found along the waterways of central Anyaral. They aren't generally domesticated, but will often follow riverfolk caravans where they are usually treated with scraps and leftovers.



Inirok

The amphibious inirok are equally at home on land or in water, using their powerful tails to swiftly propel them, even when being ridden by the armoured knights.

They originated in the Moeras region, foraging among the vast marshlands, but were domesticated many generations ago and are now found throughout the empire, even in the colder Northern clans. The loud whooping cries of the kopa are common along the waterways, particularly during mating season when the kopa will vie for dominance with ornate vocal performances.

Diet: Fruit and vegetation

Literally meaning "water horse", these semi-aquatic animals can move through water with ease, propelling themselves with their large paddle-like tail and webbed front claws. Their ancestors were likely similar to the Elroga, however as they moved to a more land-based

life, their skin softened and they started growing fur. The larger members of the species typically become pack leaders. They develop a notable throat sac, which allows them to make a number of different sounds and calls that help bring the group together. The mount of choice for the River Knights, these beasts are also used by the fubarnii to pull small rafts of goods across narrow water courses.



An Inirok and its Knight

Sources: Martin Clark, *The Twilight Traveller - Rivers of Anyaral*

Jalook

Small critters native to the marshlands around Larigal and Lanakar.

Kentirin

The swift-footed kentirin are commonly kept as pets in the villages of the central empire, helping to control small garkrid or pagiferous infestations. - Gil Masharl



A Kentirin

A kentirin is approximately 18 inches tall.

Source: Inktober 2017

Lorsaan

A huge pack beast.

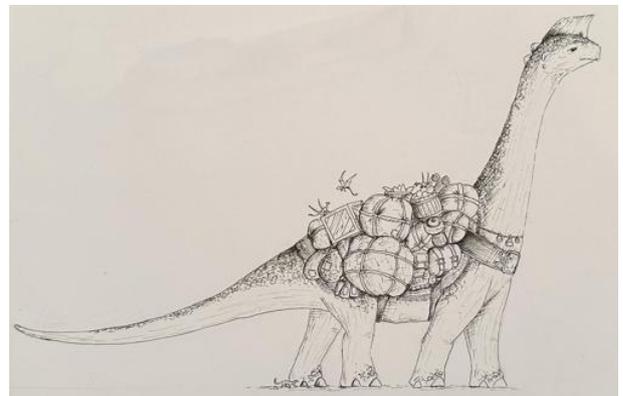


A Lorsaan being loaded with baggage

We paused our travels briefly at the crooked tower of Geliad. I had initially assumed the tower was on the brink of collapse, but was assured by the locals that it was all part of their local engineer's eccentric but deliberate design! It now serves as an outpost where traders rest before braving the Moerasii marshes. We were fortunate enough to see a domesticated lorsaan being loaded with baggage. It never ceases to amaze me that such behemoths wander our lands. - Gil Masharl



In the caravan, the Lorsaan towers over all other creatures



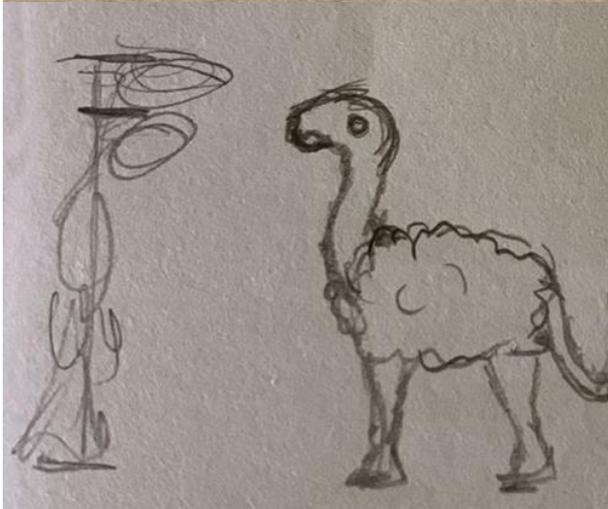
Sources: Inktober 2017, <https://www.kickstarter.com/projects/anyaral/world-of-twilight-the-crooked-trade-outpost>

Naliks

A bipedal herd animal, mainly found in the rolling hills

around Esonto. The domesticated beasts are well cared for and return when summoned by the bells of their provincial herders.

Some farmers have been known to train them to form naliks pyramids, reaping quite a lot of success at the local village fetes.



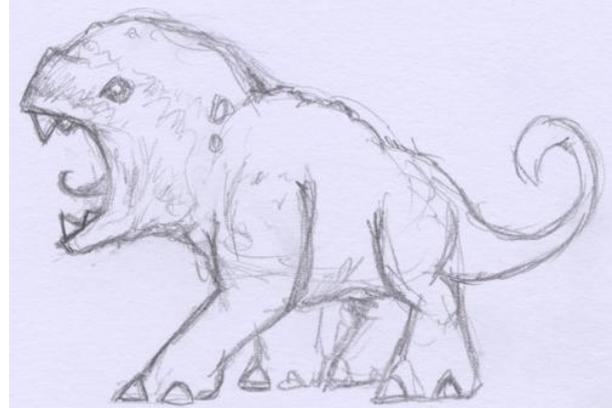
Engineer Moepir's career as a biologist was mercifully short...

Source: *Inktober 2017*

Opahr

These critters are known to have made their nests in the deserted tunnels beneath Gar Loren, and have infrequently been taken as pets by local nobles.

Opahrs are 40 to 50 cm tall.



A domesticated(?) opahr

Source: Inktober 2017

Pagefourus

Alternate spellings: Padgie (colloquial); Pagiferous; Pagiforus (archaic)

An elusive critter of Anyaral, and the bane of gardeners.

A group of pagefourus is called a pandemonium.



A Pagefourus



A Couple of Pagefourus

Sources: *The Compiled Twilight Traveller Issue 2*,
<http://forum.worldoftwilight.com/index.php?topic=1901>

Polgin



Ratihka

These tiny creatures can produce very loud squeaks and chirps. The Riverfolk are known to tame them and use them to relay simple orders and instructions to their boat crew.



River Akitiin

The vast majority of this serpentine creature lies beneath the water. It is an ambush predator, snatching smaller prey and swallowing them whole. It can also use its strong body to constrict larger prey. – Atoran Burh

Diet: Large kyala and shoreline animals.

Aquatic akitiin are a true terror of the depths and the Pallirmai of Koheb tell of monstrous giants who aggressively guard their territories, swallowing entire ships in one mouthful. Smaller varieties can find their way into the freshwater rivers and lakes of Anyaral. It is even rumoured that there is a colony of the beasts living in the depths of the lakes of Southern Anyaral, but sightings are often blamed on too much mushroom smoke!

Source: *The Twilight Traveller - Rivers of Anyaral*

Ruhnko

Large, semi-amphibious creatures that appear to be equally ungainly on land and in the water. They can however show a surprising turn of speed when startled or annoyed, using their strong legs to throw themselves over short distances.

I have seen many ruhnko on my travels and they are one of the few beasts that I have been unable to find a way to calm. They have proved interesting to study from a

distance, but my simple advice is to steer well clear of them. – Atoran Burh

Diet: Fruit and vegetation

Ruhnko are some of the most cantankerous of wildlife to grace the waterways of Anyaral. Those who live on or along the river learn at an early age to give them a very wide berth!

The Ruhnko are not fundamentally aggressive, but do not like to be disturbed.



A couple of Ruhnko

Sources: The Twilight Traveller - Rivers of Anyaral, Twilight Day 2018

Trila

Domesticated trila are a common site across the farms of the empire. Their stiff tail quills grow rapidly and are valued in cloth making.

Region

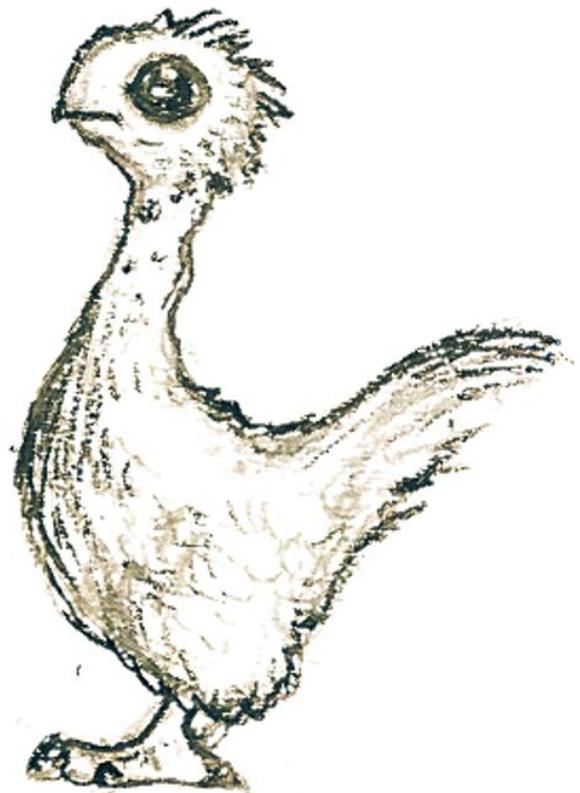
Central Empire

Diet

Seeds, grain and small garkrid

Size

20cm tall.



Author: Mike Thorp

Source: Chronicles of Anyaral

Tura

A herd animal, mainly found in the rolling hills around Esonto. The domesticated beasts are well cared for and return when summoned by the bells of their provincial herders.



A Tura



Source: Inktober 2017

Vareen

Not to be confused with the dreaded Enar Vareen, these are gentle herbivores, farmed for their wool.



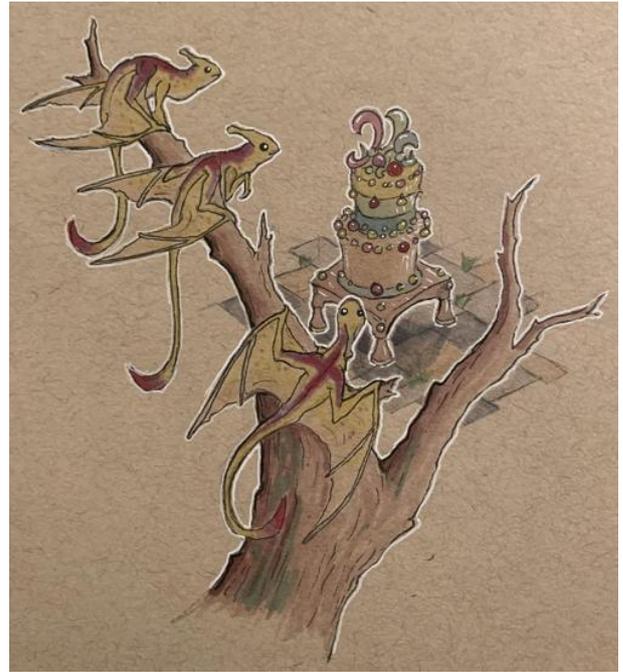
A Vareen Farm

Voldie

A tiny critter, easily tamed and favoured by down to earth nobles who do not want the hassle of maintaining a PreePree.

Voracious Lesser Red Tip

A type of garo.



Source: Inktober 2022

Yentir Skerrat

The yentir skerrats are common throughout the Central Empire. They are smaller and less vicious than the Setir varieties and are sometimes kept as pets.

In the more rural areas they are seen as pests and if not controlled the voracious critters can devastate crops. – Gil Masharl



Source: Inktober 2017

Chobana Mountains

Chobana Skerrat

Valued for its red fur, this breed of skerrat is particularly

aggressive.

Authors: Gary Lewis, Mike Thorp

Source:

Empire

Lika

Muilor of Gethlir's pet and only companion, Lika is one of a remarkably long-lived species of large garkrid from the mysterious city of Majorn Anis, with vivid blue heads and wings and white bodies.

Authors: Jubal, Mike Thorp

Source: <http://forum.worldoftwilight.com/index.php?topic=1640>

Scar

Jarla the Trader's old belan.

Authors: Mike Thorp, Shadowolf

Source: <http://forum.worldoftwilight.com/index.php?topic=1640>

Empire (Western Coastline)

Jaldoa

A smaller relative of the dompaku that the terali use as packbeasts, native to the low hills of Chobana, Teralin and Orel.

Habitat

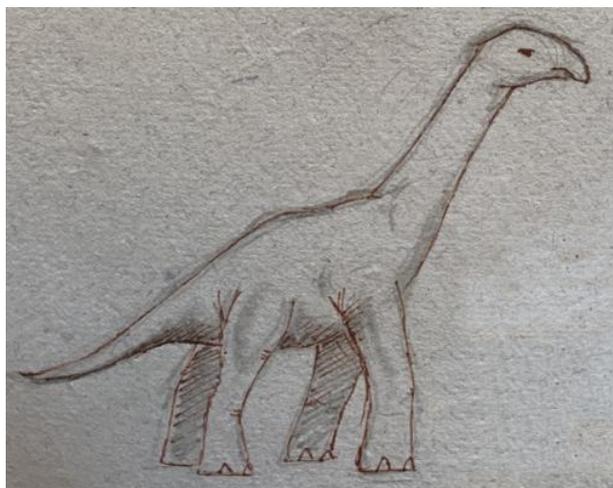
Low hilly regions.

Size

2 to 3 meters tall.

Diet

Tree foliage.



A jaldoa



Kobruna

NuraSen Todahlin's mount is a kobruna.

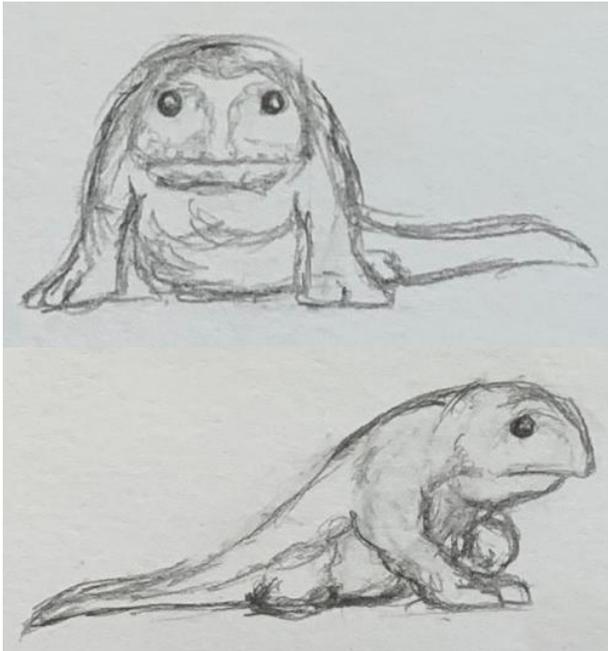


Source: Anyaral: Civilians of Lanakar Kickstarter, Update 7

Olba

NuraSen Todahlin has a pet olba.





Source: Anyaral: Civilians of Lanakar Kickstarter, Update 7

Tarhoen

A flying creature, used as a mount by the fubarnii.



A Tarhoen and its handler

Author: Mike Thorp

Source: Inktober 2019

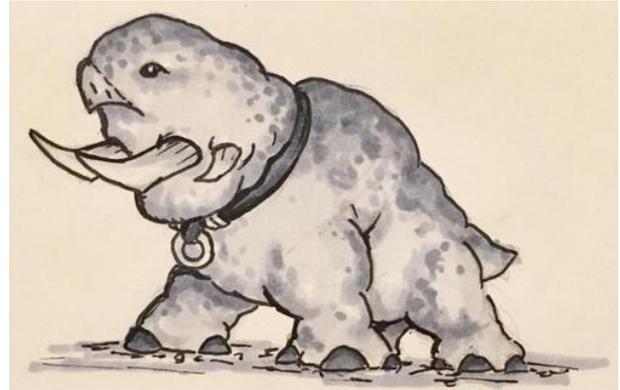
Terali Boliga

Also known as: Boliga

Opinion of the value of the Terali Boliga as a pet is divided. The Terali Boliga have been selectively bred as stubborn, sturdy guards and for a long time have been seen as a strong status symbol.

However, in recent years several senior Teralin nobles have become embroiled in scandals associated with illegal Boliga fighting rings and the breed's reputation has been seriously tarnished. – Gil Masharl

Terali boliga are dangerous, hard to train beasts that are banned across many of the clans. The Terali do however maintain a long tradition of using boliga as guard- beasts. The illegal sport of boliga-baiting has become more popular in recent years and NuraSen Todahlin is said to be a particular fan, reportedly losing vast sums of Delgon coin to the canny local bookmakers.



A Terali Boliga



A couple Terali Boliga chasing jenta thieves

Sources: Inktober 2017, The Twilight Traveller Issue 11

Terali Porogal

Also known as: Porogal

Native to the Teralin Coast, but domesticated and found across the Empire. Slow to pick up speed, but can maintain a relatively fast, lumbering gait over vast distances. Used by Danakan during her travels.

Habitat

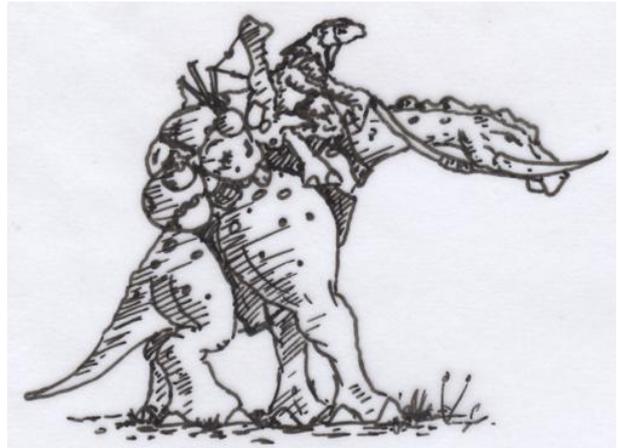
Low hilly regions and coastal.

Size

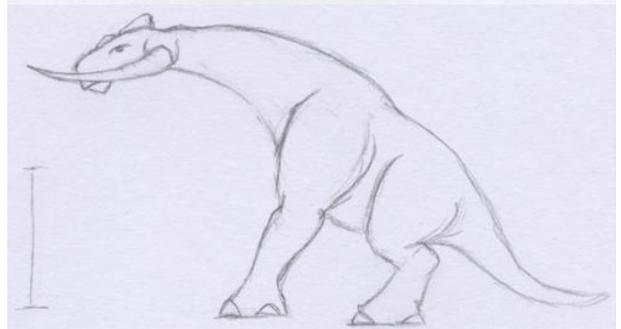
3 to 4 meters tall.

Diet

Tree foliage. Like the vorall, the Terali porogal have giraffe-like tongues that allow them to pull food towards them, and in the extreme can also shed their tusks.



A Terali Porogal



Head detail

Exotic Pets

Alideku

Breeds of domesticated alideku are found across the empire. Some breeds are used for hunting small critters, but most seem to be purely ornamental. Most alideku are mild tempered and easily trained, so make good companions for nobles who wish to show them off in court.

Contrary to the more robust PreePree, the alideku have very sensitive stomachs. As most nobles overfeed their pets, the poor things are constantly ill, and emit rather pungent smells from all their orifices...



An Alideku

PreePree

Alternate spelling: Pre-Pre

The PreePree were originally discovered in the remote lands of Koheb by those stranded in what eventually grew into Majorn Anis.

Although the hungry castaways decimated the small population of PreePree, a few were kept as pets for their pretty little crests. In recent years these exotic pets have become very fashionable within the noble courts and through careful breeding the PreePree have developed an impressive crest.

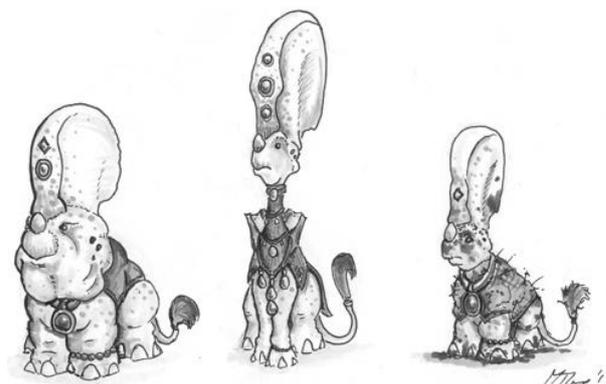
Purebred PreePree are ridiculously expensive and their owners will usually employ a small retinue of guards and servants solely for the purpose of protecting and caring for them.



A PreePree



A PreePree



PreePree come in all shapes

Source: *The Compiled Twilight Traveller Issue 2*

Koheb

TarGree

This close relative of the PreePree has been domesticated as an obedient little house pet. They are less sought after than their valuable cousins, but are of a much more amenable nature.

Habitat

Diet

Herbivore: leaves, fruit, fungi.

Size

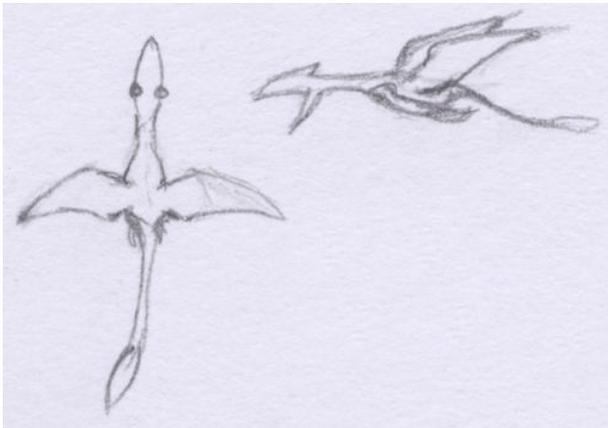
30 to 40cm tall



Author: Mike Thorp

Sources: Chronicles of Anyaral, Inktober 2017

Teera



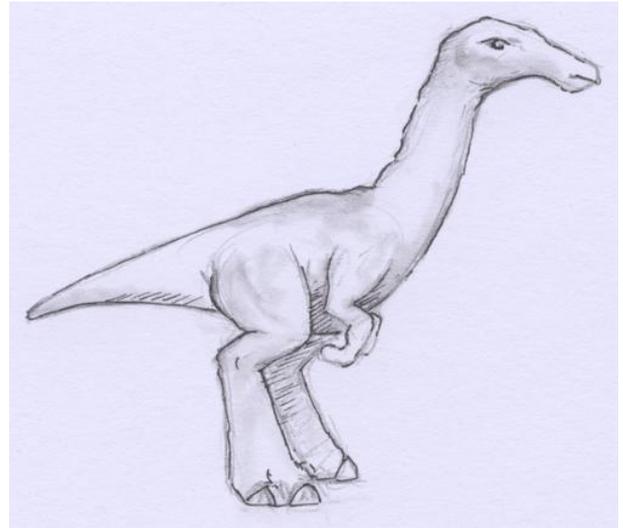
A couple of Teeras

Author: artman

Source: <http://forum.worldoftwilight.com/index.php?topic=106>

Toloran

Used as a mount by the Toloran Knights, it is a well regarded species that has proven to be a popular choice for the most renowned stables of Gar Loren.



A toloran



A toloran

Source: The Compiled Twilight Traveller Issue 2

Traman



A Traman

Author: artman

Source: <http://forum.worldoftwilight.com/index.php?topic=106>

Uhnto Rasan

The much-reviled uhnto rasan are found in the forests to the north of Majorn Anís, their sharp claws and tough beak making short work of the tough, leathery eggs that they live on.

I find it fascinating that our dislike of ovivores runs so deeply across so many of the areas that I have

travelled. - Gil Masharl

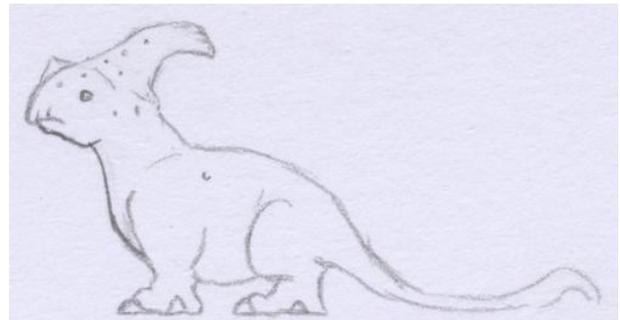


An Uhnto Rasan and its litter

Source: Inktober 2017

Wild PreePree

The PreePree is believed to be extinct in the wild.



A wild PreePree (extinct?)

Moeras

Anbor

A large and powerful swamp dwelling quadruped from around the moerasi swamps. Not the friendliest or smartest of packbeasts, but very strong and capable of carrying their loads through the most impassable of swamplands through a mix of natural buoyancy and an innate ability to find stable pathways.

The anbor is a close relative to the slaimor. Traders who use them will often burn pungent incense to mask their strong, unpleasant scent.

Habitat

Marshes and swamplands.

Size

Up to 4 to 5 meters long.

Diet

Voracious herbivore.



An anbor



Golobaali

Alternate spelling: Golibaali

A medium-sized quadruped, domesticated by the southern clans around the Great Lakes, particularly the moerasi. Their large head crest resonates with their sonorous calls so they carry great distances. It is a true treat to hear a herd in song as the sun rises over the marshlands.



A Golobaali

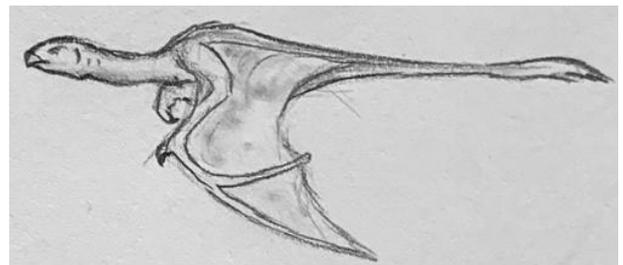
Source: *Inktober 2019*

Hunting Garo

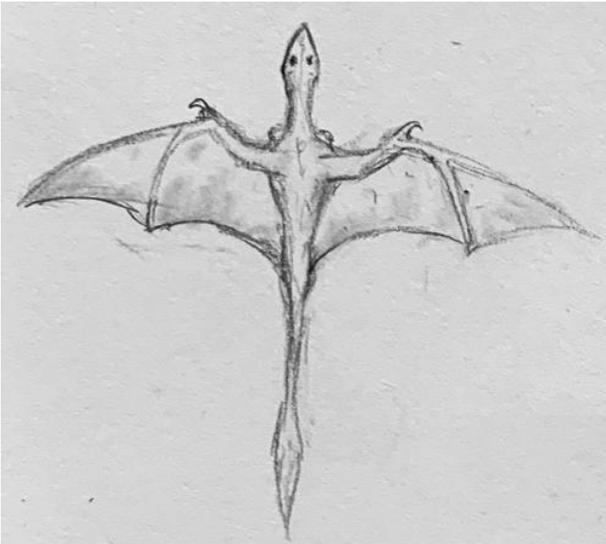
Alternate spelling: Garofalcon

The hunting garo breeders of Moeras have spent generations perfecting their charges, selecting for speed and elegance. A breeding pair of competition hunting garos can fetch a price comparable to the ludicrous pets favoured by the nobility of the central empire.

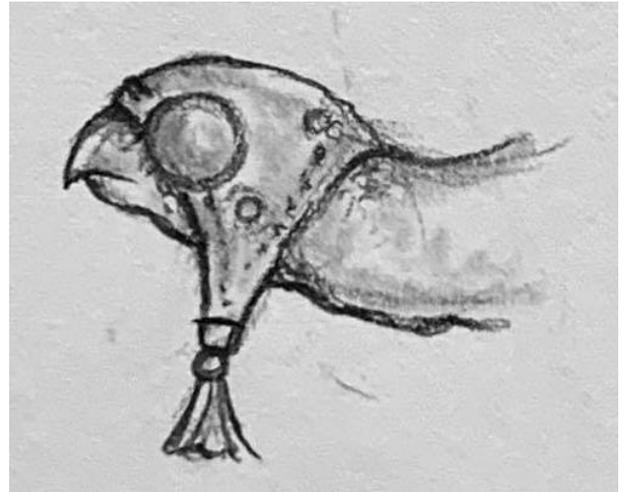
The moerasi nobility are trained from an early age to hunt small prey across the marshes with their garos.



Side view



Top view



A hooded hunting garo

Marsh Lohbess

The marsh lohness live in the long grasses around Moeras, feeding on small garkrid and fish from the shallow pools and tributaries that run throughout the area.



A hunting garo in full dive



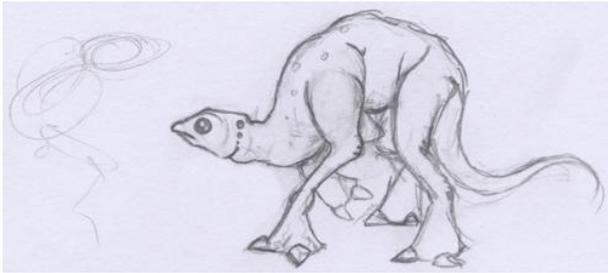
A Marsh Lohbess

Ochulan Doaka

The ochulan doaka inhabit the marshes of Enipel and Moeras. About 60 centimeters tall, their diet consists of swamp plants, garkrids and small fosser.



An Ochulan Doaka



An Ochulan Doaka

Ogechla

The ogechla are moerasi predators, 4 to 5 meters in length.



An ogechla



Relative size



Head detail



Orduch

Pronunciation: or dooch (the ch is pronounced like in the word “loch”)

Also known as: Scaly Critter

Swamp dwelling garkridovores found in the marshes of Enipel and Moeras.

They are generally solitary, but during breeding season will gather in vast numbers. Some consider the associated chorus to be almost musical, but the locals are always grateful when the season passes.

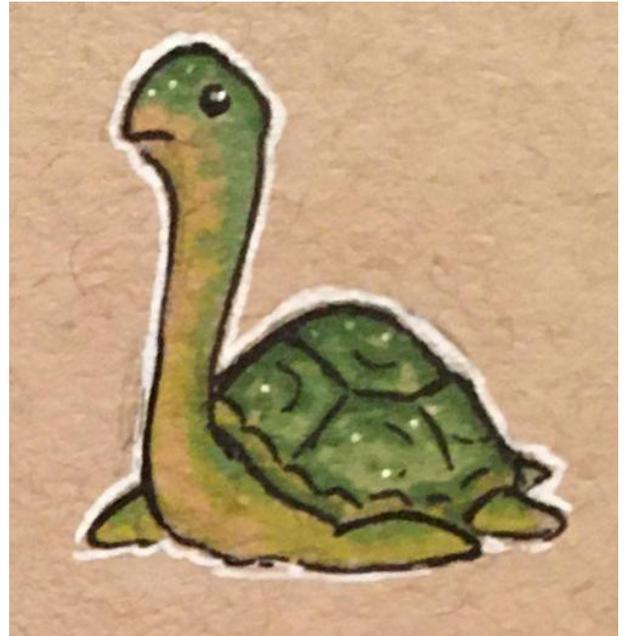


Author: Mike Thorp

Source: Chat with Mike Thorp

Port

Found along many waterways in the southern empire. Their shells are buoyant so they control their movement with small flippers and rely on their long necks to reach down into the water to graze on underwater foliage.



Author: Mike Thorp

Source: Chat with Mike Thorp

Slaimor

A foul-smelling, four-legged beast which produces poisonous vapour. Used in battle by a (very!) few clans. Their handlers wear special breathing apparatus.



Slaimors



A Slaimor

Torala

These huge creatures are found along the rivers and coastlines of the Northern Empire, their thick blubbery hides protecting them from the cold. They spend most of their time gently floating along in the water, or lounging on the banks.

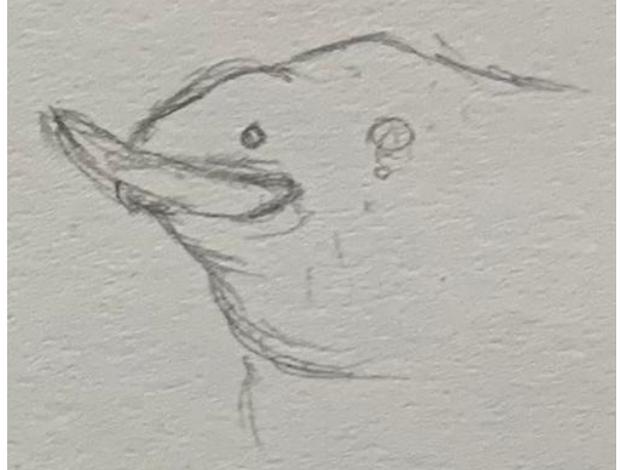
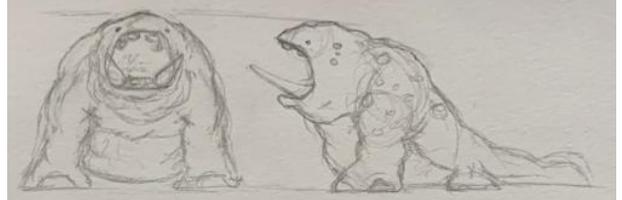
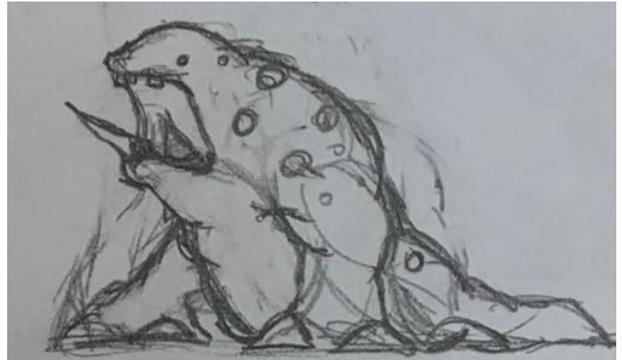
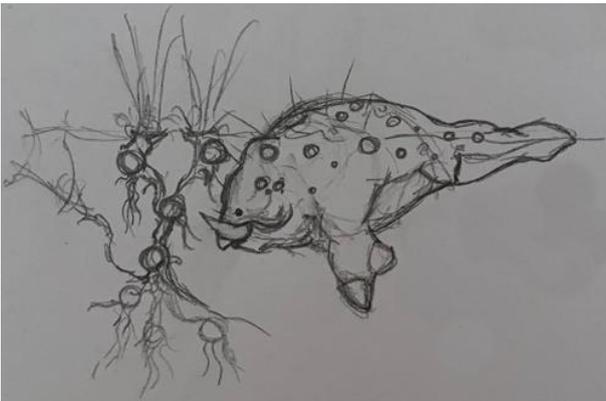
The largest kopa dominate their colonies, vocally and violently protecting their position from any that might intrude. The oldest Torala carry scars from many territorial battles and display them with pride. – Atoran

Burh

Diet: Riverweed

The massive torala are often seen wallowing along the rivers close to the Naralon forests and there are large colonies that have found homes off the Enguan coast. They are normally quite happy to ignore fubarnii, but if riled up can be truly terrifying beasts. There are numerous stories of boats and barges lost when unwary captains have failed to spot them in the water.

This large, semi-aquatic herbivore possesses two very strong arms. It can hold its breath underwater for long periods. It has small eyes and poor vision. Its tusks are used both for foraging and for defence. Most at ease in water, it is slow moving on land but even then remains dangerous.



Source: *The Twilight Traveller - Rivers of Anyaral*

Unnamed Critter 3



Mythological Creatures

Erogarah

While travelling through the marshy foothills of Galir, plagued by countless tiny biting garkrid, my guide told me many fantastical tales of the elevated erogarah, gigantic floating beasts who once lived in these lands.

The erogarah were very wise, kindly creatures but when the devanu of old started to hunt them with flocks of vicious kosok they chose to leave Anyaral forever and floated away over the Gethlon Sea, never to be seen again. - Gil Masharl



An Erogarah

Source: *Inktober 2017*

Leyariin

I am not sure if the elusive leyariin truly exist, or are just a myth, but during a short visit to Roda I heard many a tale of hunters encountering the elegant beasts, but being unable to bring themselves to loose their arrows, or watching it walk unharmed through their carefully laid traps. - Gil Masharl



A Leyariin

Source: Inktober 2017

Naralon Forests

Abrok

The abrok is a fearsome critter that is found in the Naralon forests. I've heard rumours of some being ridden by small trebarnii, but that is something I'll have to investigate... - Gil Masharl

Abrok are predatory creatures that are found throughout the Naralon forests. They usually hunt small creatures through the undergrowth but are intelligent hunters that can work together as an efficient pack to take on larger prey.



An Abrok with its hatchlings

Source: The Twilight Traveller - The Kedashi Swarms

Abrok Hatchling

Trespassers in the forests have been known to stumble upon young hatchlings that have become separated from the pack. The little creatures can prove surprisingly vicious if approached, and their sharp cries will usually draw the rest of the pack to their support!

Source: The Twilight Traveller - The Kedashi Swarms

Akitiin Egg

In recent years the eggs of the kellanian akitiin have become highly valued within the black market trade. Some of my colleagues from the great colleges learned to extract a strong hallucinogenic jelly from the eggs that has become fashionable within the highest noble circles and it is even rumoured the Emperor himself partakes. This has prompted many foolish fortune hunters into the forests, some of whom have even returned, telling tales of the terrors within. - Gil Masharl

The eggs of the kellanian akitiin are regarded throughout Anyaral as a delicacy and many brave adventurers will risk their lives to try and capture the delicious gooey orbs.

The adult akitiin are however very protective and will attack any who venture close to their nests, erupting from their underground tunnels and dragging unfortunate trespassers back to feed their subterranean offspring.

Source: Eggs! Scenario

Akitiini

The kellanian akitiin will lay its eggs in small nests throughout the depths of the forests. They are often concealed but otherwise unprotected. The eggs will crack open if disturbed and the hatchlings immediately gang together to hunt prey to feed their voracious appetites.



An Akitiini

Sources: *Inktober 2020, The Twilight Traveller - The Kedashi Swarms*

Arisianii

The ancestors of the trebarnii, that the Kedashi Queens turned into the current trebarnii stock over many generations.

Distant relatives of the fubarnii, the arisianii were very similar, with the major differences being longer limbs and a bony horn-like protrusion on their heads, which they used for scraping away tree bark in order to get to the juicy bugs hiding there. They had a stooped gait but were very high reaching when fully stretched. Mostly bipedal, they were known to resort to all four limbs when moving fast, using their arms more for balance than propulsion. They wore limited clothing, mostly covering their torsos.

They used spears and axes, with flint-like stone for the heads and a fibre and resin mix for the shafts.

The arisianii's horn is an evolved 'egg tooth', that the fubarnii are born with but lose in early childhood.

It is unclear whether any arisianii still exist, if they do they are likely living in the depths of the forests.



An Arisianii

Author: Klute

Source: <http://forum.worldoftwilight.com/index.php?topic=72>

Bagrun

Alternate spelling: Bagrunn

The bagrun are forest dwelling cousins of the larger belan that are seen acting as beasts of burden throughout the Empire. The bagrun have been selectively bred for their placid temperament and many trebarnii tribes make use of them to transport goods throughout the forest.

Occasionally some unfortunate beasts are chosen to act as bomb carriers, their baskets filled with ishkaru bombs so they can be ushered towards the encroaching enemies.

Beasts of the Trebarnii

The Kedashi queens rely on their trebarnii followers to lure dangerous creatures to ambush their enemies. The kelahn have been used for countless generations, but the more sophisticated bagrun bomb carriers appear to be a more recent invention, perhaps inspired by studies of the fubarnii engineers who live near the forests.

Source: *The Compiled Twilight Traveller issue 1*

BRONX

The bronx are solitary creatures that can live for up to 50 years. As they age, their rows of spikes grow larger and their hide thickens, to the point where only the deadliest predators (such as the kelahn) or the Delgon's most powerful weapons can hope to bring them down.

At the sempa stage of its lifecycle, a bronx will seek out a kopa to fertilise its eggs. The mating ritual involves much scratching of tree trunks and complex tail swishes. A typical clutch consists of 2 to 6 eggs.

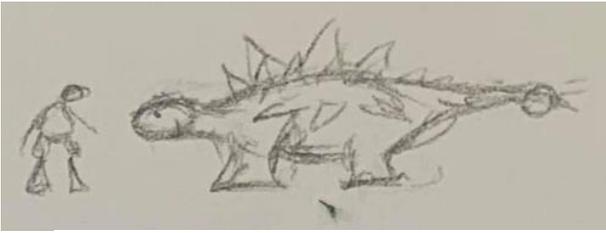
A bronx will typically grow into its kopa stage after it raises three to four litters. It will then carve a territory that it defends fiercely against predators as well as other bronx.

Bronx fights are extremely violent, and it is not uncommon that one of the combatants gets so grievously wounded that it falls prey to predators shortly afterwards.

The Kedashi queens will occasionally request of the trebarnii that they "borrow" a couple of bronx eggs from a clutch that is close to hatching. Once hatched, the newborn bronx will be trained as bodyguards to the queens. Once they reach the sempa stage, they are large enough that up to four trebarnii can ride upon them. The howlers in particular enjoy the opportunity of pelting their opponents with rocks from a safe position – it is a brave fubarnii indeed that dares to attack a bronx.



A Bronx



Author: Gary Weeks

Burrowing Akitiin

Alternate spelling: Tunnelling Akitiin ((aka))

The burrowing akitiin build nests beneath the ground where they wait patiently.

They can sense passing creatures and will erupt from their nests to drag small prey beneath the ground. I have learned to identify the distinctive marks and detritus that usually surround their nests, but this is by no means something I would rely upon when traversing their territories! - Gil Masharl



A Burrowing Akitiin

Carabus

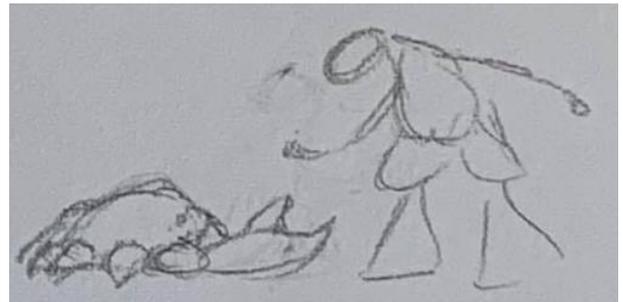


Author: Philip Willeins

Cridae



A Cridae



Author: Karl Pittom

Eru Kosok

A garishly-coloured breed of kosok native to the Naralon Forests.

Source: *Chronicles of Anyaral*

Fluffy Howler





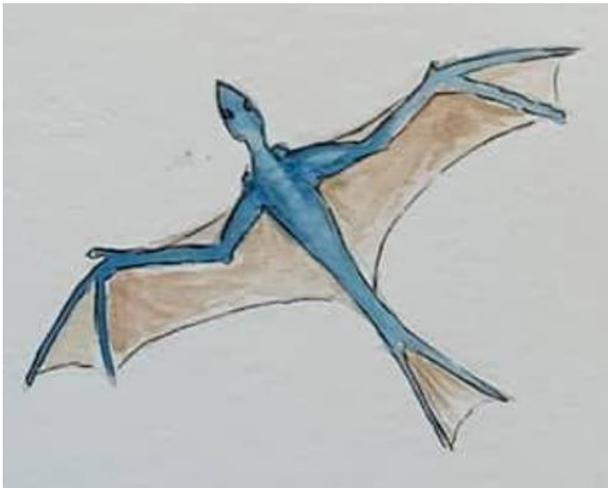
Author: William Wright

Frenu

Airborne semi-intelligent creatures that occupy the forests of the known world.

The Fubarnii tribes who live close to the edge of the forests know of the frenu. These small harmless creatures can be dangerous to travellers when they form swarms, but most of the time they are just a nuisance - stealing unguarded food or shiny objects.

Unbeknownst to the fubarnii, the frenu are immature Kedashi. The frenu are born in their thousands, but very few live to maturity. The Kedashi queens can however muster an army of the youngsters when their lands are under threat and they do not care how many die in defence of those lands.



Source: The Compiled Twilight Traveller Issue 1

Frenu Swarms

When called to battle, the frenu are goaded into great swarms by their kaopi. While the individual frenu are weak, the swarms can prove truly terrifying, with vast numbers of the creatures blocking out the sun with their leathery wings and their powerful prying fingers tearing at clothes, armour and skin.

Source: The Twilight Traveller Issue 6

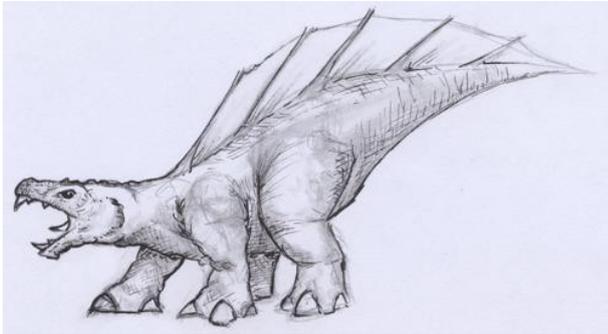
Grimblar

The grimblar is the one of the wildest creatures of the Naralon forests, causing unending nightmares for those few outsiders who have seen it and survived.

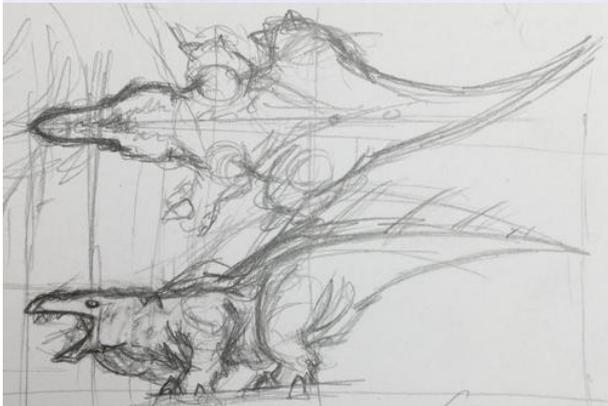
On top of being a large and scary creature in its own right, the grimblar emits a cloud of pheromones that unnerves any creature with its origins on Anyaral (those genetics cannot be escaped). The cloud's extent is not insignificant, and the forest's inhabitants know to retreat whenever they start feeling its effects, even if the grimblar is nowhere to be seen...

It is rumoured that a grimblar will regenerate any wound that does not kill it outright.

The trebarnii do not hope to train or control these beasts. At best they can lure their enemies towards their nests and leave the grimblar to do its nastiest!



A grimblar



An unfinished sketch of a grimblar, retrieved from the body of an unfortunate biologist.

Hendreek Kelahn

Alternate spelling: Hendrek Kelahn

The Kedashi queens have always found that the fastest way to drive outsiders away is to ensure they meet with some of the more terrible beasts that live within the forest, such as the short-tailed hendreek kelahn.

The trebarnii know these fearsome beasts of the forests well. They have learned how best to deter them from their homes and the mighty nest trees of the Kedashi queens. They also know how to lure the beasts towards their enemies then melt away back into the forests, leaving the monsters to wreak havoc.

Sources: The Compiled Twilight Traveller Issue 1, The Twilight Traveller Issue 6

Hunting Akitiin

Alternate spelling: Spitting Akitiin

These medium-sized creatures seem to be very well trained to work with their trebarnii handlers. Had I not observed it with my own eyes I would not have believed these simple creatures could be trained, but the bond between the handlers and their beasts seems almost akin to the close relationship between the Orelese and their graku. - Gil Masharl

A slightly smaller variety, these akitiin are found throughout the Naralon forests. They hunt by vomiting onto their unfortunate victims... they usually only hunt small critters, but have been known to attack in groups to take down larger prey that ventures into their territory.

They have been domesticated and trained by the trebarnii and are often seen skittering ahead of them into combat.



A Hunting Akitiin



Source: Inktober 2020

Ishkaru

Alternate spellings: Ishakrru; Ishkaru

A deadly, meat-eating type of garkrid that lives in the forests, and a food source to the tohkarri, which are immune to their stings. The trebarnii collect the grubs

from the nests to fashion bombs.



A few ishkaru



Ishkaru Bombs

Source: *The Compiled Twilight Traveller Issue 1*

Kaopi

Little is known about these semi-mythical creatures. They are believed to be larger relatives of the numerous frenu, but there have been very few reliable sightings of them.

The tiny frenu are seen throughout the outskirts of the forests, but only rarely are the great kaopi seen soaring through the canopy, often surrounded by their smaller offspring.

The kaopi can control the usually harmless frenu, summoning and commanding great swarms that can tear apart even the most powerful forces.

Source: *The Compiled Twilight Traveller Issue 1*

Keerit

A species of large, maggot-like, blind garkrid, whose queens dig nests deep into the ground. The large tunnellers break through hard materials, passing earth through their bodies and excreting the processed soil. Smaller carriers drag the waste away, building extensive tunnel networks behind the tunnellers.

The Kedashi have occasionally placed queens inside individual packages, that the trebarnii would then place inside fubarnii dwellings during overnight expeditions. Once they've freed themselves of the package, the young queens then begin to tunnel under the building, resulting in total collapse after a few weeks.

The existing tunnels located beneath empire buildings accelerate the process as the carriers clear everything out of them.

Author: Mike Thorp

Sources: 'Vengeance Of The Kiterak' scenario, Conversation with MNIke Thorp

Kellanian Akitiin

Alternate spelling: Great Akitiin

I have heard stories of enormous akitiin that live in the Naralon forests.

During my brief time there I am somewhat glad to say I didn't encounter one, even if they would have been fascinating to study. - Gil Masharl

The most fearsome of the akitiin only ever mentioned in hushed tones by the trebarnii - the kellanian. These huge beasts are found in the very depths of the forest and for generations have been seen as a great deterrent. In recent years their eggs have become highly valued within the black market trade. Some of my colleagues from the great colleges learned to extract a strong hallucinogenic jelly from the eggs that has become fashionable within the highest noble circles and it is even rumoured the Emperor himself partakes. This has prompted many foolish fortune hunters into the forests, some of whom have even returned, telling tales of the terrors within. - Gil Masharl



Jellied Kellanian Egg

The terrifying kellanian akitiin are found in the depths of the forests, digging pits beneath the great trees and waiting patiently for unsuspecting prey to venture close enough for them to ambush.

Trebarnii goaders have found they can lure these beasts to build their traps in the path of trespassing Delgon logging crews, then wait patiently for the ensuing chaos so they can eradicate any survivors.



An Akitiin



A Kitahii



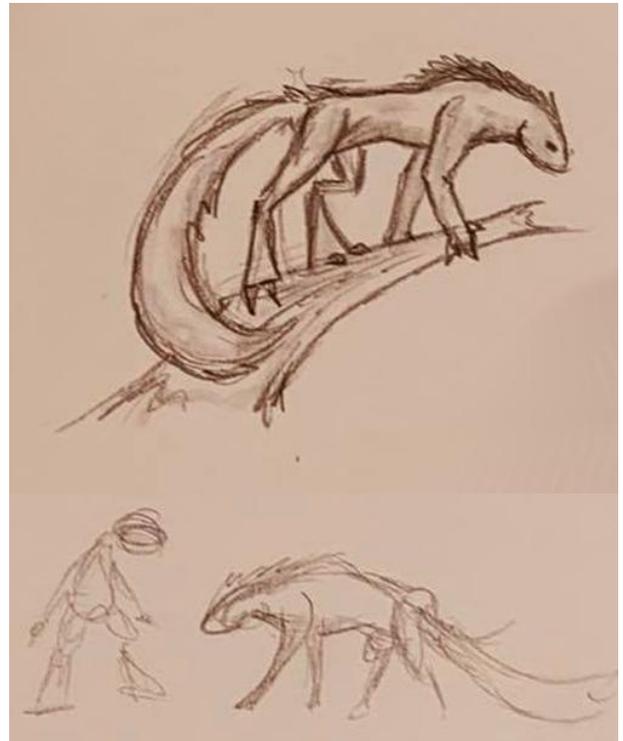
Source: Inktober 2022

Kitahii

Alternate spelling: Kittahii

A large variety of skerrat, native to the Naralon forests.

The kitahii is a solitary predatory tree dweller. It is typically active at night (which does not mean it is a good idea to bother it during the day), when it uses its speed and nimbleness to hunt smaller critters, or larger creatures if the opportunity arises.



Author: Joey Mordecae Dimmock

Source: Inktober 2019

Kotra

Also known as: Tree Critter

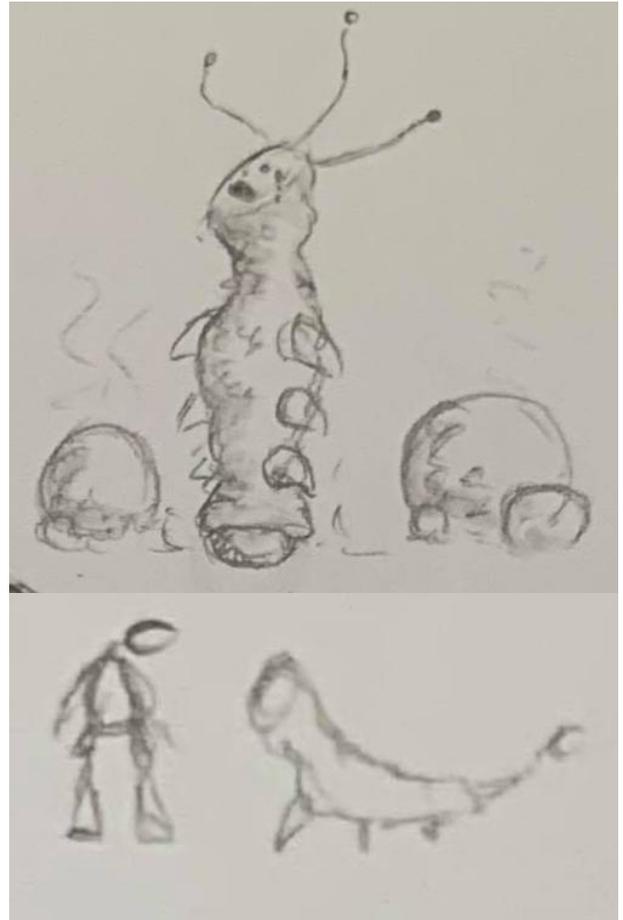
A critter native to the Naralon Forests. There are many species, including an especially elegant yellow-striped variety. The kotra can be tamed as pets, however are notorious for constantly claiming for attention.



Киододидо



A Kidodüdo



Author: Jeanne-Lise

Kyatu

These small creatures climb amongst the tall branches where they make their nests.

Kyatu, especially the young, are a particular favourite of the devanu clan of the Ghost Claws.

On the other side of the spectrum, the trebarnii are also known to keep them as pets.

Friendly creatures for the most part, they will bite if aggravated and shout very loudly.



A Kyatu

Author: Lost Egg

Source:

<http://forum.worldoftwilight.com/index.php?topic=595.15>

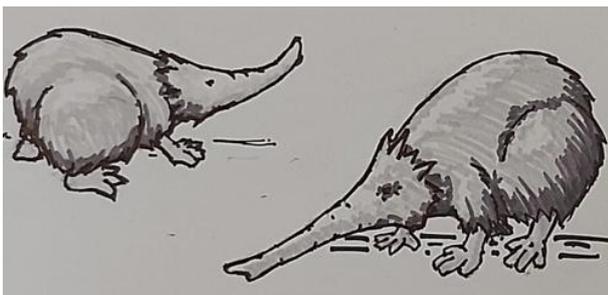
Mekkrid

A particularly vicious type of garkrid, the mekkrid are rumoured to be ambush predators, jumping onto their prey from a distance.

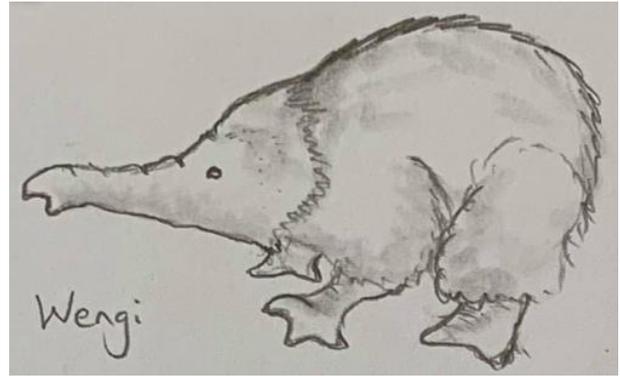
Naralon Wengi

A largish denizen of the Naralon forests, the wengi uses its long flexible snout for snuffling through the leaf-litter.

Following their discovery, the wengi have become quite popular as pets in recent years.



A couple of Wengi



A Wengi



Author: Nik Strychnine

Notes on the Diversity of Akitiin Native to the Naralon Forests

I've observed various species of akitiin throughout my travels. The akitiin are closely related to garkrid, but with tough fleshy skin rather than their cousins' thick shells. They seem to universally have a series of powerful claws that run laterally along their body, giving them a surprising level of dexterity and movement. Their simple but numerous eyes don't appear to give them long range vision, but the predatory species seem to benefit from being able to track their prey as they close. Many have a mane of sharp quills, some of which carry poison. Many of the varieties I have studied are venomous. Some, such as the lesser fanged akitiin of the Casanii, are extremely deadly.

The number of species of akitiin that I have observed within the Naralon forests is quite extraordinary! This is particularly true when it comes to the larger specimens. Given how many times I have seen them with the trebarnii I am forced to conclude that they are at least semi-domesticated and fulfil various roles. - Gil Masharl

Source: *The Twilight Traveller - The Kedashi Swarms*

Seldoath

Seldoaths are distant relatives of trebarnii, but seem to feel a kinship to their smaller kin. Adult seldoath live a solitary existence, but will often make their nests close to the howler tribes and spend their nights slowly swinging through the trees near the trebarnii.

They effectively serve as lookouts for the trebarnii and Kedashi. When outsiders approach they will take up the cry of the howlers, or drop from the branches down onto the unsuspecting trespassers, tearing through their victims with powerful arms and sharp claws.



A Seldoath in company

Source: *The Twilight Traveller - The Kedashi Swarms*

Sgru'bu

Alternate spelling: Sgru'ba

Sgru'bus are squat, waddling scavengers that reek of rotten vegetation. Easily identified by their backs full of bristles and large lower jaw, sgru'bus are found primarily in thick underbrush and underground. They are slightly taller than the typical fubarnii, although their spines account for half of that.

Completely blind, the sgru'bu detect odours, vibrations and temperature through six thick bristles spread across their lower jaw, augmented by the bristles on their back. When properly treated, the bristles make for fine quality writing implements. When bundled together, they can serve as a flexible replacement for short pieces of wood or metal. The spines are so sharp that they can easily pierce a devanu's skin.

A sgru'bu unpleasant smell is due to the thick, waxy substance that they exude all over their body, and which serves as a protective fungicidal coating. The fubarnii collect the wax and refine it, using it to protect stored food and goods from spoilage by fungi when stored underground. Care must be taken, as the wax has a bitter taste that is very difficult to remove.

The overly large jaw is used primarily to push through the thick undergrowth and loose topsoil that the sgru'bus live in. It also makes an excellent impromptu club, augmenting the defensive capabilities of the smell and digging claws. However, the weight of the jaw and the thick neck force the sgru'bus to turn their head to one side to bite or swallow most objects.

In the wild, sgru'bus favour shallow holes in dark, protected places, although it is not uncommon to observe groups rummaging on the outskirts of fubarnii settlements. While sgru'bus can be domesticated and raised for their bristles, their smell keeps this from being practical.

Sgru'bus hardly change in appearance as they move through their lifecycle. As they age, they gain an increasing number of bristles and the kopa grow dull scales along their top.



A Sgru'bu

Sources:

<http://forum.worldoftwilight.com/index.php?topic=118>,

<http://forum.worldoftwilight.com/index.php?topic=595>

Sprigg

The Sprigg is a distant relative to the Seldoath, the difference is the Sprigg is leaner and has a calmer temperament. Standing on their hind legs, growing a mane on their head that trails along their back, they also grow fur on their chests.

They spend their time climbing trees, using their long claws and sharp tail tip to forage for fruit and edible foliage, grabbing and cutting into them with ease. They can also use these as self-defence when they feel threatened, swiping their claws and thrashing their tail.

They have beaked mouths with teeth inside to cut and grind down foods, especially useful for the tougher foliage and tough-skinned fruits.

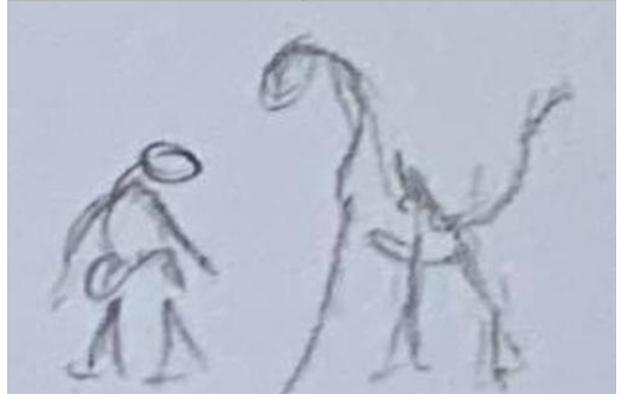
Spriggs can be tamed and trained from a young age to act as foragers, cutting down harvests from the trees to be collected. Training one for combat is more of a task as they act on their own unpredictable self-defence rather than aggression but given enough time and loyalty they will be better suited to defend those when needed.



A Sprigg



A Sprigg



Author: Katie Sprigg

Tohkarri

Alternate spellings: Tohka; Tokharri

The tohkarri are peaceful creatures that make their nests along the many small rivers that run through the Naralon forests.

They use their strong claws to tear open garkrid nests, relying on their tough skins to protect them from the vicious bites. The trebarnii make use of the tohkarri to carry the ishkarru bombs, having learned long ago that

they are immune to their stings.



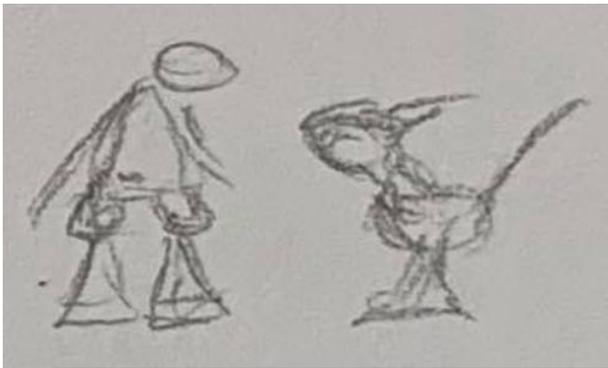
A Tohkarri Bomb Carrier

Source: *The Compiled Twilight Traveller Issue 1*

Tourac



A Tourac



Author: Philip Reed

Utakrid

The utakrid are creatures of the garkrid family that develop wings when they mature as kopa, taking 10 to 20 years to reach that stage.

The sempa stage is aquatic and gregarious. Swarms of them congregate to build massive, tall floating rafts from old logs, branches and corpses, which they tether in place before laying large egg masses on them, which they then guard fiercely. The kopa stage is relatively short, but sees the development of the wings. The kopa fly over the forest looking out for the most impressive egg masses that they then fertilise. They defend the egg masses for several days, deterring other kopa (often

fighting to the death) and anything else that might threaten the egg mass before it hardens. During that time they also hunt, sealing prey within the egg mass to feed the hatchlings once they emerge. Once hardened, the kopa will leave in search of more potential egg masses.

The kopa's fragile wings generally last no more than a month or two before they are sufficiently damaged that the kopa loses the ability to fly. By that stage it is poorly suited to survive much longer in the forest.

A raft will occasionally break loose and wash down the river, with a swarm of sempa in the water around it and the buzz of hopeful kopa in the air... an impressive if very scary sight.

Once vacated, the grotesque if impressive hardened egg masses see many other smaller creatures take up residence. The masses themselves are large enough to clog up waterways, often completely changing the path of rivers.



An utakrid

Author: Mike Thorp

Source: *Conversation with Mike Thorp*

Vihrak

A flying creature from the Naralon Forests, and a notorious frenu predator.



A Vihrak



A Vihrak

Source: Inktober 2020

Yorali

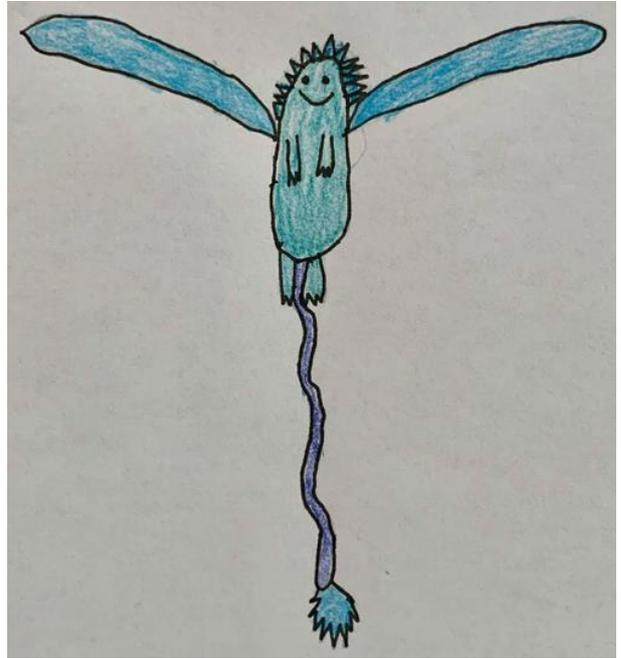


A yorali

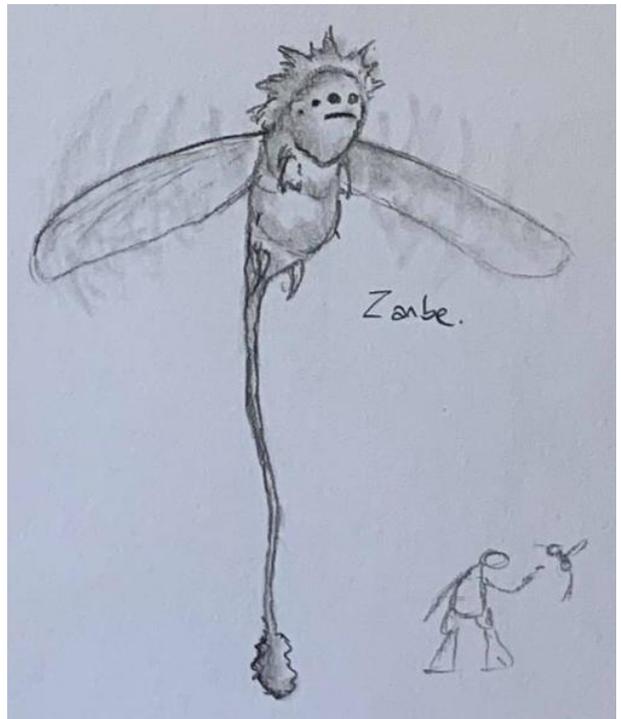
Zanbee

Alternate spelling: Zanbe

A small, quite spiky creature, the zanbee is native to the Naralon forests, where it gorges on the local garkrid.



A Zanbee



A Zanbee

Author: Emily Thorp

Northern Empire/ Setir Mountains

Doliir

The doliir are small furry critters that live in burrows in the lower regions of the setir mountains. They are seen as a mild nuisance by the Delgon.

Region

Setir Mountains

Diet

small garkrid

Size

10cm long



Author: Mike Thorp

Source: *Chronicles of Anyaral*

Elroga

The elroga is a semi aquatic creature that is found along the western coasts of anyaral, from the frozen coasts of the Enguan lands down to the warmer beaches on the coast of the Casanii territories. The Engu have a special connection to them and consider them to be a sign of good fortune.

Elroga are wild, playful creatures found along the Enguan coast. The Engu treat them with particular respect and the elroga will often follow them when they travel along rivers away from home. These far travelled elroga are seen as a sign of great fortune.



A couple of Elroga

Source: *The Twilight Traveller Issue 11*

Gakton

A small creature which lives in a symbiotic relationship with larger creatures (including Belog) by feeding on their skin parasites.

Giant Yartain

Some yartains grow to an exceptional size. One of these was gifted by Kimut Hekaani and Tak Sirahn to Dehran and Garabon.

These giant yartains are always extremely aggressive - see the scenario "Kill it with Fire!" for an example.

Source:

<http://forum.worldoftwilight.com/index.php?topic=174.0>

Graabin

A relative of the yirnak, raised by the fubarnii tribes from the foothills of the Setir Mountains.



Graabin kopa and jenta

Source: *Chronicles of Anyaral*

Greater Karudan

Soft on the inside, crunchy on the outside, the Greater Karudan are prized as mounts by some of the northern clans. Some enterprising trainers make use of the beasts for excavating tunnels to expand their villages.

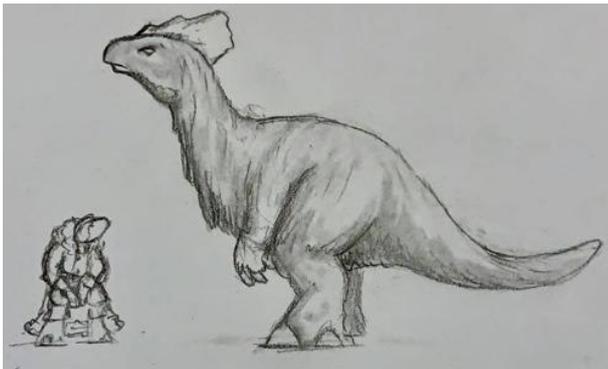


Source: Inktober 2022

Martram

The martram are large relatives of the enuk and baruk that are found across the mountainous northern regions of Anyaral. Their thick wool provides protection from the harsh climate. The martram herds travel vast distances, grazing on whatever greenery they can find before moving on.

The bellowing mating call of the martram can carry vast distances, although the Dhogu are wary for they tell tales of great destructive avalanches caused by the unfortunate amorous creatures.



A Martram

While I find the Dhogu to generally be quite an objectionable people, there have been times when I have found them to be useful guides.

As well as the yjrnak that are used throughout the Setir Mountains, I have seen several tribes use the large martram as packbeasts.

The hardy beasts don't seem to mind the cold weather, or the harsh treatment they often receive. – Gil Masharl



Martram Make Strong Mounts



Narvrak

Narvraks lives in cold, mountainous and thickly forested regions, such as those between Galin and Peygarl. They live in caves and hunt small to medium forest animals by climbing trees or onto rocky outcrops and pouncing on them from above. They supplement this diet with fungi, nuts and berries. Their hands are quite dextrous, but are also specially adapted in another way: a tough, horny ridge across the knuckles aids when knuckle-walking but also adds to the impact when they pounce on their prey. More closely related to the devanu than the fubarnii, they have a lipless beak hooked for tearing flesh, and smaller back legs with clawed feet. They are well adapted to the cold, with shortened limbs, a large body and hair on their back and chest. The young are even hairier, with dark fluff all over them, which gradually recedes as they grow.

Narvraks do not eat fubarnii, but will attack them if provoked, particularly if they are looking after their young. In their knuckle-walking gait they stand eye to eye with a fubarnii, but weigh much more and tower over them when they rear up, which they will do when attacking at close quarters in order to drop their weight down onto their adversary.

Narvraks are sometimes encountered by the Delgon as they clear the forest to harvest timber, and a wise Delgon will stay well away.



A Narvrak

Author: Beth (Bethar)

Source: <http://forum.worldoftwilight.com/index.php?topic=84>

QUOXA

Quoxas are found around even the highest peaks of the setir mountains, scraping survival in the rough unforgiving landscapes. They have been semi-domesticated by some dhogu tribes for their warm feathers. Some farmers to the south have been known to breed quoxa varieties.

Region

Setir Mountains

Diet

Seeds, grain and small garkrid

Size

20 to 30cm tall.



Author: Mike Thorp

Source: *Chronicles of Anyaral*

Rughana

Cren Blaak has a pet rughana.



Setir Opay

The Setir Opay are small furry critters that live in the setir mountains.

Region

Setir Mountains

Author: Mike Thorp

Setir Skerrat

The skerrat are a common sight accompanying Dhogu tribes around the Setir Mountains. They are poorly treated by their masters and live off scraps, but are useful for pest control and for warning of unwelcome guests in a Dhogu camp.

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.



Skerrats



Sources: *Chronicles of Anyaral, The Twilight Traveller Issue 1*

Skerrat Broodmother

Skerrats have long been domesticated as hunting creatures by the Dhogu (as well as some northern clans). Most skerrats are pushed to mature rapidly into kopa, as they stay a manageable size and are easier to train. Those that stay as sempa are much harder to control and will continue to grow to a huge size if left unchecked. In the wild it is these broodmothers that control the skerrat packs and many a traveller has been lost as they underestimated their danger.

There are stories of broodmothers living in some of the abandoned tunnels beneath sections of Gar Loren, but the wealthier citizens of the city treat these as just fun stories to scare their jenta.

For the Dhogu, the broodmothers are a valuable asset and many skirmishes have been fought to protect the tribes' prime breeders.

Source:

<https://www.facebook.com/Anyaral/posts/3445363065526709>

Tahela

Alternate spelling: Kahela

Many Kapas of Engu keep the noble tahela as companions and it is seen as good luck to have them onboard the hunting boats. These huge beasts are considered as a true member of the crew and are treated with great care and respect. They are very well trained and seem to instinctively understand the needs of their master.



A Tahela



A Tahela with its master

Source: *Chronicles of Anyaral*

Tahela Jenta

Many of those Engu who have left their homelands have taken their loyal companions with them. The younger tahela jenta are headstrong, but obedient, and show loyalty from an early age.

Source: *The Twilight Traveller - Rivers of Anyaral*

Tarikian

A large beast native to the Setir mountains, that sports fearsome tusks.

Wild Tahela

Alternate spelling: Kahela

The Engu have kept loyal domesticated tahela as companions for many generations. When Tonueil fell, many of these beasts lost their masters and escaped into the mountains. They have found themselves at home in the wilds, gathering into strong packs of wild beasts that have become a danger to unwary travellers.

Source: The Twilight Traveller Issue 11

Yartain

Also known as: angry beanbag; chicken bear; chicken yeti; murder chicken

The yartain are large powerful carnivores who live within the frozen regions to the North of Anyaral, their thick furs protecting them from the coldest winters.

They are perceived as a threat to all who would travel through the Setir mountains. The Dhogu tell stories in their harsh tongue to scare young jenta who would venture from the camp.

In truth, the yartain will rarely attack travellers and only if starving. They have learned to be wary of the Dhogu tribes, and there are easier ways to stay fed.



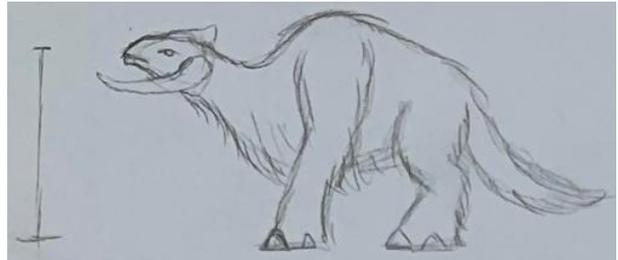
A yartain family

Source: The Compiled Twilight Traveller Issue 2

Yirnak

Pronunciation: year-nak

Yirnak are large, ill-tempered beasts that share a close relationship with the Dhogu. They can survive even the coldest temperatures and once trained make reasonable mounts whose sharp tusks become deadly when they charge.



A Yirnak

Source: The Twilight Traveller Issue 4

Yox

A huge hairy quadruped used by the Delgon.



Yukran

Keeva's tahela.

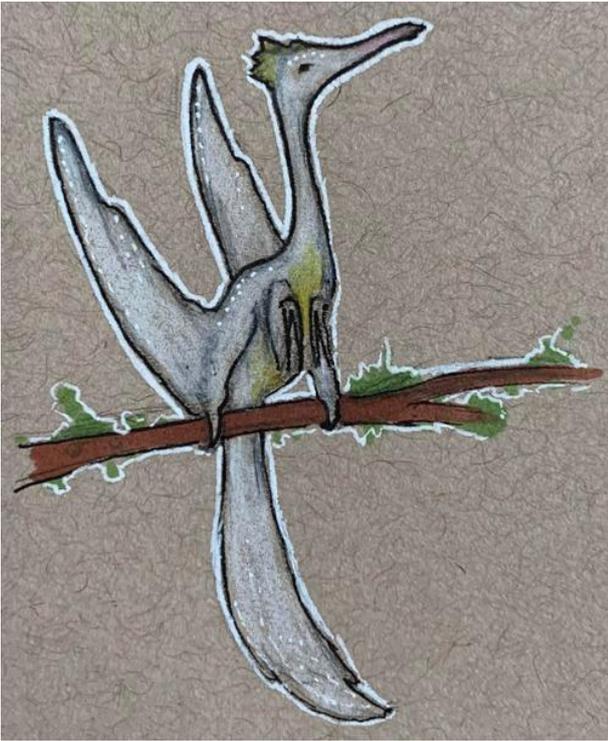
Other Entries

Garos

The generic term for bird-like creatures.



Little Garos



A Garo



A selection of flying creatures

Source: Chat with Mike Thorp

Garodeya

Garos are a part of the Class Garodeya, which in turn is part of the Phylum Chordata and the Subphylum Vertebrata.

Source: Chat with Mike Thorp

To be classified

Akantha



An Akantha

Akilan

Also known as: Akilann

A species of edible garkrid.

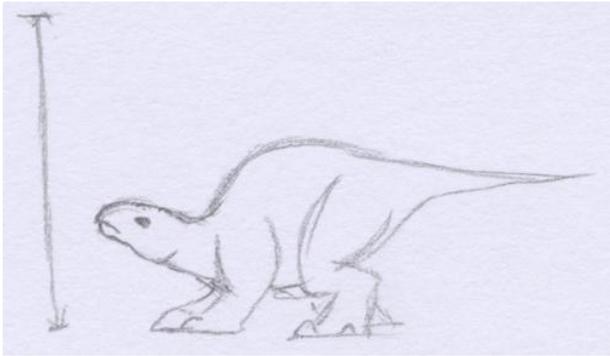


Fresh Akilan

Author: Mike Thorp

Source: Inktober 2022

Bakover



A Bakover

Batty



Author: Mike Thorp

Source: Inktober 2022

Borii

A species of edible garkrid.



Candied Borii

Author: Mike Thorp

Source: Inktober 2022

Celox

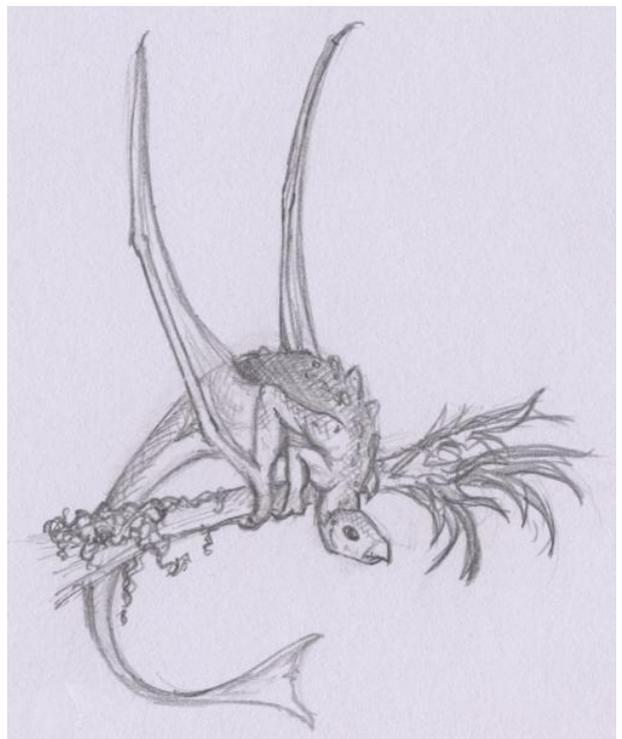


A Celox

Chiila



Critter - Flying 1



Sources: Chronicles of Anyaral, Inktober 2017

Critter - Flying 2



Sources: *Chronicles of Anyaral*, Inktober 2017

Critter - Furry 2



Source: *Chronicles of Anyaral*

Critter - Furry 3



Source: *Chronicles of Anyaral*

Critter - Speedy 1



Sources: *Chronicles of Anyaral*, Inktober 2017

Critter - Speedy 2



Sources: *Chronicles of Anyaral*, Inktober 2017

Dredu Garkrid

This peculiar little garkrid lives buried deep in the leaf litter, but its small fleshy body is unusually tasty and very sought after. Some attempts have been made to grow them in captivity, but the true connoisseur knows that they just don't taste as good. The best engineers have never quite worked out why...

Author: Mike Thorp

Source: <http://forum.worldoftwilight.com/index.php?topic=112>

Eavui

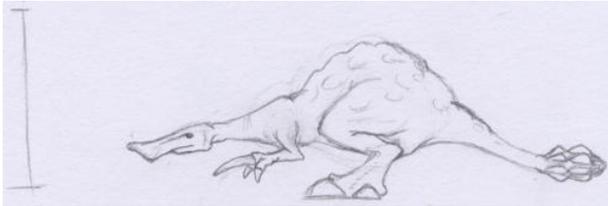
Eavus can be found throughout the known world, and while they are most numerous in and around forests, it is not uncommon to find them in marshlands, meadowlands and grasslands, and the drier brush of mountains. They are not known to inhabit deserts at all however.

In size eavus are of a length comparable to an enuk or baruk, though they are quite a bit shorter than an enuk and less massive than a baruk. They are bipeds who have forearms. Their hands have a very long claw on their middle digit, which continues to grow in length as they stage from jenta to sempa to kopa. Despite the formidable appearance of this claw, the eavu are relatively docile. The claw is used to assist them in digging in the ground (more on this later). Another distinctive trait of eavus is their tail. The kopa of the species have large bone growths on the end of their tail which they use for defense of themselves and the herd. The sempa may begin to show small growths of these, which indicate that they are beginning to advance on to the kopa stage. The most distinctive physical feature however, which is shared by all eavu, is their long, large, spade-shaped noses. With nostrils set high and back on their snout, the nose of an eavu is surprisingly hard. They have a highly developed sense of smell. They use this to their advantage in finding various edible roots and garkrid under the ground, which makes up the majority of their diet. Their hardened noses and long claw allow them to dig far into the ground to find their prize.

A Favorite food of eavus is the dredu garkrid, which is also highly sought by the fubarnii of the Empire, and not without fans in the lands of the devanu as well. Since it is well known that the meat of eavu is oily and bitter in taste, for many generations eavu were ignored at best and at worst hunted or trapped as an annoyance for their tendency to invade gardens. This continued until an unknown fubarnii captured an eavu and trained him to sniff out the elusive garkrid to be gathered for her own use. This fubarnii remains unknown, as there is no consensus on exactly who she was, and it seems nearly every city and village has a legend that the first to domesticate the creatures was from their own town.

Eavus are not easily trained, or controlled for that matter, but their skill makes it worth the effort for the farmer who has the spare time and can afford to feed them. They are not stupid beasts however. Eavus can be quite intelligent and clever for simple animals, and owners

often must go to great lengths to keep the beasts out of their gardens, cellars and cupboards. Their talent for sniffing out the desired garkrid has lead to the common phrase 'a nose like an eavu' to mean that a person has a talent for finding the truth, a solution, etc. But their tendency to create problems has also caused this expression to be a subtle slight to a person's character as a troublemaker or unwanted nosy person, so tone in speech is essential when using the phrase.



An Eavu Kopa

Author: Laughing Ferret

Source: <http://forum.worldoftwilight.com/index.php?topic=112>

Elikayu Garkrid

Foragers are always welcome on long journeys - experts at finding tasty mushrooms or garkrid along the way. The extremely spicy elikayu garkrid are a rare and valued treat!



Source: Inktober 2023

Fluffy Skerrat



Definitely a skerrat, although a bit fluffier

Source: Inktober 2019

Flying Creatures

(details to be written)



Source: Inktober 2020

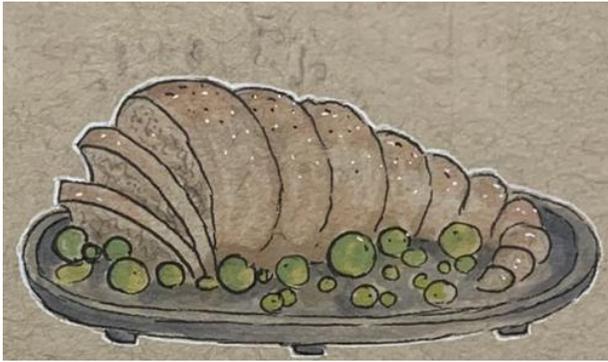
Fosser



A Fosser

Galesian Garkrid

A species of edible garkrid.



Roast Galesian Garkrid

Author: Mike Thorp

Source: Inktober 2022

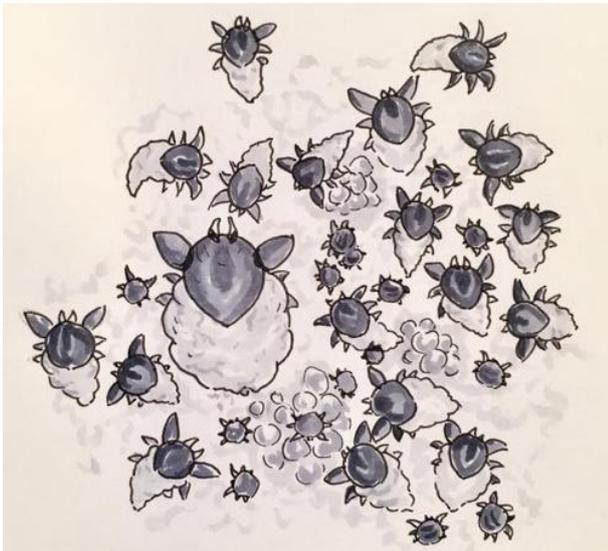
Gallotaurus



A Gallotaurus

Garkrid

A small creature, somewhat like a large centipede, eaten by the fubarnii.

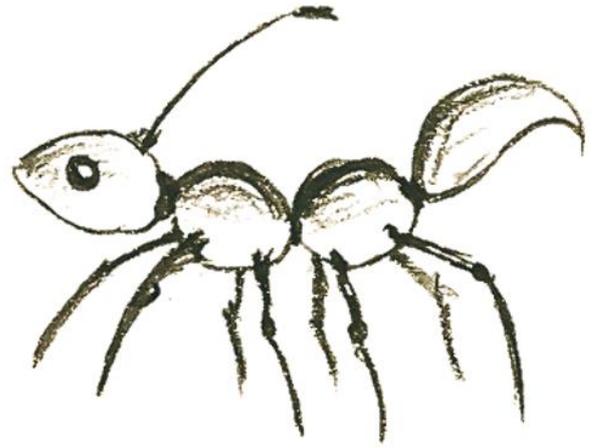


A Garkrid Infestation

Garkrid come in all shapes and sizes and some would argue that they are a vital part of our everyday life, providing food, resin and silk that fuel much of our industry and economy. There is however something quite unsettling about seeing a large nest, with a teeming mass of graku-sized workers surrounding the bloated queens! - Gil Mashari

Source: Inktober 2017

Garkrid - Crawling 1



Source: Chronicles of Anyaral

Garkrid - Crawling 2



Source: Chronicles of Anyaral

Garkrid - Crawling 3



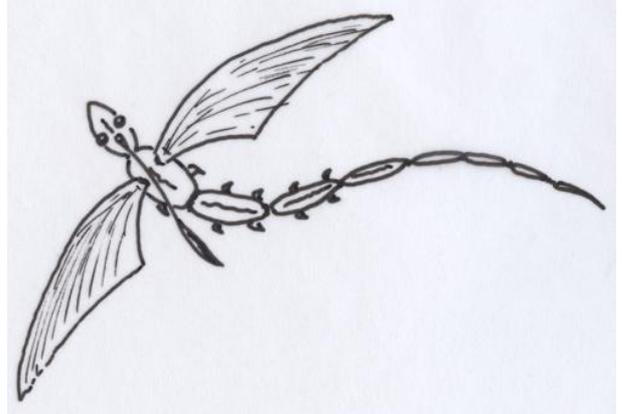
Source: Chronicles of Anyaral

Garkrid - Flying 1



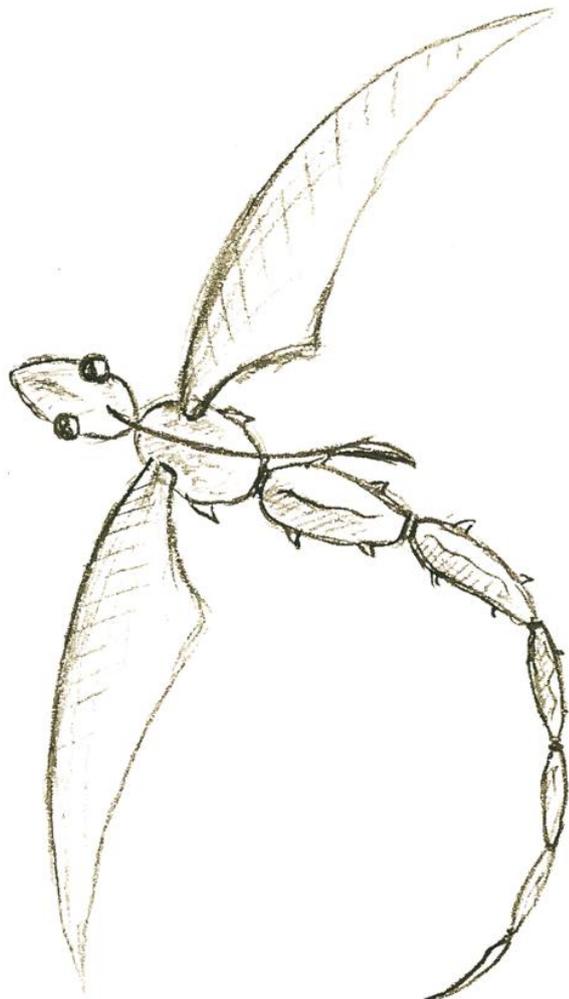
Source: Chronicles of Anyaral

Garkrið - Flying 2



Source: Chronicles of Anyaral

Garkrið - Flying 3





Source: *Chronicles of Anyaral*

Garkrid - Flying 4



Source: *Chronicles of Anyaral*

Ghaar

Ghaars are a large semi-aquatic species that dwells in forest rivers and the great lakes in the warmest regions of Anyaral. Ghaars stand at around 2.5 meters at their tallest point at the flank.

Ghaars live in family groups typically numbering five individuals and consisting of one kopa, a sempa and their jenta. As a rule only one family will ever be found on any one stretch of river except when droba swarm in the autumn, drawing families across land to the droba's ancestral spawning sites. A hatchling is born every year, a twin birth being fairly common; jenta leave the group after two years. The only time ghaars will be seen in very large numbers is each spring when the jenta, having left the family group leave the forests across the land in a great migration to congregate in the largest lakes of Anyaral to seek their mate.

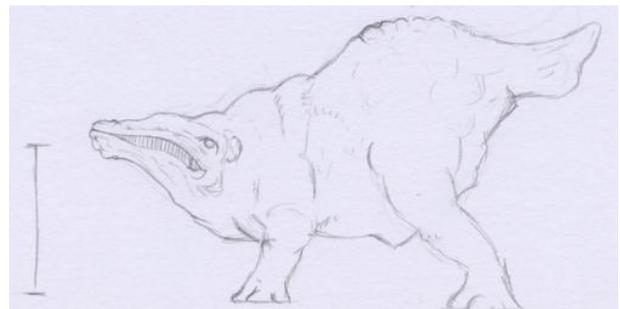
Ghaars are heavily built animals, both muscular and blubber-laden. Their skin is thick and a dark brown grey. It covers their bodies in folds and crevices which largely

disappear towards the end of autumn as they put on reserves of fat to see them through the winter and the migration of the jenta.

There is little difference between Ghaars as they mature, the kopa having only a wider blubber-packed tail and a pale throat that is displayed by lifting his head in warning or for courtship display. The hatchlings are born with a shorter jaw, their diet consisting of nourishing water weeds before their adult teeth are fully developed. Mature ghaars have a long pointed snout lined with a multitude of long, fine and very sharp teeth. A sensory organ located beneath their chin allows them to detect the electrical field of their prey in the river bed. Ghaar's main prey are small eel-like droba and long mudworms that feed on the detritus accumulated in deep layers on the bottom of wide forest rivers. When feeding, ghaars use their powerful hind legs to dive their snout deep into the silt of the river bed, emerging with their mouth laden with writhing prey captured by their needle teeth. During the annual droba spawning events, ghaars hunt cooperatively, herding large shoals together before powering through them, jaws wide, throats hugely distended with prey on the other side.

Ghaars are prized as food by the devanu. They are hunted in spring as the sempa emerge from the forests in their great migration or by hunting parties in late autumn deep in the forest. Autumn hunting is not without risk: ghaars are very dangerous whilst in the water. A devanu hunting party able to slay a kopa will be hailed as heroes, returning laden with flesh and the beast's wide tail, a rare delicacy.

The fubarnii also make extensive and more practical use of the ghaars. During the spring migration fubarnii groups will separate a number from the herd, running them down from atop their enuk mounts, culling being carried out from the relative safe distance of a lance length. The fubarnii utilise the carcasses for various means. The hides of the sempa is collected for curing into durable leather, the stored fat on the haunches and tail is rendered down into an oil used for lighting lamps, fuel and to a lesser degree cooking by rural fubarnii. The meat is cut into thin strips and hung over the smoking embers of the fat rendering fires to dry and cure into provisions for fubarnii soldiers. The multitudinous teeth of the ghaar are also harvested, providing plentiful raw materials for pins, needles and other staples of fubarnii haberdashers.



A Ghaar

Author: *Andrew May*

Source: <http://forum.worldoftwilight.com/index.php?topic=94>

Gorbi

The riverfolk kyalai know the vagaries of the river, so will often throw scraps to critters like the river gorbi or holdorna that follow them around in the hope that they will bring them good fortune!



Source: *The Twilight Traveller - Rivers of Anyaral*

Guard Creature



Source: *Inktober 2018*

Irigroban

We passed a village during our travels where one of the dwellings was in a miserable state of disrepair. The occupants blamed a travelling trader with her unruly irigroban who had been tempted by their delicious cora berries for the damage, but I'm not convinced they weren't embellishing the truth... - Gıl Masharl



An Irigroban

Source: *Inktober 2017*

Jikit

I was very surprised to see a litter of blind jikit for sale in the city.

I'm not sure the seller realised quite how much trouble could be caused if just one of these fast breeding creatures were to escape! - Gıl Masharl



A Jikit

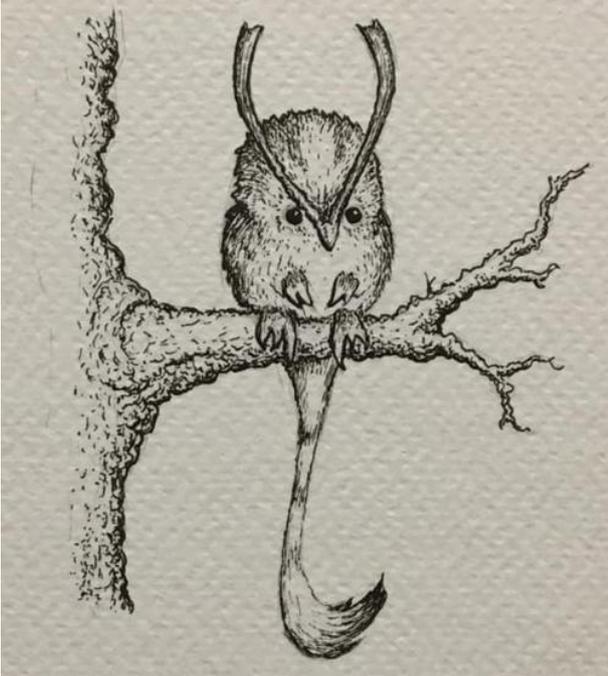
Source: *Inktober 2017*

Kanga



A Kanga

Kol



Morlessa

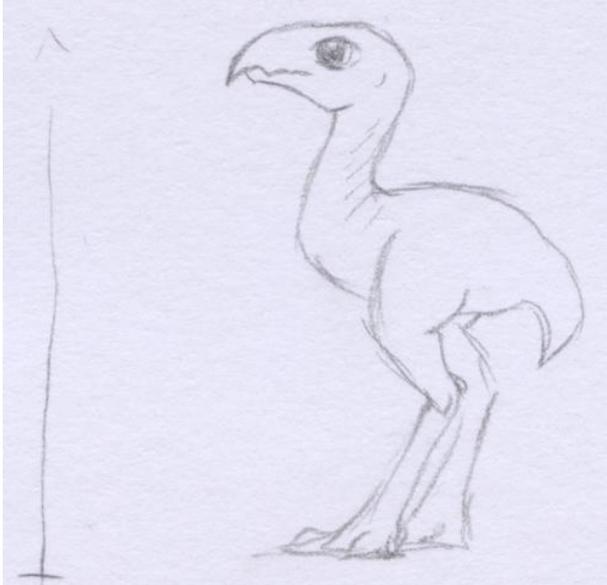
Also known as: Molestus

Morlessas are about 20 cm tall.



A Morlessa





Novamolestus



A *Novamolestus*

Scurry

A relative of the skerrat.



Author: Mike Thorp

Source: Inktober 2022

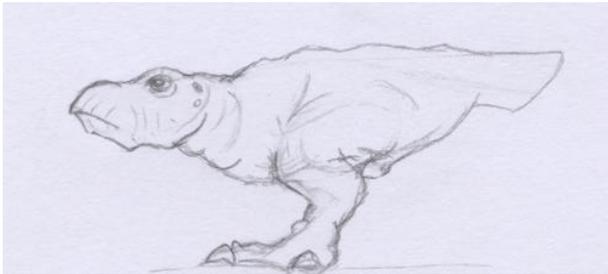
Shirru

Shirrus are aquatic, swamp-dwelling omnivores with fairly smooth, reptilian skin that ranges in colour from brown-green to muddy black. When fully grown they stand 4 feet tall and 8 to 10 feet long. Their head is broad, flat and almost hammerhead-shaped, the nostrils are slits on the side and eyes protrude on top. They are toothless, instead using parallel rows of tough cartilage to grind up pretty much anything they find. The head is attached to a short, thick and heavily muscled neck that widens out into a broad body on two very powerful legs. Their feet are broad, with four long webbed claws which helps supporting them over marshy ground and propelling them through the water. The body narrows down into a vertically flattened, broad stumpy tail that acts as a rudder and helps them move through the water. Overall, they look like broad and flattened grishaks, which helps them when underwater. When hunting, they hide just below the surface and wait for prey to wander along. In lean times they will subsist on plants. Although at ease on dry land, they tend to remain close to the water.

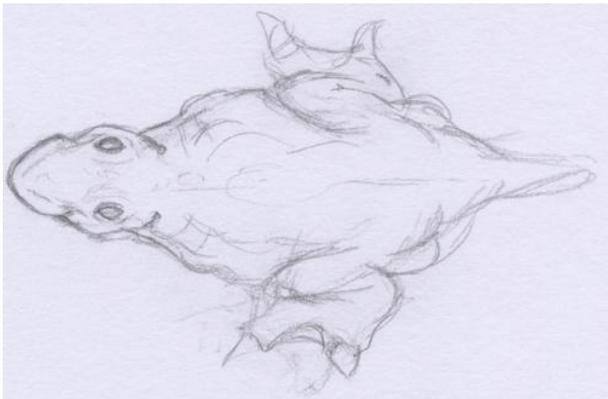
The shirrus lay their eggs in a convenient warm pool,

then abandons them to their fate. The jenta spend their live under water, emerging from it once they reach the sempa stage. The sempa and kopa stages are identical externally, the main differences being the kopa's mating calls and pheromones. The legs on the jenta are less developed; they live off pondweeds and each other - the strongest emerging as sempa with very few sisters left. Both sempa and kopa are lone hunters and defend their territory fiercely. The ratio of kopa to sempa is higher than for a lot of creatures, approaching one for two in some areas. The shirru are highly aggressive, even towards each other, except during the mating season.

The shirru use their head as a club, battering their prey before clamping down with their jaws and clawing with their feet.



A Shirru



Author: Rick

Source: <http://forum.worldoftwilight.com/index.php?topic=111>

Skerrat-sized Critter



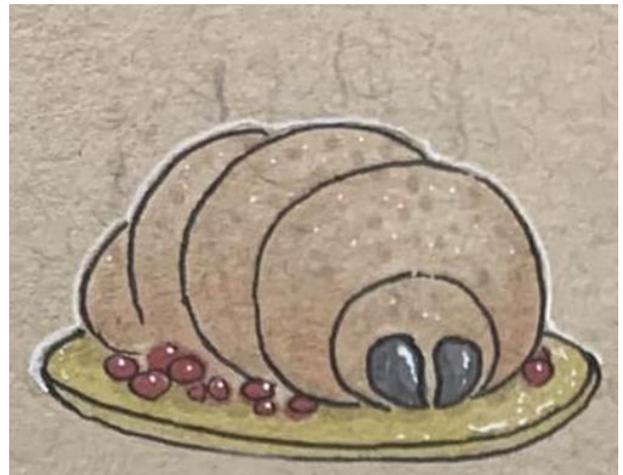
Critter, about the size of a skerrat



Source: Inktober 2019

Stolian

A species of edible garkrid.



Roast Stolian

Author: Mike Thorp

Source: Inktober 2022

Tropli

At present only known from sketches retrieved on the body of an unfortunate biologist.



A tropli

Source: Chat with Mike Thorp

Yongari



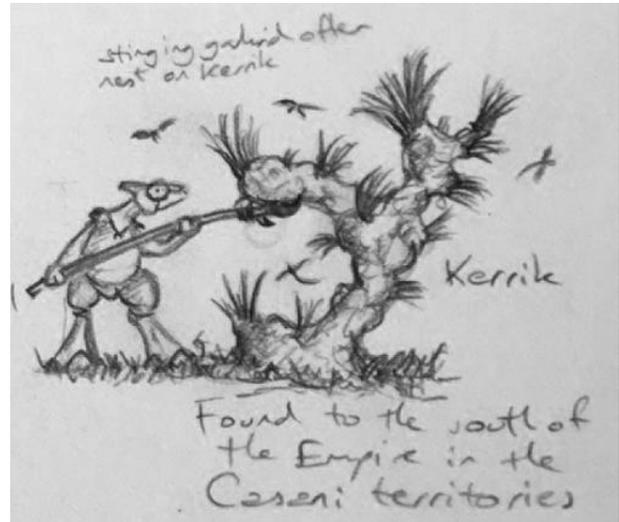
A Yongari

Flora

Argoran Wastes

Kerrick Tree

North of the Casani territories where they border on the Argoran wastes very little plant life grows and the landscape is dominated by towering garkrid mounds. The hardy kerrick manages to survive even in these inhospitable lands, their gnarled shapes sheltering vicious biting garkrid that in turn protect the kerrick from all but the most persistent of herbivores. Fubarnii of the region will brave the heat and the garkrid bites to collect a sweat tasting nectar that is secreted by the plants that can be used as a seasoning, or even brewed into a potent drink.



A Kerrik Tree

Source: *Twilight Ramblings 10 - Flora of Anyaral*
(<http://forum.worldoftwilight.com/index.php?topic=164.0>)

Casani Plains

Aro Fruit

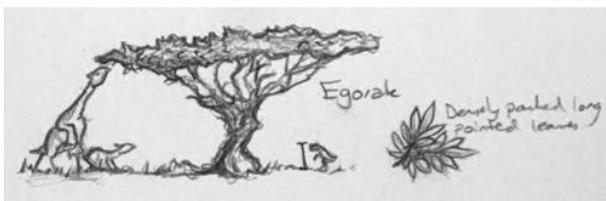
An apple-shaped fruit, aro fruit come in a variety of bright colours and grow on trailing bushes. They are commonly found growing over buildings in the Casanii Territories, but hardier varieties have also been cultivated that will thrive in the Central Empire.

Author: Mike Thorp

Source: <http://forum.worldoftwilight.com/index.php?topic=1214>

Egorak Tree

In the prairies of the Casani territories the mighty Egorak are scattered across the landscape, great beasts feeding on the sharp little leaves, or sheltering from the sweltering sun under the broad canopy. Individual trees can live for hundreds of years and many Casani traditions and beliefs have grown around these trees.



An Egorak Tree

Source: *Twilight Ramblings 10 - Flora of Anyaral*
(<http://forum.worldoftwilight.com/index.php?topic=164.0>)

Jiara

These short gnarly trees grow in the eastern casanii territories. The brightly coloured fruit ripen late in the summer, weighing down the branches. The fruit travel well, so several moerasi families make regular visits during the summer to trade, then ship the jiara fruit across the Empire.



Jiara Fruit

Source: *Inktoker 2022*

Topaline Fruit

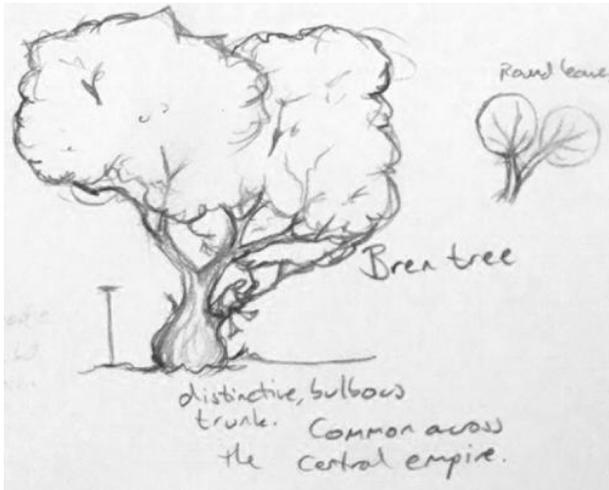
A pungent fruit from the Casanii Territories.

Source: *Twilight Traveller Issue 9*

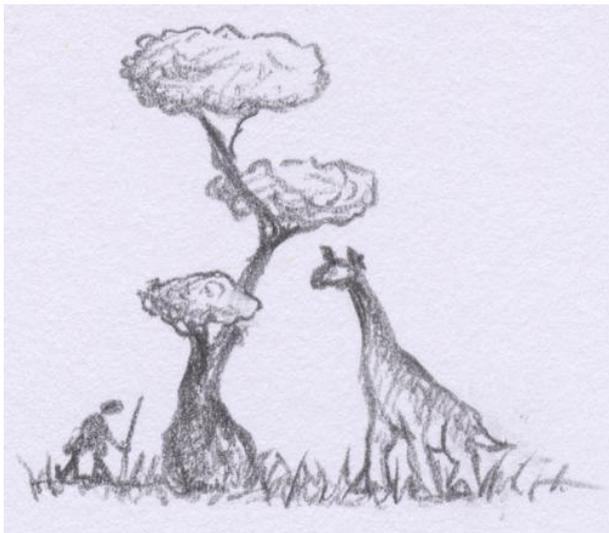
Central Empire

Bren Tree

The Bren trees are slow growing but hardy trees that are found across the empire. They have distinctive bulbous trunks and broad branches. Devanu often use the bren as nest trees while in more civilised regions young fubarnii will climb them and build tree houses.



A Bren Tree



Another Bren Tree

Source: Twilight Ramblings 10 - Flora of Anyaral
(<http://forum.worldoftwilight.com/index.php?topic=164.0>)

Cora Berry

The fruit of the cora tree.

Source: Inktober 2017

Cora Tree

The fruit of these trees are often left to ferment on the branches, then picked in early autumn to produce a potent wine. The fermenting berries let off a strong, sweet aroma so the ripening crop must be well protected from passing wildlife.

Source: Inktober 2017

Egrun

A mushroom-type plant that grows to a huge size. Its large bodies grows very hard over the years and has proven to be a useful building material. In some parts of the empire the egrun are carefully grown within a framework to give large robust dwellings. While this slow process is not common practice, this style of architecture has been fairly fashionable and inspired the rounded construction of buildings across the empire. Younger egrun are harvested for the tough fibres that grow through them.



Egrun

Source: Twilight Ramblings 10 - Flora of Anyaral
(<http://forum.worldoftwilight.com/index.php?topic=164.0>)

Frujin

Across anyaral there are thousands of species of mushroom-type plants. These bear more than a passing resemblance to our mushrooms, but the underlying biology is often very different. The frugin are noxious smelling organisms. Most of the fleshy bodies are underground, but they grow bulbous protuberances on the surface. These round growths contain millions of spores, which they release if disturbed. The gas surrounding the spores is particularly unpleasant and while not always fatal it will generally provoke the poor individual to release all manner of bodily fluids, which provides the spores with plenty of nutrients to start their growth. The flesh of the frugin is highly nutritious, and the job of frugin farmer is quite valued within towns, even if it is hard to get rid of the smell.



Frujin



Fried Frugin

Sources: *Inktoker 2022, Twilight Ramblings 10 - Flora of Anyaral*
 (<http://forum.worldoftwilight.com/index.php?topic=164.0>)

Jeribo Tree

The jeribo tree is a gnarly rounded tree that grows large seed pods on long branches that grow out from the main body. These seed pods are padded with fluffy, fibrous material that protects the seed within. Jeribo tree is commonly found in the woods around Larigal. Jeribo fabric is exported across the empire as it is hardwearing and takes dyes well (although it is often a little itchy).



A Jeribo Tree

Source: *Twilight Ramblings 10 - Flora of Anyaral*
 (<http://forum.worldoftwilight.com/index.php?topic=164.0>)

Mushrooms

The fubarnii have extensively cultivated many different

varieties of mushrooms, from those with small sweet pea-sized nodules up to many as large as trees. Mushroom farms exist above ground, or as large underground caverns. Many of the popular varieties will release toxic or soporific spores if disturbed, so farmers wear thick protective gear when harvesting. The spores themselves can be collected and dried. Small vials of these spores can fetch extremely high prices in the cities, although the market is extremely volatile and subject to the whims of the noble fashions.



A Mushroom Farm

Source: *Inktoker 2022*

Spona

Spona are farmed across the empire. The sweet roots can be eaten raw, but as many varieties have a slightly bitter aftertaste they are often steamed first.



Spona Root

Source: *Inktoker 2022*

Tapor Root

Tapor roots tend to look very much like parsnips in colour and shape, but have a sharp, almost mustardy taste that is often used as a flavouring.

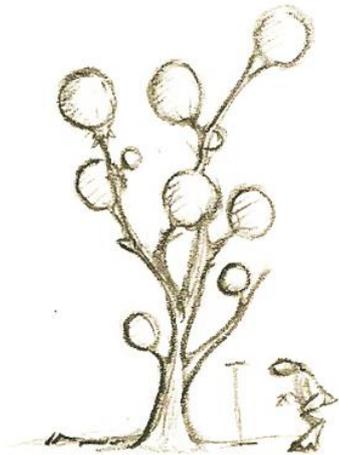
Author: *Mike Thorp*

Source: <http://forum.worldoftwilight.com/index.php?topic=1214>

Empire (Western Coastline)

Gerilon Tree

The gerilon trees are found primarily along the western coastlines, but their unique seed distribution system does mean they have been found across the empire. The gerilon trees have thin, flexible trunks and branches. Their "leaves" form as spherical orbs which contain gas. Many engineers theorise that these gas filled balloons serve a dual purpose. Firstly, they assist with generating energy and nutrients for the plant, and the gases can be harvested for a variety of purposes. Secondly, when the trees are fertilised towards the end of the summer, the gasses within the leaf balloons change substantially and the connections to the plant wither. The balloons turn reddish and eventually disconnect from the tree, the lighter than air gasses lift them high into the air with a small cargo of seeds. Some balloons only travel a short distance, while others will travel thousands of miles if strong winds catch them.



A Gerilon Tree

Source: *Twilight Ramblings 10 - Flora of Anyaral*
(<http://forum.worldoftwilight.com/index.php?topic=164.0>)

Tola

Tola bushes are native to the terali region. They have sharp thorns, but grow clusters of turquoise berries. These berries are edible (if somewhat spicy), but can also be used to produce a vivid dye that the terali use for many purposes.



Tola Berries

Source: *Inktoker 2022*

Naralon Forests

Ficket

A symbiont of a slow moving plant and vicious biting akitiins clinging to it with their tail, the fickety creeps along the forest floor. When it detects a potential meal, the akitiins lash out and grab the target with their powerful jaws. They then drag the unfortunate victim closer to the trunk, so that more akitiins can attack.



A Ficket



Author: Frederic Fiquet

Ishak

A forest plant carrying poisonous thorns. Both the thorns and the poison are used in battle by frenu. The name is shared by both the plant and its thorns.

Oroban Tree

A tree native to the Naralon forests.

Author:

Source: The Twilight Traveller - The Kedashi Swarms

Reeda Tree

Towering trees whose boughs can be as wide as one of the devanu towers of old, found in the northern parts of the Naralon Forests.

Source:

<http://forum.worldoftwilight.com/index.php?topic=595.15>

Geography

Empire

Gehran College

The greatest and oldest of college in Larigal, headed by

Olanore.

Author: Jubal

Source: <http://forum.worldoftwilight.com/index.php?topic=35>

Other Entries

Rivers of Anyaral

The River Traders

The trading families of the Empire have been a powerful presence since the Devanu towers were first torn down.

The traders would travel across the Empire, their beasts laden down with goods, while they carried valuable letters and information. It was a dangerous life, but the traders charged handsomely for the service. Over time the trade families of Lanakar grew to dominate, building a powerful network carrying goods by land and water across the Empire. During his reign, the seventh Emperor, Egoran, grew nervous of how influential the Lords of Lanak were becoming.

During that time, small communities lived on and around the rivers, plying their trade but marginalised and exploited by the powerful trade families. In order to curb the growth of Lanakar the Emperor granted an imperial decree to those riverfolk communities that they should have exclusive rights for trade along the waterways. The Great Lanak was furious, but could not risk an outright rebellion and was forced to accept the decree.

The Charter of the Waterways was signed by the Emperor and senior members of the riverfolk communities, who were the first of the Riverlords. From that point forwards the riverfolk became a clan in their own right, albeit made up of many small families and with no permanent base of power.

The members of the fragmented clan have maintained their lifestyle, with the various families looking after their stretches of river, or taking their boats along the great rivers that cross the continent.

The Lords of Lanak have long memories and since Egoran's time the competition between the land trade caravans and the riverfolk has been intense, even descending to petty skirmishes when their paths inevitably cross.

The modern riverfolk families spend their lives travelling the waterways, their varied boats laden with goods that often prove a tempting target. The families have always been welcoming of travellers and outcasts, giving them a

home and an opportunity to travel the empire in exchange for working hard, helping protect them against any dangers, or simply paying their way. Most travellers stay with the riverfolk for a short while, but many grow to love the way of life and are welcomed into the diverse families.

The Changing Rivers

When the Dhogu invaded Tonueil, many of the displaced Engu found a home along the waterways and are seen as a valuable asset to the crews. Dhogu have always been employed on the rivers, but these days they are treated with more distrust. The riverfolk captains are usually happy to give any willing crew a chance, but have little patience for those that can't learn to bury their differences.

Whereas the trading families that travel the roads can elect to go around areas of trouble, there are large rivers that have become more hazardous since the Delgon invasion, but that can't be avoided. The emboldened Dhogu raiders have made many of the rivers along the northernmost empire almost impassable, but some brave captains are still willing to take their chances to try and make sure the isolated clans do not fall under the influence of the Delgon emissaries, making sure to charge a healthy price for the service.

The wide river through the Eastern stretches of the Naralon forests has long been an important thoroughfare, carrying goods from the South of the Empire straight up to Galim. The old understanding with the forests seemed to cover the travellers, so long as they stayed on the river that wends its sluggish way beneath the immense trees. In recent months the route has become treacherous, with several boats lost and more stories of attacks by beasts that would have previously just watched the boats drift by.

Source: The Twilight Traveller - Rivers of Anyaral

Twilight Ramblings 2 - Exploring Anyaral

Most of the details of fubarnii culture we have discussed to date have been based upon the Central Empire. The circular buildings and extensive tunnel system approach is seen across many of the central clans, and Gar Loren

itself is a magnificent example of the architecture. The tunnels beneath the city spread for miles, with vast market caverns and mushroom farms, as well as many family dwellings entirely beneath the ground. The city above ground is no less impressive, with a great variation between squat buildings and tall towers, each building generally having sprouted numerous extensions as required. The Emperor's palace exemplifies the approach, with entire wings of the palace sprouting or being pruned at the Emperor's whims. The greatest architects in the land aspire to some day lending their skills to improve upon the vast structure.

The Central Empire can probably be seen as a slightly cooler climate than African savannah. Vast plains spread out in every direction. To the North (towards the Setir Mountains) the lands get more temperate, with rolling green hills heading up towards the frozen regions that the Setir clans (Donreh and Galin among others) and the Delgon have to deal with.

Fubarnii do not tend to venture far into the vast forests of Anyaral, and the forest boundaries tend to mark the borders of those clans that are near them.

The Argoran Wastes are perhaps the least welcoming area of Anyaral. A large number of devanu have retreated to the wastes, scraping survival in spite of the harsh conditions. The clans of this region (Ganera and Orel) have to fight constant battles with the devanu, and no attempts to clear the territories have been successful. The wastes are devoid of much foliage, with craggy rocks and small scrubby bushes and vast swathes of sand dominating the landscapes.

Beyond the Argoran Wastes are the coastal Argoran Territories. Teralin is the largest of these clans, with its capital city of Teral having grown up along the lush delta. The devanu threat here is relatively small, and the inhabitants make a living from fishing. The architecture is very different, with short white walled round buildings with pointed dark tiled roofs.

The Casani Territories were some of the last to be freed. The Etarl clan speak proudly that they freed themselves without the Empire's help, but still consider themselves to be part of the Empire.

Source:
<http://forum.worldoftwilight.com/index.php?topic=1658.0>

Points of the Compass

Argor (second meaning)

Fubarnii word for West.

Source: <http://fubarnii.pbworks.com/w/page/4236221/ProtoFubarnii%20Dictionary>

Casan

Alternate spelling: Kasan

Fubarnii word for East.

Enar (second meaning)

Fubarnii word for North.

Setir

Fubarnii word for South.

Geography (Cities)

Cities of Beran

Abutho

A city in Anyaral.
(details to be written)

Esonto

A city in Anyaral.
(details to be written)

Gem Pokna

A city in Anyaral.
(details to be written)

Cities of Chobana

Roda

The capital city of Chobana.

Cities of Enipel

The Enipel Tree



The Enipel Tree

This somewhat atypical city is ruled over by the scions of clan Enipel and is situated around, underneath and across a colossal tree. The tree itself is ancient with deep roots that extend far beyond what fubarnii engineers have managed to dig. During the excavations under the tree it was found that its roots are home to a variety of fungi and medicinal herbs that are harvested for medicines and other unscrupulous "consumptions" and re-distributed across Anyaral.

Transport around the city would be difficult if not for the engineers who built an overly complex system of pulleys and lifts that allow fubarnii to ascend the heights or depth of the tree, while on the ground clockwork tramps escort traders and the elite through the gateways into the palace.



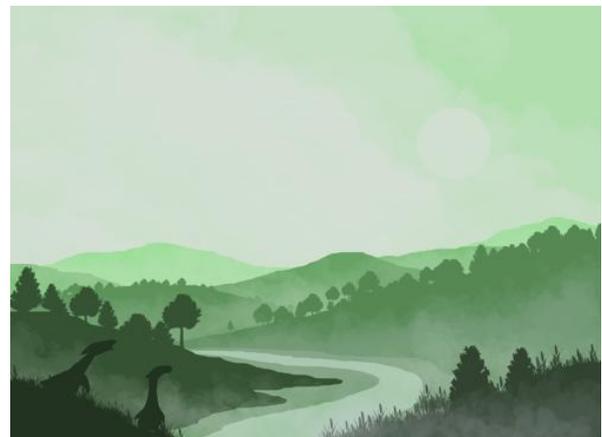
The Enipel Tree

Source: <http://forum.worldoftwilight.com/index.php?topic=578.30>

Lanakar

Capital of Enipel.

Lanakar is a very strange city, built into a tree-mountain. It is also a hub for the traders.



Sources: *Conversations with Mike Thorp, The Twilight Traveller Issue 11*

Cities of Galin

Disson

A city in Anyaral.

(details to be written)

Galim

A city in Anyaral.

(details to be written)

Lena

A city in Anyaral.

(details to be written)

Ora

A city in Anyaral.

(details to be written)

Posan

A city in Anyaral.

(details to be written)

Cities of Galiv

Elani Ros

A city in Anyaral.

(details to be written)

Cities of Gerova

Ardel

A city in Anyaral, the second to fall against the Delgon.

Arisel

A city in Anyaral, the first to fall against the Delgon, and now utterly destroyed.

First Blows

As Nuraçan Jonnar gazed over the sacred texts sprawled in front of him he contemplated his upcoming sermon - the most important in Delgon history since the coming of the Gods. The Great Retribution was to begin!

Lost in his own thoughts, Jonnar did not hear his trusted acolyte NuraKira Rousin enter the room. "Master as your most humble servant I regret the intrusion on this most important eve, however I have come to inform you that all preparations are now complete and we await the final Proclamation."

Jonnar turned to face Rousin and found him in his usual deferential pose, bowed with only his jaw visible under his thick black cloak. "Very good Rousin, is there anything else?"

Jonnar smiled wryly. He knew what question Rousin wanted to ask and it was a test of his acolyte's determination and ambition as to whether it was uttered. After a few moments pause Rousin continued. "Master, I mean not to offend or question our god's actions, but there is rumour that Roban will not be present at the Proclamation and..."

Jonnar did not want the acolyte to suffer anymore, nor gain confidence in speaking out and cut him short. It

was important that a strong message was conveyed to the other priests and acolytes and through them to the troops. Roban or not, the Great Retribution was to begin.

"No, Roban will not be present at the Proclamation as he has yet to return from his current journey with the Kalmalog. However, having the great Roban at the Proclamation is unnecessary." Jonnar paused and waited until Rousin raised his head and looked into his eyes - it was crucial this message was purveyed to the others in the correct manner. "Rousin, we are the mighty Delgon, chosen by our gods to purify this world. Knowing this is enough to give all Delgon the strongest and bravest hearts as we begin our task." Jonnar was satisfied that the message had been conveyed and purposefully relaxed and moved towards the window. "Now Rousin I wish to see Sen Gohral and Chief Engineer Plutom." Rousin bowed and left the room.

Jonnar viewed the scene outside his window. The snow was falling heavily and the bitter winds chased around the city. Jonnar did not know how to feel about Roban's absence. The god's will was his own but why was he not present for the culmination of his actions? And to have taken the Kalmalog! These mechanicals were a huge resource yes, but their capability in battle was unsurpassable. But his role was not to question the god's actions and decisions. All had a purpose and it showed the confidence Roban had in the Delgon for not being present.

Jonnar heard the clanking metal shoes of Plutom entering the room and composing himself turned to face the Chief Engineer and beside him Gohral who

would head up the attack. Gohral spoke first. "My Lord, our troops are ready for battle and I have personally inspected all sections."

"Very good Gohral. The time of the Proclamation comes soon and the Delgon will begin the Great Retribution. What news of the village of Arisel?"

"Our scouts confirm they suspect nothing. The local militia are weak and disorganised and the closest knight garrison is at low strength."

"Good, good."

Jonnar turned to Plutom. "And Chief Engineer, have the final tests on your garderaks been a success?"

"Yes Master. The town shall crumble as we rain destruction upon them from the nearby hills. None shall doubt the might of Delgon."

Jonnar smiled and rose up on his hooves. Now was the time for the Retribution to begin.

Source: Twilight Chapter 2 - of Gods and Demons

Donreh

Capital of Gerova.



Donreh

Source: The Twilight Traveller Issue 11

Gethlir

A city, also the name of the fubarnii clan that inhabits it.

Jolean

A city in Anyaral.

(details to be written)

Cities of Geyan

Aimora

A city in Anyaral.

(details to be written)



Argoal

A city in Anyaral.



Tan

A city in Anyaral.

(details to be written)

Uboth

A city in Anyaral.



Cities of Kohob

Majorn Anis

A fubarnii clan, also the name of the city they inhabit. Several generations back an Emperor sent out several "city ships" to explore but they never returned – one crashed and formed what is now Majorn Anis, but the fate of the others is a mystery.

Majorn Anis is a peculiar settlement that formed several generations after the Empire was founded. Egoran, a particularly ambitious Emperor decided that the Empire should expand beyond the continent of Anyaral. To that purpose and at great cost he created three floating cities that would sail out across the Gethlon Sea, carrying brave families of fubarnii out to explore what lay beyond and report their findings. For decades nothing was ever heard back from expeditions, and even beyond his premature death it was referred to as Egoran's folly.

However, about 30 years later the Donreh clan met a small party of travellers who had ventured through the forests, around the coast and into their territories. They spoke of their travels across the Gethlon Sea, and their formation of the settlement of Majorn Anis in spite of great hardships. Several expeditions had tried to explore the island on which they had landed, but none had ever returned. Over the following months several ships were launched to travel around the coastline and find the missing settlement.

Source: *Twilight Ramblings 2 - Exploring Anyaral*
(<http://forum.worldoftwilight.com/index.php?topic=1658.0>)

Рокна Anis

A city in Anyaral.

(details to be written)

Cities of Moeras

Geliad

An outpost where traders rest before braving the Moerasii marshes. An interesting feature is the crooked tower, designed to facilitate the loading of domesticated lorsaan with baggage.

Source: <https://www.kickstarter.com/projects/anyaral/world-of-twilight-the-crooked-trade-outpost>

Hurai

The small village in Moeras that Tar Kisael enslaved.

Source: *Mike Thorp*

Lamir

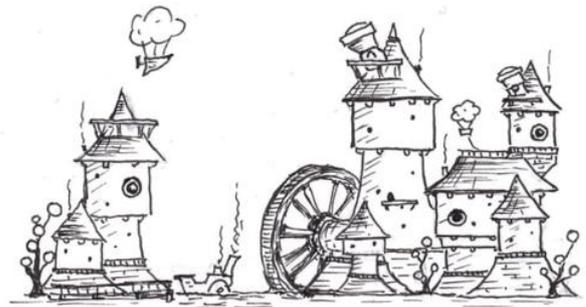
A city in Anyaral.

(details to be written)

Larigal

Capital of Moeras.

The city of the engineering colleges.



Sources: *Conversations with Mike Thorp, The Twilight Traveller Issue 11*

Mael

A city in Anyaral.



Onikal

The location of the battle between Tar Kisael and the knights of Dimor.

Source: *Mike Thorp*

Cities of Orelan

Edoja

A city in Anyaral.
(details to be written)

Genera

A city in Anyaral. A cursed place.

Orel



Orel

A city in Anyaral.
(details to be written)

Cities of Tarmel

Daugon



Daugon

A city in Anyaral, close to the Naralon forests and home to Clan Daugon.

Daugon is a fortress-like stronghold, rivaling some of the palaces in Gar Loren. There are many stables for the

pack beasts and warehouses to stack all the trade goods. Surrounding the central square are a number of artisans and the houses of the most important traders.

Like with most Fubarnii towns, there is an extensive underground network.

Just outside the town lay the emperor's stables, where the enuk nobilis are housed.

Author: Kryptovidicus

Source: <http://forum.worldoftwilight.com/index.php?topic=1877>

Utoma

A city in Anyaral.
(details to be written)

Cities of Teralin

Dor

A city in Anyaral.
(details to be written)

Moab

A city in Anyaral.
(details to be written)

Otoan

A city in Anyaral.
(details to be written)

Telan

A city in Anyaral.
(details to be written)

Teral

Alternate spelling: Tehral

Capital of Teralin. Currently fully occupied by the Delgon. These news have not yet reached the fubarnii

capital and the emperor yet, however. Its inhabitants don't realise they have been occupied either, but they are finding that their guests are slowly expecting more and more of them.



Teral

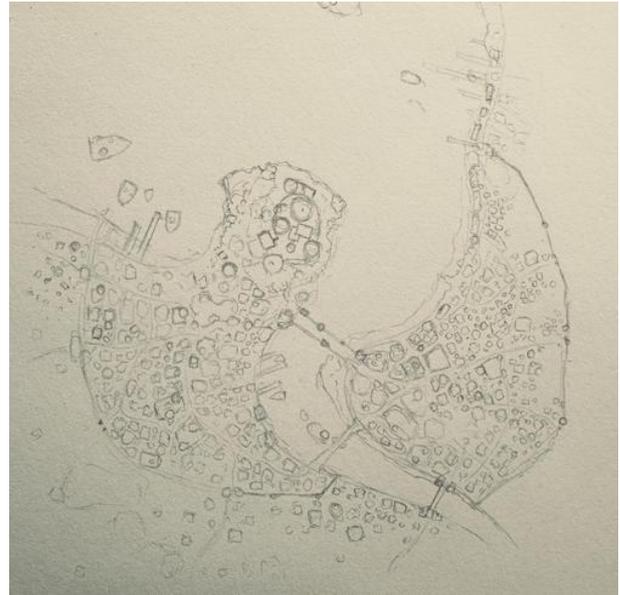
Teral is a reasonable size city, with a big council house/fortress sitting on a natural rocky outcrop at the mouth of a big river. The original city grew from that fortress with a strong wall to deter the devanu. It then expanded across the river and has since started to expand more beyond the walls, with new larger docks and a Dhogu shanty town to the west of the map.

The harbour in the map below is the old harbour - not really used for trade these days, but still maintained and

often used by the Riverfolk who travel along the rivers. The main harbour is up to the North, outside the walls. That is closer to the resin farms, factories and warehouses.

The docks just to the west of the city have been expanded recently by the Delgon, who have been buying up a lot of property in that region.

The Terali have reasonably extensive underground dwellings (although the sandy ground isn't as well suited as some other areas of Anyaral).



A map of Teral

Sources: Chat with Mike Thorp, Facebook post, The Twilight Traveller Issue 11

Cities of Tomar

Deyak

A heavily fortified city just within the Argoran Wastes.

Source: Conversation with Mike Thorp

Entolia

A village to the North West of Eyglar, along the southern border of the Naralon forests. Recently attacked by infuriated Kedashi swarms, a combined force of Delgon and Casanii botched its evacuation. The trebarnii have now installed keerit queens under Entolia's buildings, and a dense forest will soon replace it.

Before then, the Entolians scraped an existence beneath the shade of the mighty trees, protected from the worst Devanu raids by a broad river. The village became wealthy harvesting rare spices and foods, and relying on

the Pargal family to transport them. It was a short, albeit dangerous, journey by boat from Eyglar, with the only alternative supply route passing through the dangerous and Devanu-controlled Argoran wastes.

Author: Mike Thorp

Source: World of Twilight Day 2022

Eyglar

A city, also the name of the fubarnii clan that inhabits it.

Garwel

A small village on the outskirts of the Empire, not far from the great forest of Naralon.

Source:

<http://forum.worldoftwilight.com/index.php?topic=177.0>

Cities of the Casanii

Bokonar

A city in Anyaral.

(details to be written)

Chola

A city in Anyaral.

(details to be written)

Crel

A city in Anyaral.

(details to be written)

Ekinar

A city in Anyaral.



Ekinar

Etarl

A city in Anyaral.

(details to be written)

Oboch

A city in Anyaral.

(details to be written)

Otehnra

A city in Anyaral.



Otehnra

Tabir

A city in Anyaral.

(details to be written)

Tokra

A city in Anyaral.

(details to be written)

Cities of the Central Empire

Gar Loren



Gar Loren

Capital city of the Fubarnii Empire and home to Emperor Arudor. Also, the fubarnii clan who live in that province.

Our fair city has been built upon ingenuity and integrity. From the first stones laid and tunnels dug, this city has grown, fuelled with the sweat and toil of countless workers and engineers, each building upon what has come before. I look upon the smog and crumbling stonework with immense pride, knowing from whence it has grown.

And into this most incredible creation step our nobility, wealthy fubarnii born to luxury and spending their lives and their limited intellects dreaming up ever more ridiculous fashions or worrying how they might best their pompous peers.

It is a great concern that it is these nobles that we trust

to guide our Emperor during such difficult times. – Beirigo Janiir, Orator

Within the walls of Gar Loren, the wealthiest fubarnii appear to live a pampered existence, but the courts of the Emperor are a dangerous place. Fortunes are won or lost through complex games of politics, so every Noble spends his life fighting to maintain or grow that which he was born with. The war with Delgon has shaken the city to its core and the Nobles are jostling for position to capitalise wherever they can.

Occasionally the Nobles must leave the city and brave the world outside their elegant courts. The Nobles look to hire the best guards that money can buy and the noble military and lands colleges rival the training given to the best of the knightly orders. Guards trained within these colleges deserve their reputation as dangerous fighters, even if their masters will often insist they wear uniforms chosen more for how they look than for any practical reasons.

Source: Chronicles of Anyaral

Tark Loren

The tower of Tark Loren once stood where Emperor's mighty palace and the surrounding city of Gar Loren has now grown. Destroyed by Gehran, the fall of the tower triggered the fubarnii's revolt against the devanu.

Source: Chronicles of Anyaral

Cities of the Delgon

Angan

A city in Anyaral.
(details to be written)

Deris

A city in Anyaral.
(details to be written)

Dorel



Dorel

A city in Anyaral.
(details to be written)

Gan

A city in Anyaral.
(details to be written)

Gorel

A city in Anyaral.
(details to be written)

Keyel

A city in Anyaral.
(details to be written)

Peygarl

Capital City of Delgon.

Source: The Twilight Traveller Issue 11

Zeritiin

A holy city of Delgon.



The imperial engineers ventured over Delgon territories, formerly uncharted by the Empire, discovering the holy city of Zeritiin nestled into the cliffs...

Source: Inktober 2024

Cities of the Engu

Tonueil

Pronunciation: To-noo-way
Capital of Engu. Currently occupied by Delgon forces.
(see: The Fall of Tonueil)

Source: The Twilight Traveller Issue 11

Tukodel

A city in Anyaral.
(details to be written)

Geography (Regions)

Argoran Wastes

Alternate spellings: Agora; Argora



Argora

For generations we have stood as guards over these lands. Our ancestors learned that we cannot purge the devanu that dwell within the wastes, but it has been our duty to fight the constant battles to protect our lands and ensure they cannot get a foothold. In this duty we have never faltered.

But we hear news that the Emperor's precious knights have once again failed in their duty and our cousins to the east have let the line break. May the gods protect them. – High Lord of Orelan

The Argoran Wastes are an inhospitable land, with vast scrub deserts littered with small mountain ranges that hide a huge and complex maze of caves and tunnels. The wastes are occupied by many terrible beasts, all fighting for survival.

When the Knights of the Emperor first drove the devanu into the wastes, they believed they could follow and eradicate them, but every attempt has proved disastrous with countless lives lost. The devanu of the wastes do all they can to survive, hiding and biding their time.

The clans around the wastes are charged with making sure the devanu do not grow too strong, crushing those packs that do become too powerful and start to cause a threat. The clans have always had support from the Emperor's knights, but in recent months the support has dwindled. Arak Katain was quick to exploit the weaknesses and has gathered together many packs under his leadership, including jenta outcasts who would usually be shunned or attacked by the more established packs. Requests for support from the Emperor went unheeded and Arak now leads his loose collection of hunting packs in a crusade across the Empire, leaving a trail of devastation in their wake.

These large inhospitable wastelands lie to the north-west

of the Fubarnii Empire. Many devanu fled to the wastes when their territories were claimed by the fubarnii during the Great Revolution.

When the devanu were driven from their towers within what has become the Empire some found sanctuary within the harsh Argoran wastes. The wastes are riddled with caves and it has proved far too costly for the Emperor's Knights to pursue the devanu further. It is a difficult life for the devanu, but many packs manage to survive, scavenging food and raiding outposts.

Those clans whose territories lie around the wastes, such as Orel, Chobana and Tomar must live a militaristic life, constantly facing the threat of the devanu.

The Knights of Orel maintain their territory and try to patrol as much of the wastes as they can to stop the devanu getting too powerful. They are mainly to the west though. The Empire are responsible for the eastern borders (which is where Arak Katain gained power).



Sources: Chat with Mike Thorp, Chronicles of Anyaral

Beran

A region of Anyaral.

(details to be written)

Casani Territories

To the south of the Empire lie the Casanii Territories. The Casanii tribes have roamed these territories since time immemorial, living off the land or following the great migrations. The Emperor claims these lands as his own, but is wise enough not to try to enforce the bureaucracy or taxes that are demanded of the other clans.

As far as the empire is concerned the Casanii are wholly imperial citizens. But that really doesn't mean anything to the Casanii themselves.

The governors of the two notional clans that cover the Casanii territories understand the agreement with the tribes. It works well as long as the Emperor doesn't suddenly decide to throw his weight around...

Sources: Chronicles of Anyaral, Conversation with Mike Thorp

Central Empire

At the heart of the Empire lies the mighty city of Gar Loren. All the clans of the Empire look to the city as the seat of the Emperor's power and no other place in Anyaral can compete with the size or wonder of this bustling metropolis.

Hundreds of thousands of fubarnii live within the city, from powerful nobles residing in wondrous properties to poor urchins living in the gutters. The Emperor himself resides within his palace, a truly magnificent building

that erupts from the centre of the city with great domes and spires that hold the gargantuan bureaucratic workings and public libraries that fuel the vast Empire. The lands surrounding Gar Loren are given to vast farmlands that feed the voracious appetites of the city.

The central empire is not a clan region – the area around Gar Loren is neutral and doesn't belong to any one clan.

Sources: Chronicles of Anyaral, Conversation with Mike Thorp

Chobana

Pronunciation: tshobahna

Chobana is scarcely populated, with just a few scattered settlements through the mountains. It is at risk of devanu

attacks, but relatively well protected. Roda is the capital, also serving as a gateway to the Casanii.

Source: Conversation with Mike Thorp

Delgon

A region of Anyaral.

Delgona

The empire of the Delgon.

Engu

Enguan Isles



The Enguan Coast

The lands of Engu are an unforgiving place. The winters storms are fickle, claiming many unwary travellers in their icy embrace and those who cannot read the cliffs will often find they fall to their deaths in the hungry grasping waters pounding below.

But it is also a land of beauty. Where else will you see the droba swimming close to shore, their song calling out to us who take to the seas with them? Where else can you feel close to the home of our gods as atop those deadly cliffs, looking out at the lights of Enar? – Spoken by Kapa Ralena to Muri during their stay in Tonueil

To the west of the Delgon lands lies a broken coastline and a series of jagged islands that erupt from the powerful waters. This land is the home of a race of fubarnii known as Eragu.

The Eragu are tall and physically powerful. They tower over their southern cousins, with some of the kopa standing almost six foot tall.

The frozen coasts of Engu and the Enguan Islands are an inhospitable place, with freezing temperatures and bitter winds, but the Eragu have learned to thrive in these lands. The hulking kopa of clan Engu have overcome the fubarnii fear of water and take to the sea in small boats to hunt the mighty droba that swim off the coast. These droba form the basis of their economy, with every part of the carcasses being stripped and used or traded.

Clan Engu also build larger ships that they sail down the coast, giving them access to the scattered settlements along the coast, some of whom are almost surrounded by the Naralon Forests and thus inaccessible to the trade caravans. These isolated villages thus rely on supplies from the Engu sailors.

The Engu of the Galin Clan are no smaller than their coast-dwelling neighbours, but they prefer to keep their hooves on dry land.

In spite of their distance from the Central Empire the Engu and Galin clans are a fiercely loyal, proud of their membership and happy to pay their taxes. They consider it a great honour to send their young to join the knightly orders.

The Engu are close to the Delgon lands, but the mountains have thus far proved too much of a barrier to make them worth attacking. The Dhogu of the Setir Mountains are however a persistent problem and there is

no love lost between the two races.



Source: Chronicles of Anyaral

Western Coast

Most fubarnii are fearful of the vast oceans, but there are those who brave the fertile waters to hunt or travel. Far to the north the Enguan coasts are a harsh and dangerous place where the Engu and the Galin clans have carved a home. They are a bulky race of fubarnii that tower over their southern relatives. They live in the shadow of the Delgon lands, but are intensely loyal to the distant Emperor.

Further south are the warmer coastal lands of the Terali clan. The Terali are one of the many more provincial clans who live far from the heart of the Empire, but who pay their taxes and rely on the Emperor's knights to protect them from infrequent devanu raids.

Source: Chronicles of Anyaral

Enipel

A region of Anyaral.

(details to be written)

Galín

A region of Anyaral.

(details to be written)

Galir

A region of Anyaral.

(details to be written)

Gerova

A region of Anyaral.



Gethlon Sea

The semi-enclosed circular sea which dominates the

southern coastline of the empire.

Geyan

A region of Anyaral.

(details to be written)

Great Lakes

Around the Great Lakes to the south east of the Empire are several small but prosperous clans who have built a vast network of trading families who travel across the Empire carrying goods and information. These networks

help knit the Empire together and provide the trading families with immense power within the Emperor's court.

Source: Chronicles of Anyaral

Kohab

During the rule of Emperor Egoran, three great fleets of city ships left the docks of Gar Loren and set sail across the dangerous Eastern seas. Nothing was heard from them for many years and they were thought to have been lost forever.

However, in recent years contact has finally been made with the Kohebi, some of whom have found their way back to the main continent. They told tales of how their city ships had run aground on the Koheb peninsula. The survivors were beset from the offset by the demons of the forests, and faced a struggle to survive. Survive they

did, and even thrived; creating the beautiful floating city of Majorn Anis around the wreckage of their original city ships.

Koheb is a strange region. There are Kedashi within the forests, which is why the shipwrecked fubarnii have struggled to regain contact with the main part of the Empire. Once they worked out they were on the same land they set up trade routes, but the forests and mountains have prevented any real land travel.

Sources: Conversation with Mike Thorp, The Twilight Traveller - Rivers of Anyaral

Moeras

A region of Anyaral.

The moerasi live in marshy areas and as a consequence

live almost exclusively above ground.

Source: Facebook post

Naralon Forests



Inside The Naralon Forests

The Naralon Forests stretch right into the depths of the Central Empire, but no fubarnii or devanu are known to live beyond the very outskirts. Even in these enlightened times there are innumerable myths and rumours telling of mighty demons or capricious spirits that haunt the woods and all attempts to build settlements further into the forests have met with disaster. Few expeditions have ever returned from the depths of the forests.

The Delgon have been boasting of penetrating deep into the forest, and their maps reflect this. However, their actual encroachment is much less, and the boundaries a lot more fuzzy than they claim.

The Naralon Forests

The forests of Anyaral have always been seen with fear by denizens of the vast continent, even the devanu choose not to venture far into the shelter of the ancient trees. Across the clans of the Empire there are countless different stories that tell of unwelcoming, corrupted spirits and beasts slumbering within the forests that could devour the mighty lorsaan in a single bite.

None outside the forests truly know of the Kedashi, for the ancient queens chose long ago to shun the outsiders, reaching an understanding that the borders were sacred and those who dared to enter their lands would suffer a

swift death.

For centuries the understanding has been followed, even if the outsiders do not remember their agreement. There have been those that would cross the borders, whether in desperation, greed or curiosity, but few have ever returned.

The Kedashi

Within the forests dwell the ancient Kedashi queens, living in the canopy or in caves carved into the great cliffs.

These creatures have overseen the forests for countless generations of the short-lived fubarnii. The queens have fought their own wars for control of the forests, carefully breeding the trebarnii to serve them as warriors and caretakers.

The queens are so focused on their world within the forests that they pay little more than cursory attention to the world beyond the shadows of their trees. They were aware of the fall of the devanu towers and the rise of the Fubarnii Empire, but cared little as long as the outsiders did not venture across their borders. Those devanu that fled to the forests found no sanctuary.

In the years since the rise of the fubarnii, there have been those that ventured into the forests. Some queens were generous and merely guided those travellers subtly, but firmly, away from their lands. Others have followed a more strict approach, ensuring that most that broke the understanding would never leave, occasionally allowing a handful of terrified survivors to flee as a reminder.

Breaking the Understanding

The Delgon warmachine continues to grow and demands feeding. The factories and engines require fuelling and the Enguan shipbuilders need vast quantities of timber to supply the growing Delgon navy.

The Delgon first ventured into the forests shortly after

they started opening their borders. At that time Aaral led an expedition to explore their depths. He never returned and those few survivors who made it back to Peygarl spoke of the horrors of the forests and many of the priesthood argued that they should honour the old understanding.

However, the great Enarii Garabon is not one to fear mythical spirits and beasts that would stand in his way. So the armies of the Delgon have ventured back into Naralon, carving their way deep into the forests. The logging crews have felled countless ancient trees, hauling them out, to the ravenous factories.

The courts of the ancient queens have been slow to respond. For a long time either they did not truly believe the reports, or they trusted the younger queens to deal with these incursions. This all changed when the first of the ancient nest trees fell to the Delgon axes. The Tarku, a queen who had been old when the Devanu towers fell, was butchered by the aggressors; her favoured kaopi fled to carry word of the tragedy.

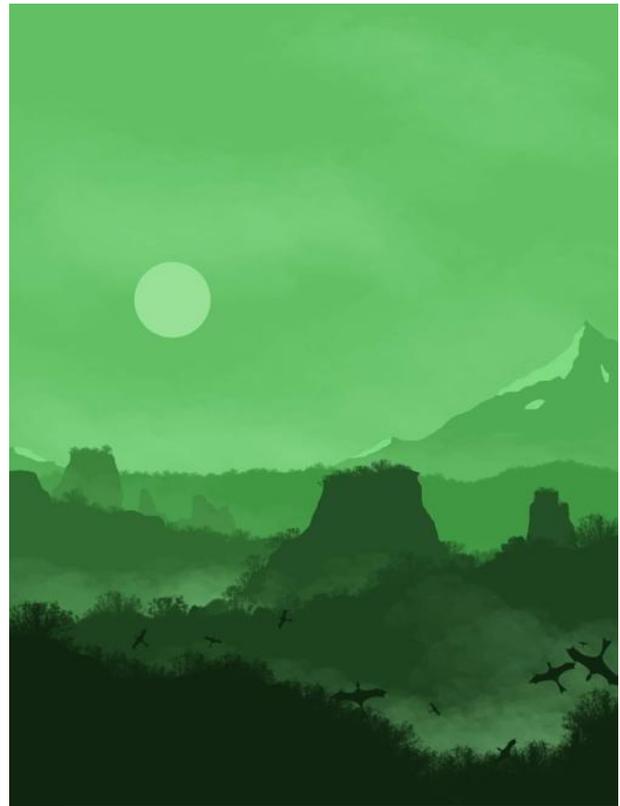
When the Kiterak heard the news, she crawled down from the council tree, that she might see with her own ancient eyes the devastation that the Delgon had caused. The message that the agreement had been broken has rippled across the forests and the queens have been mustering the swarms.

The Delgon believed that they had learned to defend themselves against the dangerous beasts of Naralon. They cut great swathes through the forests ensuring that there was nowhere from which they could be surprised. They hunted down the mighty predators, cornering them and eradicating the threats one by one. They were not aware that they had just been experiencing a tiny uncoordinated portion of the power of the Kedashi swarms and could never have predicted the devastation that would occur.

The queens summoned forth their swarms, sending

millions of their children to tear apart the transgressors. They sent their legions of trebarnii to lure the greatest of the beasts from the deepest and darkest parts of the forests and unleashed them on the hapless Delgon.

The alarm has spread throughout Naralon and the queens do not care which of the outsiders have dared to break the understanding. Peaceful villages that have lived close to the forests for generations have vanished overnight. The packs of devanu who hunted in the shade of the forests have found themselves driven from their nests, clashing with Imperial patrols as they fled.



Sources: Chat with Mike Thorp, Chronicles of Anyaral

Orelan

A region of Anyaral.

(details to be written)

Aura Mountains

Also known as: Orel'as (by the fubarnii of the Orel' clan)

From Danakan

Greetings my good friend!

I must admit that I am glad to have survived the passage through the Aura Mountains. I have been told by my guides that we have been fortunate, for many caravans have some sort of devanu encounter amongst the rocky terrain.

Considering the dramatic nature of the mountains I had expected the route to be far less comfortable. Not to say we had a smooth journey but it could have been far

worse, and would have had they convinced me to ride one of those damned beasts! My finely tuned nose, more used to smelling the delicate spices of the courts, has struggled with the stench emitted from the Eruk. Had these creatures not proved so useful at carrying my belongings I would not go near one. My aide Muri does not share my sentiments, riding atop them on more than one occasion. I admit a certain sense of self-satisfaction when her mount got spooked and bolted, leaving her to land in a Garkrid mound! She claims one of the little creatures is still crawling around in her robes yet none can find it.

It was a sad sight indeed when the lush greenery of Teral's delta disappeared from view leaving the chilly surrounding hills. The Aura Mountains are a barren, rocky place with little in the way of plant life, except for small clusters of fungi amongst the Garkrid mounds. One of the guides kept talking about the

Orel'as; after much questioning and a little confusion it became apparent that the fubarnii of the Orel'an clan call the eastern mountains by this name. Curious that two clans who live so close, at least in terms of the Empire, should have different names for the same hills. It does make me wonder what other strange and curious facts I shall discover on this arduous journey.

Something I had not counted on with this journey is boredom; there are many hours of unnatural daylight travel to contend with and little change in view or sign of a civilised conversation. I find my mind wandering back to our fair city. I believe I forgot to mention in my last letter a parting "gift" from Kadii, my replacement in the court, apparently my noble service demanded suitable recognition upon my "promotion." I find myself both flattered and indignant for the staff is clearly of great workmanship; a shaft of well seasoned Bren with a crystal orb of green yultiz mounted at its top. But, what really inspires loathing is the delicate carving of a damn fish at its head. I can only assume that this was intended as a jest to rouse my displeasure, a constant reminder of my fall from courtly grace! My apologies, I do not mean to rant constantly at you my friend for my... situation.

Our destination is the city of Orel, which lies on the edges of the formidable Argoran Wastes. It sounds a curious city and I was very much surprised to hear that a common trade is for some fubarnii to actively seek out devanu nests! Apparently these... imprudent loners seek out such nests and destroy them, for the devanu are a grave threat in these parts. I feel a mixture of awe and disbelief towards such seemingly foolhardy behaviour. It would appear that we shall have the company of just such a fellow who is to travel with us, on to one of the smaller towns along our route. I am sure I shall hear some interesting tales if only I can keep Muri from quizzing the poor kopa.

We should arrive in the city tomorrow morning where

we shall stay for two days and I am much looking forward to the civilised company and comforts we are sure to find within. The next leg of our journey is into the Argoran Wastes, an unfriendly place by all accounts. We are to travel south along its border before passing north towards the city of Eyglar and entering the Central Empire. I am sure this city will be a welcome sight after so many weeks of travel. Our guides have been telling tales of the wastes and its desolate landscape but unlike Muri, I do not fear their words for no place can be as bad as all that!

It has taken a while, but I have finally managed to converse with the hunter who left Orel with us. This quiet fellow has spent much of the time alone, though whether this is of his own choosing or because few dare to pass too close to his graku is unclear. Muri has been talking to him more than I; it would appear she has become quite intrigued by his companions, offering them scraps for which they appear to be most grateful. In an attempt to court their favour, and so the hunters, I too tried this tactic but decided to stop after one nearly took off my hand! These damned beasts are dangerous and I shall be glad to be rid of them.

Jawuu the hunter has been surprisingly open in our conversations and has a very calm demeanour. Perhaps his time alone in the wilderness or the dangerous nature of his profession has given him a unique outlook on life. Don't get me wrong, he is far from loquacious but he seems to be less guarded than the others of his clan. Muri tells me they have been discussing the finer points of devanu nests and Jawuu's trade so I have decided to ask her to include some notes, perhaps then she will stop pestering me with her scribblings!

Hoping this letter finds you in good health and fortune!

Source: The Twilight Traveller Issue 2

Other Entries

Anyaral

Pronunciation: an-yah-ral

The fubarnii name for the continent on which they live.

Setir Mountains



The Setir Mountains

The mountains which the Belog crossed to arrive in Anyaral.

I have looked on the face of our Gods. I do not know where they come from, but creatures of such obvious power deserve our respect and we will follow where they lead.

From their strength we will learn and we shall let them give us their weapons of metal to support their cause.

But we know the Gods are fickle and we know their time will pass. When the Gods are gone we shall remain. We shall have learned from their strength and we shall still have their metal. – Kimut Tikaan, High Warlord of the Tikaankii

Beyond the relative protection of the Delgon territories the Setir Mountains are a harsh place to live. Ferocious winds tear through the mountainous valleys, driving the snow in vast drifts that can bury towns in hours. Outside the short Setirii summer, the temperatures drop to deadly levels and very little can survive.

Within these frozen realms the Dhogu scrape a living. Countless small tribes compete for every resource, preying on unwary travellers or raiding poorly defended villages. The clans of the Northern Empire look upon the Dhogu raiders with loathing and in many towns passing Dhogu are driven away or even killed.

The Dhogu do however have an understanding with the Delgon that has gone back generations. The Delgon welcome the Dhogu into their territories, sharing food and resources and trading for furs and trinkets. The arrival of the Enarii has strengthened the bond as the Dhogu are in awe of these Gods. Several warlords have

pledged allegiance to the Enarii and their tribes now accompany many of the Delgon forces, while a large number of their finest warriors protect the priests as Kaldreman bodyguards.

To the north lie the frozen Setir Mountains, but even in these inhospitable lands the industrious fubarnii have built their homes. The Delgon territories lie nestled within the mountains, with hundreds of their city-towers clinging to the craggy peaks. The secretive Delgon have hidden themselves away for many generations, entirely self-sufficient from the neighbouring Empire that they rejected.

Throughout the mountains live the nomadic Dhogu, who scrape a living trading with the Delgon and the Empire or acting as guides. They also have a reputation for raiding remote villages and ambushing unwary travellers when the opportunity presents itself.

The clans of the Empire cling to the foothills, working mines and raising hardy breeds of Graabin. Their militias are more used to dealing with Dhogu raids than the devanu packs that are seen across the rest of the Empire.

Source: Chronicles of Anyaral

Tarmel

A region of Anyaral.

(details to be written)

Teoni Forest

Forests to the south of the Empire.

Source: The Twilight Traveller Issue 6

Tomar

A region of Anyaral.

(details to be written)

History

Delgon

A History of The Delgon

To the north of the Fubarnii Empire lies the vast expanse of the Setir Mountains that sweep across the continent of Anyaral. Secluded within these frozen mountains are the territories of the secretive Delgon.

While the fubarnii of what has now become the Empire slaved under the rule of the devanu, the Delgon were carving themselves a home within this inhospitable land. The devanu could not survive the harsh winters, so the Delgon were left undisturbed and built many great cities to shelter from the cold.

The Delgon claim that when the first clan of fubarnii finally rose up against their masters, it was they who had provided the tools and the guidance, but as the Empire was formed the Delgon went through a time of great tragedy. As the devanu were driven from the warmth of their hunting grounds, packs of desperate hunters fled into the mountains. It was a warm summer, and the Delgon were ill prepared for such an attack. The devanu tore through their towns and villages, slaughtering thousands. Most of the devanu died when the cold winter finally arrived, but some tribes dug in and it took the Delgon years to finally clear the threat.

The leaders of the Delgon sent emissaries to the newly proclaimed Emperor to ask for support. The emissaries returned empty handed, with the Emperor declaring that he would only help if the Delgon swore fealty and joined the new Empire. The four High Lords of the Delgon dismissed this offer refusing to give up their lands to the fledgling Empire. Three of the four High Lords went in person to Gar Loren to petition the Emperor, but they never returned. It is not known what happened to them, but the Delgon have always blamed the Empire for their deaths.

At that time the priests stepped up, decriing the leadership of the former lords and insisting that something be done. The remaining High Lord followed their guidance and declared that the borders to the South would be closed. The priests placed two of their own as High Lords of the Delgon, and took direct control of the protection of the Delgon territories. Guard towers were built on the few passes that lead safely into Delgon from the south, and all travellers were turned back.

Many generations passed, with the priests guiding the Delgon and protecting them from all who would threaten them. During that time a number of the Emperors tried to encourage the Delgon to join the Empire, either through force or diplomacy, but in all cases their forces were turned back or lost.

During the reign of Emperor Felian, visitors arrived within the Delgon lands from beyond the mountains. They were weak from their travels but their leader was brought to the priests, who announced that the Enarii had returned from their home on Enar and chosen the Delgon. A select few of the priesthood were given the honour of serving the Enarii directly and tasked with learning their language. The leader of the Enarii was revealed to be Garabon, one of the greatest fubarnii who ever lived in the ancient days and who had ascended to Enar many centuries before. In his first speech to the devout, it was Garabon who decreed that the Delgon had waited patiently for long enough, and that the Enarii had seen their devotion and chosen them as their own. All the fubarnii of Anyaral should worship their gods, and it was the duty of the Delgon to see this happen.

Priests were sent out to all corners of the Empire, proclaiming the glory of the Enarii, and letting the leaders know that a new Empire would be formed with the Enarii taking their rightful place at the head. Arudor, the Emperor, did not accept this news in the manner the Delgon had hoped, leaving the priests hanging above the gates of Gar Loren as a message to all who would threaten the Empire.

When news of this reached the Enarii they were furious that any should show such insolence. All should bow to their gods, and if they would not bow by choice then they should be made to bow.

Two further winters passed and little was heard from the north, except for news that black clad emissaries had been seen across the Empire, delivering uncompromising messages and ultimatums. Over that time Arudor was becoming increasingly obsessed with the Delgon. He sent many spies across the mountains, but the mountains are harsh and the Delgon are watchful.

Very few spies returned, and those that did carried little useful information. Arudor also started to pull back his knights to the Central Empire, fearful that an attack was forthcoming.

As a direct result of this action, the towns around the outer Empire have started to suffer from increased devanu attacks. The Emperor has ignored the rumours of a growing threat around the Argoran Wastes, instead obsessing over the movements of the priests and what is happening beyond the northern borders of his Empire.

In the depths of the third winter the Delgon finally initiated their Retribution, selecting the Gerova clan for their initial onslaught. The small town of Arisel was the first to suffer. When knights were sent to investigate, the

town was found with all the buildings destroyed and the tunnels collapsed. Large funeral pyres were discovered, with signs posted listing their crimes against the Enarii.

Further attacks followed during the cold weeks of winter, with five more towns falling. All knights are bound by an oath to never shed fubarnii blood, and those knights posted in the region felt they had no choice but to stand back and watch the massacres. It was Danomar who first broke his oath, leading his Knights of Relan in defence

of the town of Ardel. The fight was brutal and close, but with Danomar's help the attack was repelled. For a while the Northern clans were hopeful, but Jamor came in person to lead his forces against Ardel, ensuring that the walls of the town would fall. This defeat was a crushing blow to the Gerova clan and news has now reached the Emperor that its council has elected to turn its back on the Empire and join the Delgon rather than face more Retribution attacks.

Source: Chronicles of Anyaral

Delgon Wars

Chronology of the Delgon war

The War Moves On

The initial shock of the Delgon attacks to the North are being felt across the Empire, but their expansion has slowed as the Empire has mustered its defences. Danomar led a brave stand at Ardel, breaking his oath never to kill his fubarnii kin, but allowing the civilian population to escape south before Roban could arrive with his reinforcements and utterly destroy the city.

In the following weeks the Gerovan council had no choice but to submit to the occupying forces of the Delgon, in spite of Danomar's small victories. The Posan and Arisel clans followed suit, abandoning the Empire and pledging fealty to the Enarii Lords. The so-called Retribution attacks would have continued except that the bitter cold of winter closed in early, the relentless blizzards forcing the Delgon to take shelter and curtailing further attacks.

While Garabon and the other Enarii paced impatiently in their frozen palaces, the Emperor gathered his advisors. The losses to the North have been devastating, bringing the forefront of the Delgon warmachine to the borders of the Central Empire.

Following his attacks on the Delgon, Danomar was imprisoned and escorted back to Gar Loren where he threw himself on the mercy of the Emperor. There were many arguments within the Royal Council, during which time Danomar was held in chains beneath the Imperial Palace. There were many on the council who cried that Danomar's actions brought into question the very sanctity of the Knightly Orders and it was agreed that the Oathbreaker must be executed. However, the Emperor's closest advisors looked to the North and understood the threat that the Empire is facing. The Emperor stood before the Council and overturned their sentence decreeing that the threat of the Delgon constituted such a threat on a scale never before seen and that the Knights must be used in defence. Danomar was pardoned and released, retaking his role in the North to defend the Empire, his forces bolstered by several detachments of Knights that had been drawn from across the Empire.

It was a short and cruel winter, but by the time the snow had cleared the Empire was ready for the next wave of Delgon attacks. Belderak emplacements were attacked

and destroyed before they could fire their first shells and the supply chains were devastated following decisive attacks by the Knights.

The Delgon spent the first weeks of spring testing the defences, but at every stage they have been repelled, even losing some of their new territory to the Emperor's forces.

The Enarii are growing ever more impatient, driving their engineers to construct more engines of destruction, pushing their logging parties south into the Naralon Forests, sending out missionaries and always searching for ways to grow in strength.

To the south, Arak Katain has continued his campaign, leaving a trail of destruction in his wake. During his travels he has inspired ever more devanu packs to emerge from hiding and to retake what is theirs. The local militias have done their best to deal with many attacks, but without the aid of the knights the damage has been catastrophic and they have been unable to stop the growth. The richer villages have paid expensive mercenaries to protect them, but with varying levels of success. The only consolation is that Arak is forever moving forwards, destroying all in his path, but then moving on, his eyes fixed ever northwards. Those left in his wake must deal with bands of rogue devanu who are making the most of the weakened defences and broken villages. Meanwhile, on the western coast of the Empire, far from the growing hostilities, the aging clan lord of the insular Teralin clan has finally succumbed to the ravages of time. The newly appointed clan lord has great aspirations and has appointed an outspoken member of one the lesser noble families to act as his ambassador to tour the Empire and bring back news.

Danakan, the unwilling Ambassador, has secured travel with one of the many trade caravans that regularly travel between his home in Teral and the fortified city of Orel, which sits on the edge of the hostile Argoran Wastes. He has a long journey ahead of him, particularly for one who has rarely left the lands of his clan.

Source: Chronicles of Anyaral

The Enguan Occupation

In the years since Tonueil fell to the Delgon aggressors the lands around the city have changed almost beyond recognition. The already sparse lands have been

thoroughly stripped to supply the shipyards, which have been working day and night to create hulking behemoths for the Delgon Navy.

An endless stream of wagons wends its way north from the edge of the Naralon forests where forces of enlisted Engu wield their axes to fell the great trees and to defend themselves against the spirits they have angered there.

The Delgon do not sit comfortably in these lands for the Engu do not bow willingly to their oppressors. The caves and tunnels that are found throughout the clan's territories provide shelter for the draals and jenta who fled the city while their larger kin fought to protect them. Over time these scattered families have formed the backbone of a strong and dangerous resistance. The young orphan Keeva has grown into a symbol for this resistance - the howls of her loyal tahela, Yukran, inspire all who hear them.

Off the coast, Cren Blaak leads the exiles who found a home among the inhospitable islands. The hunters use these as a safe base from which to coordinate vicious attacks, stealing or sinking much larger ships, even if it does little to stem the tide. Several times the Delgon have tried to hunt down the troublemakers, but on each occasion their unwieldy ships have failed to trap the evasive smaller boats, and the hunters found their vessels snared in reeds or their hulls holed by sharp hidden rocks that the Engu confidently evaded.

Source: The Twilight Traveller Issue 11

The Fall of Tonueil

We should have been more suspicious when the Dhogu ceased their raids.

After the initial, early storms of late autumn, it had turned out to be a relatively mild winter in Engu. We had managed to keep the trade routes open and had heard many tales of the war to the East. The traders told of the huge Delgon armies that had laid waste to many of the cities of Gerova, with Arisel and then Ardel falling. We could not believe when we heard that the clan lords had been so weak as to bow to the invaders, something we thought we would never do.

We have always had to fend off the accursed Dhogu, who creep down from the mountains to raid our villages. Life on the Enguan Coasts is hard and we are a strong race, but those thieves and murderers have always been a thorn in our side, waiting for our kopa to leave on their hunts before descending on the unprotected villages. They do tend to underestimate us draals who are left behind and they are usually driven off before they do too much damage, but they were just a dangerous nuisance.

As the snows were starting to melt we had a period of quiet, across our lands the Dhogu seemed to stop their raids. Good news always travels much slower than bad, so we did not notice the widespread lack of trouble and just enjoyed the peace, mending our nets and checking our boats. There was however a great uproar across our lands when we heard that Kapa Ralena had agreed to carry a Delgon priest to the south; there was a summoning of The Council to discuss the Delgon and

also to decide the fate of that once-respected Kapa. Many of our clan felt that his actions put money ahead of loyalty to the Emperor and deserved the most severe of punishments, but none of our laws had been broken so the Council had no option but to rule him innocent.

It was shortly after his return that we started to lose contact with the villages up the coast and several trade caravans failed to arrive when expected.

I accompanied my beloved Tenara, Kapa of our crew, when we headed out to try and find a missing caravan. We found its remains; baruk carcasses abandoned to the snow and the goods smashed or taken. That was not the worst though, for we found the naked bodies of the traders piled nearby, stripped and left to be scavenged by skerrats and other vermin.

This sort of brutality is not unknown from the Dhogu, but they are usually more careful to clean up after a raid.

I was scouting ahead with my tahela when I heard the cries of battle echoing through the mountains, with mighty blasts threatening to bring the snow crashing down around us. I rushed back to try and help, but I was too late. I watched from afar as my Kapa and our crew were overwhelmed and slaughtered by a massive force of Delgon and Dhogu. I could do nothing as my brave Tenara was brought before one of those vile black robed priests and was forced to crouch, unarmed and restrained. I could not hear what was said but I could no longer hold my voice as the priest sunk a dagger into his throat.

With my presence revealed I had to flee, traversing the dangerous melting snow with Dhogu trappers forever on my trail. I made it back to Tonueil, but by then it had already fallen. The belderaks had laid waste to half the city before the Delgon and countless Dhogu had descended on the remains. I believe we fought hard, but we could not stand against them, especially with one of their monstrous false gods leading the slaughter.

Over the following months my defeated people were given the opportunity to bow to the so-called enarii. Those that refused were executed or taken away. Many chose to bide their time, but a small number embraced the invaders, betraying the clan to try and profit from the fall of our homelands.

I am ashamed to say that I didn't stand and fight during those days. I fled from the fires and the enemy and struggled for survival in the harsh wilderness. Over time I found other survivors and for a while I fought within the resistance, watching from the shadows as the Delgon set to work in our dockyards, consuming our proud traditions and creating their own monstrous vessels to carry the occupying armies to the south. We carried out raids and did what we could, but after the first few months I could no longer watch the devastation of our lands and realised that our resistance was for naught.

As summer is drawing to a close I have thus ventured south. I have braved travelling through the outskirts of the Naralon forests, avoiding the countless teams of Delgon logging-crews that are working to feed the appetite of their insatiable warmachine, all that time haunted by the spirits that live there.

This brings my tale here to the capital of our majestic

Empire where I wish to throw myself before the Council of the Emperor himself, to offer my service and to beg

his help for my people.

Empire

The Creation of the Knightly Orders

The Order of Dimor was founded about 50 years after the death of Dimor, the first Emperor. In that time the Empire had grown immensely and various powerful fubarnii had laid claim to the newly liberated territories. The great armies that had been created to expel the devanu had been split up and were being held as personal armies for the provincial lords. Those lords had taken to bickering and fighting over territories, safe in the belief that the devanu threat had been eradicated.

But the devanu had not been eradicated. Small hunting packs still lived within the Empire, struggling for survival while trying not to draw the attention of the armies of knights. A powerful devanu named Jark Atarl was however looking beyond simply surviving, building up his tribe in a remote region close to Larigal in the south of the Empire. He was careful never to draw attention and when he finally struck he attacked a settlement with a huge hunting pack. He efficiently slew or enslaved every last fubarnii, claiming the land as his own. Jark Atarl forced the slaves to rebuild a mighty tower that he might look over his domain.

It took the disruption of trade routes and the loss of trade caravans before the wider Empire became aware of Jark's attack. The local lord who ruled over the province raised his army of knights and rode to oust the devanu. His forces were however woefully outmatched by the devanu, and he had truly underestimated the size and skill of Jark's tribe. The lord himself was killed, the remains of his shattered body left displayed at the edge of Jark's territory. The neighbouring lords were afraid to send their own troops, for fear that the losses would leave them unable to defend their lands, while also looking at the potential for expanding into the weakened province once the devanu moved on.

But Jark did not move on and over the following months the province was given up for lost. The neighbouring lords believed they had an unspoken truce with Jark Atarl and simply avoided the region. However, Jark was not satisfied with his small territory. devanu packs from across the lands gathered to his call, the tribe growing ever stronger, until it once again struck out, coordinated hunting packs laying waste to the nearby provinces, killing and enslaving entire villages and building more towers on the ruins.

News of the fall was slow to reach the Emperor and by that time a vast region was under the complete control of the devanu. The lords were terrified, fortifying some towns and abandoning others as the devanu hunted freely across vast swathes of land.

The Emperor raised a levy across all the Provincial lords from across the Empire, demanding troops and supplies. It took months to raise the army pulling together a vast force of knights and soldiers as great as those of Dimor. The army rode south to the fallen lands and under the leadership of Tomaan, a powerful commander, the knights eradicated the devanu, burning the towers and freeing the surviving fubarnii.

After Jark had been destroyed, the Emperor decreed that the Order of Dimor would be formed from the army that had gathered. These knights would no longer be under command of the provincial lords and would instead serve to ensure the devanu could never rise again.

There was great uproar from the lords, but the Emperor worked with the trade families to ensure the provinces supported the Order, building barracks across the Empire, providing a regular levy of young jenta to train as knights and furnishing them with weapons.

Several generations on, subsequent Emperors have created new Knightly Orders and military forces, but the Order of Dimor is still the largest and has become a powerful tool for holding the Empire together. Every member of the Order is initiated at an early age and takes a sacred vow never to spill fubarnii blood. Their remit has grown over time and they are now dedicated to controlling other beasts that threaten the Empire as well as the devanu, assisting clans with removing dangerous grishak nests or trapping kelahn that stray too close to villages. The Knights of Dimor do not fight bandits and they are expressly forbidden from getting involved in conflicts between clans.

Source: Chronicles of Anyaral

The Fate of Genera

With the honourable Danakan resting, I Muri, have decided to attempt to compile her notes concerning the fate of Genera. During the past weeks of travel my mistress has interviewed our guides and the locals who dwell within the walled settlements that border the wastes. I have also been tasked with searching for historic scrolls in the libraries of the towns within these desolate lands, for any hints or mention of this cursed place.

The following verse is from a tragic local poem, which tells of two lovers separated by the fall of Genera. The honourable Danakan recorded a number of variations of these lyrics and this version displays the most common wording...

"The night these two lovers chose was foul for a great curse came.

Where they had hoped to steal away by day they found

themselves divided.

In the harsh light of the sun the sky did fall and the earth rose,

as if the world itself could not their love allow.

In the chaos and the blinding light did they rush to find the other.

But, a great chasm split their world in two for all time and,

like the city itself they were swallowed by the darkness of despair..."

During muttered conversations with loose-beaked locals the honourable Danakan noted the following legend of Genera. I would like to mention that on at least one occasion I have heard parents threatening their misbehaving young with the wrath of the Karazii (evil spirits of the wastes). Here is a shortened version of the legend for your perusal...

"In whispered tones we talk of the cursed city and its fate. Of the clan who turned their backs from the grace of the Enarii and of the wrath sent to destroy them... the Karazii. These ancient wasted spirits of those barren lands descended on that place and tore the walls down, block by block. They burst into the homes and the local fubarnii felt the life draining touch of those foul some creatures, weeping tears of blood as their city died around them. Now it is a cursed place, inhabited by evil spirits and brigands. Some even say the devanu dwell there, revelling in the destruction wrought on that city of unbelievers."

The final excerpt that I shall show here is from a local library, discovered amongst a dusty collection of scrolls concerning the attempted delivery of goods by a trade convoy. Much of the scroll is degraded beyond usefulness but this small section was legible.

"...to the city? Used to a warm greeting our convoy was instead met by hushed silence broken only by the haunting winds whistling through the ruins of this once fair city.

No sign of the populace remained, though much could have been hidden under the dust and sand born by the wind. Enarii preserve us! Our mounts were skittish and none was eager to stay overnight. I broke us down into small search parties, quickly hunting for survivors or any clue to what had occurred here. All that was found was an old kopa, crippled with age whose mind was gone. We gave him food and water then turned our back on that foul place, never to return. We had limited resources for we had hoped to restock before our return journey. After an age of travel we returned, husks of our former selves. The old kopa died en route but amongst his ravings and mutterings his last words haunted us all... the lances fell and we died..."

Note: I am now sure that the connection between the lack of the Emperor's Knights in this region and the fall of Genera is connected. Perhaps the last words of a broken old fubarnii sparked some ancient grudge that burns still today.

D

As you can see there is much that has been lost over the years concerning the fate of the city and much that remains has been twisted by imagination. Each account tells a different tale, contradicting the others. Still, if one treads carefully through the myriad of tales, songs, legends and myths I am sure we can discover its fate. I would suggest that further study should be undertaken in this area lest other cities follow their fate. - Compiled by Apprentice Muri of the family Terak

Source: *The Twilight Traveller Issue 3*

The Forming of the Empire

At the dawn of the Fubarnii Empire the fubarnii were scattered across the continent of Anyaral. They hid in natural caves, dug holes and tunnels beneath the ground, or stayed in small mobile groups to avoid predation from the hungers of the devanu. The devanu initially ruled over all the lands in small packs, hunting unwary fubarnii for food or sport, much as they would the other beasts that roamed the lands. However, over time the devanu learned to train and use all manner of beasts. Some of the devanu saw that the fubarnii could be useful and they came to enslave the fubarnii, forcing them to build and create that which the devanu primal minds and vicious claws could not. That was the time when the devanu forced the fubarnii to build great towers to show their prowess and to mark their territories as their own.

The fubarnii lived as slaves for countless generations. The powerful devanu tribes had their slaves build towers that grew ever taller and more impressive. Industrious fubarnii weaponsmiths proved their value by building forges and crafting beautiful armour and weaponry to placate their masters. There are true horror stories from that age, like that of Arak Amora the Glutton, but Empire historians generally agree that for the most part the devanu were not cruel masters. They left the fubarnii to live in the shadow of their towers, even going so far as to protect them from other predators, treating them much as we would our precious livestock.

But not all our ancestors were happy as slaves. There were those who wanted to tear down the masters from their towers and to live in freedom. One of those was Gehran.

Gehran was a brilliant fubarnii with a knack for chemistry who lived within the walls of one of the greatest towers in Anyaral. The tower of Tark Loren once stood where Emperor's mighty palace and the surrounding city of Gar Loren has now grown.

It is hard to say what prompted his actions, but the legends hold that he had suffered a grievous wound at the hands of a young devanu master, but as he lay in the dirt, watching his dark blood mingling with rivulets of rain that flowed past him and disappearing into the darkness between the stones of the walls Gehran's mind began to race. The equations formed almost instinctively and soon everything he looked at was coloured by thoughts of freedom and revolution.

Collecting various plants from around the tower and trading for more distant herbs and chemicals, Gehran took months to create the devices that he saw in his genius plan. He packed specific stones in the Tark Loren's tower with explosive packets and poured sticky tar down into the structures.

When his plan was ready, he smashed a torch against the stones and watched flames as tore through the tower, triggering mighty explosions that produced the most spectacular show of defiance we fubarnii had ever seen. The destruction of the tower burned and crushed the savage overlords as well as hundreds of his fellow fubarnii that could not escape. Gehran was also engulfed in the flames and fubarnii legends tell that he was carried to Enar alongside those he martyred. The fall of the first tower ignited the local fubarnii and the spirit of revolt spread like a brushfire through the warrens. Fubarnii across Anyaral began to rally against the devanu using Gehran's brave sacrifice as an example of what they were capable of, and the cost worth paying to achieve their goal.

The image of Gehran became the figurehead all fubarnii rallied under, the leaders decorating themselves in his honour when urging on their brothers and sisters.

It was at this time that Dimor the first rose to prominence. He rose up calling the fubarnii together in Gehran's name. Dimor's warriors turned the disorganised mobs into an army, the downtrodden fear into zealous hatred. A core of well-trained warriors gathered around Dimor on a crusade to oust the former masters. With their massive weight of numbers, the fubarnii destroyed tower after tower, sending the once mighty predators fleeing before them. The lands once held by the slavers were soon controlled by the former slaves. The tall towers built on labouring backs were toppled, the resulting rubble left as a reminder to future generations. Their hold on the continent broken, scattered remnant bands of devanu scooped up what fubarnii captives they could and fled to the far corners of Anyaral, fighting bitter battles wherever they tried to claim new territories.

Dimor was heralded as the true leader of the fubarnii and the rest of his lifetime was spent organising the families and warbands into a new civilisation of larger clans. These newly founded clans numbered thirty-seven, each granted a protectorate of land to tend and call their own. From the coasts of the Gethlon Sea and the dark forested stretches of Naralon, to the dangerous sprawl of the Argoran Wastes and the icy passages of the Setir Mountains... it all belonged to the fubarnii. Each clan was given a titled leader, all of whom answered to the pinnacle leadership of the entire culture - the first liege lord of the Fubarnii Empire, Emperor Dimor the First.

Under the rule of the Emperors who have followed Dimor, the fubarnii have become the undisputed lords of the continent. However, the devanu still lurk on the outskirts of the Empire or within the depths of the Argoran Wastes, their savage families occasionally growing strong and bold enough to risk raids on outlying

settlements, ever a threat to the unready. To counter this persistent threat, the Knightly Orders station their knights throughout the Empire, their sole purpose to ensure that all devanu shall perish if they choose to threaten the lands of the Emperor.

Source: Chronicles of Anyaral

Great Revolution

Full history of overthrow of Devanu etc.

Timeline of Emperors

Emperor Phoz ordered the first of the great roads to be built. Ostensibly to better the speed of messengers through the lands, but also to secure fast access to the coast for the droba that he enjoyed so much.

Emperor Mhontii founded the Imperial Horticultural society and sent explorers all over Anyaral searching for new plants and trees for the palace gardens.

Horrified at the amount of the city which had been turned over to gardens, emperor Hor-Insi gave over the newly laid south lawns for the Toloran of the Noble Guard, and built the first ring of city walls.

Emperor Haru had a lot to live up to becoming the next appointed emperor of the fledgling empire nation that was still young that required much organising and leadership. She had a brilliant mind, ambition and duty to not let her family or people down. She sets to work with the construction of the many cities and villages including the capital Gar Loren, expanding on the infrastructure Dimor the Great had already built and contributed to the establishments of trade agreements and alliances with other nations across Anyaral which in time helped cement the Empire on the path to greatness that we see today.

Emperor Om'no-mon is best known for his ravenous eating habits and vast hunger for more. He very nearly caused the extinction of (one or several) wild (tasty) creatures. Died at the dinner table, reaching for just one more bite...

Emperor Enzo-kurusk: a fat, war hungry and angry little fubarnii. He organised the forced relocation of the Delgon to the mountains. Liked to carry out dark and evil experiments on his citizens. Was behind the invention of weaponry, as he just wanted to blow things up.

Source: Conversation with Mike Thorp

Twilight Ramblings 7c - Fubarnii 101 Chapter 3 - Enslavement And Liberation

Early interactions

Over time, the nature of the relationship of the devanu over the fubarnii changed from opportunistic to a more structured domination. With the fubarnii population now thriving, the devanu did not refrain from demonstrating their displeasure by killing and eating members of the villages that failed to provide tribute. Devanu are very

territorial, and it is not hard to see how they came to think of fubarnii villages within their territory as their own "property". Nevertheless, individual fubarnii were inconsequential and could move from village to village (if they didn't mind the risk of being picked off and eaten en route). It did them little good, however, as one devanu territory was much like another.

Communication between the fubarnii and the devanu was difficult. Most of the percussives and plosives of devanu speech were unfamiliar to the fubarnii, and the lipless devanu were unable to form many of the consonants of the fubarnii language. But there were obvious advantages in being able to tell what their "masters" wanted, and the fubarnii learned to understand. The most adept in each village would usually act as interpreter for the rest, and would therefore have the job of mediating, bargaining or outright pleading depending on the devanu's demands. This naturally gave them some status within their own community.

Towers

The first tower was probably a fairly small structure, and one can only speculate how it came about. Maybe a devanu in a low-lying area simply felt the need for a more elevated nesting space, perhaps nothing more than a platform of piled up rocks. Maybe a building was constructed for other purposes, as storage perhaps, and the devanu took to living on top of it. What is sure is that the idea spread, and naturally each devanu clan would want to outdo its neighbours. The larger a territory, the greater the fubarnii workforce that could be pressed into service – but eventually the key became architectural skill, and fubarnii that had it were prized.

The devanu were not kind masters – it was not in their nature to be. It is hard to understand the mindset of a carnivore, an intelligent predator whose whole worldview is based on hierarchies of strength, size and viciousness. They simply have a different set of values, and being kind is not a virtue in devanu society. To the fubarnii, whose philosophies are more similar to our own, they were anything from a natural disaster up to evil incarnate. Even today there are mixed views. The more extreme (particularly in some cultures such as the Delgon) tend to see the devanu as morally evil and extermination as justifiable. Others see them as a trial that was overcome, and further persecution to be unnecessary. A devanu acting according to its nature is no different from an earthquake or a lightning strike – deadly, but there is no sense in personally affronted by it. A few very rare enlightened thinkers even acknowledge the possible benefit the devanu may have had on their culture, speeding progress and inspiring inventions that might not otherwise have been discovered. They tend to do so very quietly however.

Rebellion

The politics of the rebellion were more complicated than one might expect. Despite their lack of freedom and being subject to the whims of cruel tyrants, it was a lifestyle the fubarnii had known for many generations,

and change is difficult to face. They had mastered the art of keeping their overlords happy, and it required obedience, avoiding accumulating too much obvious power, and generally not being a threat. This would usually ensure they were left alone. The devanu understood that ill-treated slaves could not work as efficiently, and did not cause needless harm. Where a fubarnii was killed, it tended to be as an example to others, or simply an accident. The consequences of mutiny were therefore dire, and for most a risk not worth taking.

But something tipped the balance. The story that reached the history books was as follows: an engineer called Gehran, by a combination of mechanical means and primitive explosives, managed to destroy the local devanu tower. In retribution, the surviving devanu slaughtered his entire village, and made life unbearably difficult for the other villages in their territory. As is the way with engineers, Gehran's actions were probably more for the satisfaction of seeing his invention work than through any consideration of the consequences. However, it was the spark that lit the fuse, and from then on each clan had to make a choice; support the rebellion, or support the devanu. When framed in those terms, treachery against one's own kind seemed unthinkable – almost. Still some individuals fought to keep the status quo, fearing that the rebellion would be quashed, knowing that even if victorious many lives would be lost along the way. But as it gathered pace it became harder to ignore the call. There was something else to add to the balance – which clans would be favoured in the new world order, once the devanu were overthrown? In many clans, internal struggles took place, often with a younger member calling for freedom in opposition to the prudence of their elder. The outcomes were varied. But eventually liberation came to everyone, and those who had held out against it had to live with the shame for many generations.

A point that Gehran had not taken on board was that coordination was essential to the success of the rebellion. A single village, or even all the villages within a territory, could not hope to destroy their devanu clan without the surrounding devanu moving in and wiping them out in turn. It was a fubarnii named Dimor who saw this problem and resolved to overcome it by uniting the fubarnii. Hailing Gehran as a hero and making much of the harsh conditions the fubarnii in that area now lived under, Dimor convinced a number of them to hide out underground and begin plans for a full-scale rebellion.

The rebellion began in the region of what is now the Empire's capital. The cave network under Gar Loren today is impressive, and its inhabitants bask in the knowledge that it was in these caves their ancestors gathered to plot the devanu downfall. Of course the cave system has been extended since, but the original caverns were nevertheless still one of the largest in all Anyaral. The devanu as a species are not fond of caves; it is likely that they barely knew of their existence, and certainly not of their extent. This, coupled with their obliviousness to individual fubarnii, allowed a perfect scenario for slaves to slip away unnoticed and make their home beneath the

ground.

Dimor was a young but highly intelligent and charismatic individual who was gifted with the ability to recognise people's strengths and work with them, making her an excellent leader. Dimor also understood the people's fears, and could persuade, reason, cajole or command as required to bring them round to the rebels' point of view. Failing that, secrecy and subterfuge allowed the rebels to circumvent most obstacles. Dimor is credited with the invention of writing, introduced as a way of sending complex coded messages between fubarnii settlements in order to share information and coordinate the strike. Pictures of the Enarii were used to represent their initial sounds, thus forming words when drawn in sequence. Fubarnii who were hostile to the cause were not taught this system, and messages that fell into their hands might not even have been recognised as such. In this way the rebels organised themselves and awaited their opportunity.

Over time, supplies were gathered and plans made. Weapons were forged, and spies sent to other territories to enlist the help of other fubarnii clans. Gehran's inventions had not been entirely lost; it seems he had discussed enough of his ideas with engineers outside his own village that with a little work the rebellion soon had the technology to destroy devanu towers in a similar way. But this time it would not be one isolated event.

Four years after the death of Gehran, the message went out to the eighteen clans who had joined Dimor's rebellion. At sunset on the agreed day, they struck. Dimor had chosen a devanu feast day, when most devanu would be in their towers. The destruction of the towers had been carefully planned in each territory, as the different designs of tower meant the techniques had to be varied slightly in each case. Not all worked perfectly, but the explosions sent the devanu running in panic into the waiting army, who wielded the most advanced weapons of their day. The slaughter was quick, and the fubarnii suffered only lightly. However, this was only the first of many battles.

The next step was for the entire army and civilian population of the clans to pull back to the Gar Loren caverns, where fortifications were hastily erected. This mass migration was not without problems, but the fubarnii needed to concentrate their forces and be able to defend an area against the more distant devanu clans who might attempt to regain control. Some families were killed en route as the devanu swarmed in to the vacated territories. Others hid out for long months in caves awaiting rescue. But those that made it to Gar Loren had the shelter of the well-stocked caverns and the army to protect them.

The formation of the Empire

Gradually the enraged devanu had to concede that attacking the fortifications was too costly, and grudgingly they retreated. This allowed the fubarnii to press forward, consolidating further territory. They had effectively carved themselves a nation, and may even have been left alone for a while. But Dimor had greater ambitions – the war would not be over until all fubarnii

were freed from the devanu. One by one, the territories fell. Once it was clear that the fubarnii had won, Dimor declared herself Emperor and founded the city of Gar Loren at the site of her home clan. Further, she made it known that the Enarii had favoured her and would likewise favour her descendents, ensuring that imperial power became hereditary – passing to a member of the family chosen by the Emperor before death. With the army under her control and the people calling her their hero, there were few complaints.

As the mopping up of the territories continued, Dimor, after a public life-change ceremony at which he took three wives, set about extending the city. The caverns grew to house the garrison and general populace, but the Emperor's Palace was built on the surface – a tower to mock the fallen devanu structures. It was however well fortified and the Emperor of course had an elite bodyguard. In addition, the initial fortification of the area was increased into a respectable city wall. Initially most other surface structures throughout the region were roads and associated way stations, but it gradually became fashionable for dwellings to extend onto the surface, with the inevitable underclass remaining underneath. Not all areas followed the Emperor's fashions at first, however. In places where the cave systems were smaller, the rich would usually occupy the safe underground part of the city, leaving the poorer inhabitants more exposed. It was only when the threat of the devanu had pretty much disappeared that the surface became a desirable area of residence.

Power and wealth now lay in the hands of those who had been most loyal to the cause. All of Dimor's close associates became either members of the imperial court, highly placed army officials or clan leaders in their own right. Where clans had willingly fought for the rebellion they usually retained their original leadership; any clan leaders who had opposed the rebellion however were deposed and their territories reassigned as rewards for war heroes. The initial eighteen clans and the newly distributed territories were unquestionably loyal to the Emperor. Further afield loyalties were more ambiguous. In some of the more distant territories for example, the clans had not been involved in the initial attack and had in fact heard very little of Dimor. Nevertheless, Dimor's army had freed them and they were grateful – particularly they were grateful for the continued presence of the army which kept them safe from the return of the devanu, and for that they would pay tribute and allow themselves to be called part of the Empire. The Casani had even been making their own efforts to free themselves, and it is not clear how much they needed or wanted the Empire's help – nevertheless, they are even today a part of the Empire and pay their taxes, though their distinctive culture remains.

The tribes of the Setir mountains were less obliging. The cold, mountainous climate had never been devanu territory and the worst they had experienced were occasional raids, never the enslavement that had occurred on the plains. The Delgon in particular found that in fact their situation worsened when, driven off by the Emperor's armies, the devanu were forced to flee

into the mountains. Despite a series of attempts by Dimor and his descendents, the Delgon never became part of the Empire.

Source:
<http://forum.worldoftwilight.com/index.php?topic=1663.0>

Enarii

The First Enarii

When years had passed and Garen became ill, his people called to the Gods and said, How shall we survive without our leader? Who will guide us?

So the Gods took Garen and his wives and children, and placed them on Enar, to live among the Gods forever, where they would be able to look upon their people and guide their steps. And these were the Enarii.

And each learned secret knowledge to help them guide their people. And one learnt how to gain victory in conflict, and one learnt how to find that which was lost,

and one learnt how to make clothing, and one learnt how to conduct trade. And others learnt other things, so that every aspect of life could be guided by them. And they taught the people how to call to Enar to seek help.

And the people said, when we die, will we join you on Enar?

But the Enarii said, Only the best of you will join us here. For the rest, we will place you as lights in the sky, where you will be able to look upon the people and see their works. And so it was.

Source: <http://Fubarnii.pbworks.com/w/page/4236241/The%20First%20Enarii>

Mythology

Breye

The God of Soil, child of The Sky and Shusur.

Breye covered the harsh bones of the world with a skin of soil.

Sources:
<http://Fubarnii.pbworks.com/w/page/4236239/The%20Creation>,
<http://fubarnii.pbworks.com/w/page/4236221/ProtoFubarnii%20Dictionary>

The Creation

In the beginning...

...was the empty sky. Then the Sky took the emptiness and split it asunder, and thus created a world that was Enar. And on this world He placed Kekekur, who was Fire, and Shusur, who was Water.

Then the Sky took Kekekur as his wife, and their child was Mek. Mek made a world of rock, and placed it in the sky beside Enar. And Kekekur created a shining light to warm it, and Shusur poured soft rain on it to fill the oceans.

Then the Sky took Shusur as his wife, and their child was Breye. Breye covered the harsh bones of the world with a skin of soil. And still the light shone, and still the rains fell.

Then Kekekur took Breye as his wife, and their child was Meded. Meded made growing things within the soil; all that was green, and all that bore flowers or fruit.

Then Shusur took Mek as his wife, and their child was Grak. Grak created the creatures that walked or crawled on the soil, that flew above the soil, or swam in the waters.

Then one of the creatures that walked upon the soil looked up at Enar, and saw the Gods looking back at

him, and he was afraid. So the Sky placed in him and his kind the Spark, and he was no longer afraid, but filled with awe. Then he looked at himself and saw who he was, and named himself Garen.

Then the other Gods gave him gifts.

Kekekur taught him to build a hearth to bring warmth to his home, and how to cook meat upon it to make it taste good.

Shusur taught him to collect water that was good to drink.

Mek taught him to sculpt the rock and fashion it into tools, to find metals within it and to make paints from the colours of the rock.

Breye taught him to prepare the land for growing things, and to form clay into pots.

Meded taught him the uses of every growing thing; how to make vessels from wood, which plants were good to eat, and which would cure disease.

Grak taught him to tame the creatures that would labour for him, to hunt for food, and to protect him and his family from dangerous creatures.

Then Garen thanked them, and gave them reverence. And he took the knowledge to his people, and they lived long and prosperous lives.

Source:
<http://Fubarnii.pbworks.com/w/page/4236239/The%20Creation>

Dānomi's Myth

Dānomi is the Enarii responsible for sleep, protection of the sleeping, dreams, visions and prophecy.

Whenever there was trouble among them, whenever a child was lost or when they wished to see the future clearly, the people would go to Dānomi, daughter of Garen. She had the power to see things that others

could not, and could provide great wisdom in times of need.

When she was a young sempa, Dänomí took a walk in the forest with her companion, and strayed too far from the path. They became lost in the tangle of trees that seemed to stretch endlessly in all directions. They walked for many miles, and Dänomí soon became weak and exhausted. She sat beneath a tree and ate some of the berries that grew beneath it, hoping to regain her strength. At once she fell into a deep sleep, from which her friend could not wake her. Although scared, her loyal companion stayed beside her, brought her water to drink and watched over her throughout two nights and a day.

On the second day, Dänomí awoke. She was still weak, but her friend looked into her eyes and saw that wisdom had come to her while she had been sleeping. Dänomí spoke and said that she knew the way home, and her friend believed her at once. Helping her to her feet, they walked slowly back through the forest, and it was not long before they emerged from the trees and saw their home ahead of them.

From that day, Dänomí had the gift of visions, and people came from afar to bring their problems before her and hear her words. – Bethar

Source: <http://Fubarnii.pbworks.com/w/page/4236197/Dänomí%27s%20myth>

Garen

One of the first self-aware creatures created by Grak, his story is described in The Creation.

Source: <http://Fubarnii.pbworks.com/w/page/4236239/The%20Creation>

Grak

The God of Animals, child of Shusur and Mek.

Grak created the creatures that walked or crawled on the soil, that flew above the soil, or swam in the waters.

Sources: <http://Fubarnii.pbworks.com/w/page/4236239/The%20Creation>, <http://fubarnii.pbworks.com/w/page/4236221/ProtoFubarnii%20Dictionary>

Kekekur

The Primordial Fire (God of Fire).

Sources: <http://Fubarnii.pbworks.com/w/page/4236239/The%20Creation>, <http://fubarnii.pbworks.com/w/page/4236221/ProtoFubarnii%20Dictionary>

Meded

The God of Plants, child of Kekekur and Breya.

Meded made growing things within the soil; all that was green, and all that bore flowers or fruit.

Sources: <http://Fubarnii.pbworks.com/w/page/4236239/The%20Creation>, <http://fubarnii.pbworks.com/w/page/4236221/ProtoFubarnii%20Dictionary>

Mek

The God of Rock, child of The Sky and Kekekur.

Mek made a world of rock, and placed it in the sky beside Enar.

Sources: <http://Fubarnii.pbworks.com/w/page/4236239/The%20Creation>, <http://fubarnii.pbworks.com/w/page/4236221/ProtoFubarnii%20Dictionary>

Shusur

The Primordial Water (God of Water).

Sources: <http://Fubarnii.pbworks.com/w/page/4236239/The%20Creation>, <http://fubarnii.pbworks.com/w/page/4236221/ProtoFubarnii%20Dictionary>

Twilight Ramblings 5 - The myths of the Enarii and the Belog

An analysis of myths of the Enarii and whether they support the claims of the Belog, taken from the notes of Bethar

While studying these newcomers, which we of the Empire refer to as Belog, it is hard to say whether they are truly the Enarii. The black clad priests have been hailing them as the gods, and we hear tales of individual Belog who go by the names of the Enarii, such as Roban.

We know that the Enarii were once mortal, but due to great deeds or accomplishments in their lifetime ascended to Enar on their death. But we do not know how the immortals live on Enar, whether they study our lives, or ignore our inconsequential lives. They did not come to our aid when the devanu enslaved us, and it is a matter of many arguments within the Empire as to whether this was the Enarii letting us suffer, or if it was all part of a plan to encourage us to free ourselves.

If the Belog are the Enarii then there are many questions: Is their great size a natural consequence of their growth throughout the centuries? Or do the Enarii automatically take this form once they arrive on Enar? We do not know how an immortal might age or develop; while Roban in at least this version of the myth dies while still sempa, the Delgon have no trouble accepting the Belog kopa as Roban. Perhaps the Enarii continue to age without dying, or perhaps they can even choose which life stage they wish to occupy. We must also ask why they have come to Anyaral?

Or perhaps these Belog are not what they claim to be. They are named as our gods, yes, but it may be that the Delgon priests have had a hand in this. I have gathered many versions of Roban's story, and the following is the earliest I could find. This story may tell the history of the Belog Roban, or perhaps simply explains how the Belog Roban (by all accounts scarred, warlike and with unquenchable hatred of the devanu) has come to choose this name.

Roban - Enarii of Vengeance (Glorious Retribution)

Roban was the third wife of the lampmaker who lived near the ancient city now named Orel. The duty fell upon her that day to take her husband's oldest jenta, Yudessi, to a nearby settlement where they would meet with a respected blacksmith who was looking for an apprentice to take as a wife. Yudessi was strong and able, yet also fair of appearance and respectful, and the blacksmith was minded to agree to the wedding. Roban and Yudessi set out for their home eager to bring the news to their family. But as they reached their home town a feeling overcame Roban that something was wrong. Their own dwelling lay at the far edge of the town, quite a distance from the others, looking out over the wastes that were inhabited only by feral tribes and wild animals. As they approached, they nevertheless saw a number of townspeople gathered around the house and there was much commotion and disorder. A neighbour called to them to hide their eyes, but Roban did not flinch. She saw her husband lying wounded, and his other wives dead. She saw the door smashed and the furniture overturned, but of the other jenta there was no sign. The tracks of feral mounts led off into the wasteland, already becoming obliterated by wind where the ground became sand and dust.

While the elders of the town gathered to make plans and collect their weapons, Roban wasted no time. Pausing only to collect a few items from her husband's workshop, she took the fastest enuk she could find and was about to set off when she found Yudessi at her side. Unable to dissuade the young one, despite the dangers of the mission, Roban pulled Yudessi up in front of her on the mount and together they rode off into the unknown territory.

Following the tracks, and with prayers to the Enarii, at last they came upon the rough settlement of the nomadic Ferals. The circle of tents around a fire was guarded by watchful sentries, and the tethered animals would stamp and holler at a strange scent or unexpected sound. But somebody watched over Roban; her approach took her behind an outcrop of rock downwind of her quarry, and she was able to observe them clearly from this cover before they were aware of her presence. Roban made preparations. As she soaked her cloak in a strange liquid taken from the small bundle she had brought with her, she gave Yudessi instructions to recover the jenta as soon as it became possible. Then Roban waited patiently for an opportunity, and was soon rewarded. As the nearest sentry turned aside to deal with some commotion among the animals, Roban swiftly leapt on her own mount and charged straight for the centre of the camp, leaving Yudessi calling in alarm from the rocky hiding place.

Roban drew from a pouch at her side a handful of a strange powder that her husband had kept in his workshop. This she threw on the campfire as she approached at full speed, ducking past the guard of the alarmed sentries. Sparks flew up in all directions, and the Ferals fell into confusion, more coming out of the tents as they heard the shouts and curses. Roban was pulled

from her Eruk, but amidst the cover of smoke and sparks she regained her feet and slipped nearer still to the campfire. A spark falling upon her set alight the very cloak she was wearing, and she blazed in a fury of fire and passion, and none could approach her. The remainder of the fire liquid she threw at each Feral who came near, and upon the tents, and the beasts who had broken their tethers and stampeded in terror. Soon the whole camp was blazing and filled with screams, and no one noticed as Yudessi slipped in from the shadows to lead away the jenta from their captors.

Even as the last Feral fell, his face contorted with his hideous screams, Roban stood to survey her victory, and smiled as the flames engulfed her.

As I have said, this is the oldest version of the story that I could find. It is set well before the period of enslavement of the fubarnii by the devanu, as are practically all the myths and stories concerning the ascension of an Enarii. It comes from a time when the Ferals were outcasts from the fubarnii tribes, confined to wastelands and inhospitable areas and treated with fear and suspicion. Nowadays, though the Ferals maintain a nomadic lifestyle in areas that cannot easily be farmed, they are much more accepted by the fubarnii of the Empire and are important trade contacts.

It was fairly common in those days for childless Feral tribes to raid settlements for offspring to raise as their own. More modern versions of this tale however, written at times where relations with Feral tribes were more cordial (though still set in the pre-enslavement period), record the antagonists of the story as devanu on a raid for meat or slaves. Naturally it is these versions which the Delgon favour.

Such myths are also interesting for the insight they give on our ancestors' social customs. Before the Empire began to use the creche system, it was the job of individual families to negotiate marriage contracts. Like today, this seemed to be done just before the jenta came of age, though the marriage itself would not happen until she had official *sempa* status.

Other versions of this myth describe the search through the Argoran Wastes taking a much longer period of time, in which Yudessi becomes Roban's consort. This was forbidden by the rules of their society, both because Roban was married (and Yudessi engaged), and also because neither of them had been officially recognised by their society as having transitioned to the next life stage. Although officially this is still the case, in practice the more cosmopolitan nature of the Empire means that it is not always enforced. In those days, however obvious that the transition had taken place, without the official blessing of their society they would still have been seen as jenta and *sempa* and a relationship of this nature therefore completely taboo. They could not have stayed together and returned to their home town, which gives Roban's martyrdom additional meaning.

Source:
<http://forum.worldoftwilight.com/index.php?topic=1660.0>

Language

Casani

Casani Names

Danakan
Danomar
Eladiin
Elakiim

Jenakim
Joralei
Timeronii

*Source: Twilight Ramblings 14 - Naming Conventions
(<http://forum.worldoftwilight.com/index.php?topic=1349.0>)*

Delgon

Delgon Names

Naming conventions vary greatly between the different castes.

Nura

Elush
Esahii
Gerahno
Gohral
Jarliim
Jonnar
Koreili
Rousin
Seliim
Sineli
Sohdal

Kal

Dega
Dengu
Elid
Gren
Jali
Jalo
Jarl
Joga
Koma
Perin
Prag
Tira
Tiran

*Source: Twilight Ramblings 14 - Naming Conventions
(<http://forum.worldoftwilight.com/index.php?topic=1349.0>)*

Devanu

Devanu Names

The devanu struggle with a lot of human sounds, so have harsher names that can be said using the tongue and clacking jaws. This means they tend not to have m's, p's and b's etc. Adult devanu usually have two names, one given once the devanu has proved itself on a hunt, and a further one once she has proved that she deserves it. Prior to their first hunt a devanu doesn't deserve to have a name.

Arak
Arlin
Dakin
Dak
Dar
Delek

Dijak
Jek
Jerak
Joka
Katain
Kohtain
Kohtcha
Kotar
Keh
Johtar
Tahkak
Tekan
Tekar
Triiak

*Source: Twilight Ramblings 14 - Naming Conventions
(<http://forum.worldoftwilight.com/index.php?topic=1349.0>)*

Shogu

Dhogu Names

A Dhogu warlord is a kimut. A tribe is referred to as the Kimutkii. Kimut Dhoral is a powerful warlord, who leads the Dhoralkii. Kimut Dreman promised the Enarii troops, who now serve the Delgon as the KalDreman.

An honoured warrior is referred to as Pairush (pai-roosh, not pair-rush).

Amahguk
Anakiim
Carniik
Chenkuyakii
Chiibuk
Chuliin
Dohral
Keyush
Juhncau

Meshiik
Negushii
Nuhti
Paniiru
Pukiik
Pukalria
Saagohni
Suka
Telonraa
Tunguul
Tuupiat

Note: Names are usually single names (rather than having surnames).

*Source: Twilight Ramblings 14 - Naming Conventions
(<http://forum.worldoftwilight.com/index.php?topic=1349.0>)*

Empire

Bel

The start 'Bel' indicates something large or heavy. Bel is a little derogatory, generally applying to large beasts of burden. The Delgon find the name 'Belog' to be deeply insulting for their gods.

Source: Chat with Mike Thorp

Empire Names

Names vary greatly across the empire, and a fubarnii's name should tell you a lot about where he comes from. As an example, the fubarnii around Casan and Tehral tend to have longer names, such as Danakan or Elakiim. Herders of the central empire tend towards simpler names, such as Dramar or Beru. The city dwellers of the central empire would traditionally have similar names, but there is a tendency towards more exotic sounding names as well.

City

Arudor

Eladin
Etalu
Plutom
Terarl

Herders

Berad

Beru
Brenar
Dramar
Dramir
Elim
Elodin
Galin
Gart

Gren
Jarnet
Jeru

*Source: Twilight Ramblings 14 - Naming Conventions
(<http://forum.worldoftwilight.com/index.php?topic=1349.0>)*

Erak

Ancient fubarnii symbol for the extreme of aggression. Symbolises attack in the game of Githwilt.

Fubarnii Vocabulary

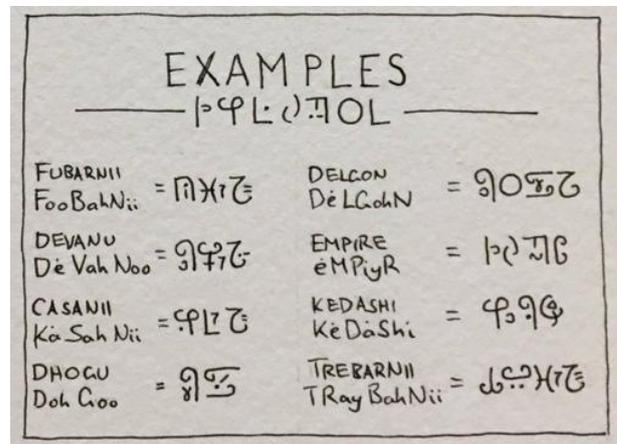
- adz (tr. verb): pass
- apuu (noun): harvest season/autumn
- bo: 3rd person singular masculine ("He")
- bos (noun): "man", with sense of "person"
- bof (noun, archaic): settlement
- bu (tr. verb): to do.
- buel (noun): an act or action
- buuθoo(noun): market
- delk (adj., Delgon dialect): high
- dena(noun): wife
- dist (noun): a type of tree
- do: 1st person plural (exclusive) pronoun. "We (but not you)"
- dudz (pronoun): they (people)
- dup (tr. verb): hit, knock, strike
- duug (intr. verb): live, to be alive
- fok (tr. verb): to watch, keep safe, or preserve
- gar, garl (adj.): great
- gemp (adj.): new
- gii (tr. verb): "say"
- girael (noun): "language" (orig. "habit of speaking")
- gon (noun, archaic): people, folk
- grook (noun): God. Specifically the "high, old" Gods, not the Enarii
- gus (determiner (quantifier)): "many"

Fubarnii Writing

- guug (intr. verb): sit
- guutfër (tr. verb): dwell
- gää (adj.): sick, ill
- gëduťf (tr. verb): lead, guide
- ikup (tr. verb): touch
- kod (noun): "place", specifically open/flat or unenclosed (literally or metaphorically)
- kođ (noun): wind
- madzorn (noun): promise
- nara, nera, nar (Western dialect, archaic): water, wet
- nik (tr. verb): to call or shout (esp. to attract attention) (If intr., the object is "anyone")
- nops: make (assemble, by putting parts together)
- nu: (verb, Western dialect): to fish
- ob (adj., Western dialect): old
- od (determiner): that
- on (tr. verb): "be",
- oob (sentential adverb): "so", "therefore"
- oomii (noun): valley
- oren (noun): fortress
- pfob (tr. verb): to find
- pfuf "position", as in "in place of", or the position of something
- pokna (noun): bridge
- rel (noun, Western dialect): a type of tree
- sib(noun): child
- somb (verb-modifying adverb): always, perpetually, forever
- taag (verb): make (by transformation, renaming, etc)
- tel (adj., archaic): black
- toon (noun): netting station on river
- tuuko (noun, Western dialect): headland, point
- tøk (gerundive particle): used as a dummy noun, to attach a case to and hang an adjectival sentence off
- tfoo (ch-oh) (determiner (quantifier)): "all"
- tfu (noun): modus, way, manner
- uk (tr. verb): know
- ungrëë (noun): mine, mine workings
- uub "and", whether as a conjunction or sentence-modifying adverb
- uudz (adj.): red
- uuf (noun): year
- uuk (determiner (quantifier) and cardinal number): "one"
- vo (determiner (quantifier)): "no"
- vugëduťf (noun): leader, guider
- vuđ (determiner (quantifier)): "few"
- yigub (tr. verb): take
- yund (intr. verb): to trek, migrate, long-term-travel
- yuut (tr. verb): to drag
- ëđa (noun): shrine
- ðo (tr. verb): see
- ðiig (tr. verb): make (alchemically, by mixing substances)
- ðog "place", specifically enclosed (literally or metaphorically)
- ðoodz (noun): plain, field, flat surrounded land
- ðun (noun): "reason", with sense of "end" as in "to what end?"



Fubarnii Writing



Fubarnii Writing Examples

Source: Chat with Mike Thorp

Gail

A period of time equal to about 51 minutes.

Gar

Gar is common across the Delgon and Empire dialects and means 'many' (hence seen in Garkii, Garkrid and Gar Loren).

Source: Chat with Mike Thorp

Kar (second meaning)

The ending 'Kar' indicates something large or heavy.

Source: Chat with Mike Thorp

Oran (first meaning)

Ancient fubarnii symbol for the extreme of pacifism. Symbolises defence in the game of Githwilt.

A note on pronouns

For those of you who are new to Anyaral it may seem confusing that characters may be referred to as both male and female, depending on the context. This is down to

the fact that most of the creatures of Anyaral have an unusual life cycle - after hatching they are known as jenta. When they mature they go through an egg laying stage of life referred to as sempa before (sometimes) maturing into the kopa lifestage. It's not entirely accurate, but jenta and sempa are referred to using female pronouns, while kopa use male pronouns.

It would of course all make perfect sense if you were a fubarnii.

Source: The Compiled Twilight Traveller Issue 2

Koheb

Pallirnai

The Pallirnai of Koheb are highly trained and noble warriors, raised from an early age to defend their city. They live by a strict code and those that find their way to the mainland are valued as mercenaries when they are willing to sell their services for what they deem to be a

just cause.

Sources: Conversation with Mike Thorp, The Twilight Traveller - Rivers of Anyaral

Tal

A kohebi title, equivalent to Sir.

Source: Conversation with Mike Thorp

Misc. Entries

Other Entries

Twilight Ramblings 18 - The Aged Engineer

This is a very short story the author wrote back in 2004-5 when trying to flesh out the fubarnii engineers. The old engineer is quite possibly the fubarnii Elder he sculpted, or maybe Ondamir (Beru's old mentor), not that it matters too much!

The Aged Engineer

The young fubarnii crouched silently in the low stone archway, his eyes stinging in the thick, acrid smoke which crept insidiously from the room just beyond. Choking slightly and covering his mouth with his hand, the young one crept forwards, his delicate hooves making almost no noise on the light sandy floor. This area was new to him, the sights, the smells, so different from those in the nursery. Away from the watchful eye of his sempa who had watched over him and several other young jenta for the first time. Her back had been turned so briefly as she was distracted by the mewling of the new hatchling, but it had only taken him a heartbeat to grab the opportunity he had been waiting for and to slip silently out through the nursery archway and into the unknown world beyond.

The fear that was previously so prevalent in his mind, now only a distant memory, left behind in the many tunnels through which he had run, the countless turnings he had taken. For now the worry of what would happen beyond the current moment was gone, all was forgotten apart from the brief image of a knight emerging from the archway, pausing for a second and then disappearing back into the smoke and out of sight. He had seen knights before, when he had once scrambled up the rough stone walls of the nursery and stolen a glimpse through one of the high windows. He could still vividly remember the powerful enuk struggling beneath their fully armoured riders, carrying them across the cobbled courtyard, the pale moon giving the whole scene an ethereal quality. They had been so distant, but this one was so close, and somehow different, its movement was jerky, lacking any fluidity of motion. It also seemed so much smaller than he had envisioned them to be, it must have been barely as tall as he was.

He was intrigued, what was this that was so far removed from his limited experience, the ordered life of the nursery, surrounded by many other young jenta, everything controlled, no mystery apart from the stolen views of that which lay beyond the high circular windows.

Stepping through the archway the smell of the smoke is almost overwhelming, making his eyes increasingly painful. Blinking away the forming

tears and struggling to keep his eyes open the young one struggled to focus on the blurred images, strange shapes looming from the forbidding darkness above and around him. A few candles shed small spheres of light around themselves, not so much illuminating the room as providing contrast for the dark shadows.

As his eyes became accustomed to the light and smoke, the images once terrifyingly vague started to take form, but their clarity still providing little comfort. Machineries of unimaginable purpose lined the walls, some seemingly new, their polished metal surfaces reflecting his distorted features back at him, others old and tarnished with age, various fungi clinging to their rusting joints. Small patches of yellowed peeling paint, spotted with mildew could be seen intermittently through parts of the arcane machineries.

Strange creatures clung to the ceiling, threatening to drop to the ground and devour him, their long sharp teeth glowing faintly in the flickering light, but they stayed, frozen for eternity, their crystal eyes focusing upon a distant past, a rapid death.

As the young one crept forward, even more wondrous and ghastly shapes emerged from the shadows, tiny creatures scuttled away from the slight crunching of his hooves on the light sandy floor. The long room seemed to stretch on forever into the dank smoky gloom, pinpricks of light emerging, providing flickering illumination on the monstrous wonders that once lay beyond his strangest dreams but that now promised to haunt them.

Then there it was, the lure that had brought him here. A knight sitting motionless upon his steed, staring straight at him from out of the gloom. The young one stood for what seemed an eternity, staring at the black helmet which stared unfalteringly back at him. Not knowing whether to stay or run, his entire being willing him to flee, knowing that he should not be here, that he was trespassing upon a sacred place, but this dank, smoke filled room, with its lone, tiny occupant held him in its thrall. He could not leave this place of exquisite fear without knowing more, without satisfying his inescapable and overwhelming curiosity.

The tiny knight did not move, it just stood there as a statue, staring vacantly, like everything else here, it seemed dead, robbed of life, but threatening to break the deathly visage without warning. The room seemed to be waiting for something, some spark to bring it back to life, to push the machineries into motion. The spark did not come, the place remained silent and motionless, except for the flickering of the candles and the occasional scuttering creature.

Overcoming the cold fingers of fear, he broke the stand off and crept closer, his breath shallow, his hearts pounding, his eyes focused upon this remarkable figure that he had seen before, moving, alive, but that now stood lifeless, seemingly oblivious to his advance. His tentative approach brought him across the room and next to the diminutive knight. Holding his breath, he slowly extended his slender arm, brushing his long delicate fingers across the muzzle of the enuk. It felt strange, slightly warm, but smooth and very hard. Looking again at the knight at this distance it seemed to lose its illusion of life, what had once looked like skin, now revealing itself as painted metal, cogs visible between the smooth plates. Its wondrous form still enthralled the young one, how could something so wondrous that looked so alive be merely a creation?

So engrossed was he that he did not notice movement in the corner behind him. What had previously been ignored as a pile of rags and loose scrolls dumped unceremoniously was now rising, its one large round eye reflecting the trembling luminescence of the candles.

The conglomeration of items proceeded, shambling its way across the sandy floor, small creatures dropping away as they were disturbed from their resting places in the folds of fabric and skittering back into the shadows.

The young one flinched violently as gnarled cold fingers gripped the flesh of his shoulder. He squirmed, trying to escape the vice-like grip, but it only tightened, making him let out a small yelp of pain.

"You want to go now? Do you? Hmmm?"

The young one stopped wriggling, slowly turning to look up into the face of his captor, his own terrified features distorted and reflected back at him from the monstrous eye.

"Can't you speak" the old one enquired, pushing his face closer to the young one's.

The jenta stared mutely, the old one's breath hot against his face, reeking of fungi and decay. Petrified with fear he just wished he had stayed in the predictable world of the nursery, rather than risking an unknown fate at the hands of this strange creature.

"Guess not then", the old fubarnii turned to the knight, "Quite something, isn't he? It's taken me months to build him, hmmm. Now he's finished, perfected, and I'm at a loss." Releasing the trembling jenta he shambled across to a nearby wall, focusing intently on a patch of particularly decrepit machinery. "But now what do I do? Hmmm? I guess I will start again, let my creation sit here, gathering dust while I divert my affections."

The young jenta now stood, watching the elder, both

terrified and intrigued, the mix of emotions keeping him frozen to the spot.

"Look around you, I made all of this", the elder waved behind him vaguely with one hand whilst still focusing intently on the wall. Suddenly, with surprising speed he reached out with his other hand and grabbed something, "most of it doesn't work any more, and to be honest I can't even remember what they were supposed to do in the first place." He pondered slowly back over to the wide eyed jenta.

"Would you like some, hmmm?" he inquired, partially opening his gnarled old hands, the bleached skin stretched across his bones. A large garkrid was struggling between his thumb and forefinger, its numerous legs waved furiously, its tiny claws snapping vainly as its tiny head searched urgently for an exit.

"Of course you would", the old one said, reaching up with his other hand, pulling the long creature in half, handing one still wiggling half to the jenta who took it nervously in both hands, starting to gnaw at one end. "Now, where was I? Hmm? Oh yes, that was it. What did they do? I know it was important at the time, all consuming you might say. But now? They all went the way that my most recent creation is sure to go. Hmm. Sad isn't it? But what would you know? Age is such a divider, and its affect so rapid, you have so much to come."

A strange expression flickered across the old, wrinkled face, as if he was focussing on some distant memory. A slight smile appeared momentarily but vanished as he slowly moved his head, looking around, almost through the young jenta. With a sigh the old one turned his back on the young one and the motionless knight, stumbling back to the corner and blending back into the background, his almost silent breathing all that gave away his position amidst the jumble of the room.

The jenta stood, waiting in the near silence, unsure of what to do. A feeling that this was not his world passed over him, he did not belong there, he had been given a brief opportunity to view it that would stay with him forever, but he should trespass no longer. Dropping the hard remaining shell of the garkrid on the floor he turned and left, leaving the old creator amidst the clinging smoke and his forgotten creations.

Source:

<http://forum.worldoftwilight.com/index.php?topic=1959.0>

Yultiz

A green crystal.

Source: *The Twilight Traveller Issue 2*

Society (Civilian)

Casani

Casani Allies and Enemies

The Emperor and the Casani

While the Emperor considers the Casani Territories to form part of his Empire, this is not a fact that is generally accepted by the Casani themselves. Most tribes tolerate the presence of the small number of official settlements that the Empire maintains across their lands and are generally a bit bemused by the persistence of the Emperor's diplomats and their talk of taxes. The tribes do, however, relish the opportunity to trade and many have grown in power through their relationships with the trading families that travel through their lands. Most of the Emperor's diplomats rapidly learn to temper their expectations when dealing with the Casani and over the years this has led to a comfortable relationship with many of the tribes.

There are, however, those tribes like the Deyath, who take exception to the Empire's claims of ownership and to the careless northerners who hunt without care and who bring foul smelling machinery into their unspoiled lands. These tribes have always been a real danger to travellers from the Empire for they will attack without warning, proving more of a threat than the few devanu who scrape a living in these regions.

The Constant Threat of the devanu

Throughout history the devanu have been a persistent threat to the Casani. Powerful devanu kopa have risen and fallen, bringing terror in their wake, but they never ruled over the Casani as they did those who lived in the Central Empire. During the times when the devanu ruled the North and forced the enslaved fubarnii to build their towers the Casani tribes continued to maintain control of their vast territories.

When the Empire was formed many devanu fled into the territories as the knights hunted them down. However, the Casani tribes made short work of those desperate devanu and sent the fledgling Empire's forces on their way.

Those devanu that do now survive in the Casani lands are dangerously intelligent packs who have learned to hide from the Casani tribes and to pick their targets carefully. The hunting packs will often track their prey for days, choosing when to pounce. They then strike quickly and efficiently, killing and butchering their victims in a matter of minutes so they can then disappear again before the Casani have a chance to deliver any retribution.

The Delgon Expeditionaries

The Delgon have been building their presence in the

region since establishing a firm foundation in the city of Teral. For months there has been a steady convoy of ships bringing troops and materials along the coast from the occupied lands of the Enguan Coasts.

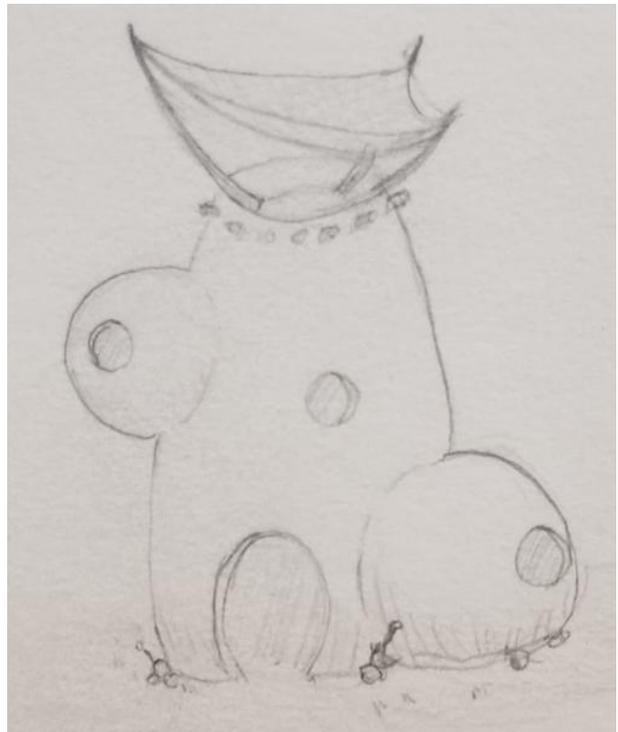
The warlike Enarii, Dehran, has tasked the newly promoted NuraSen Obal with leading the Delgon Expeditionaries and establishing further bases and allies in these lands. The Expeditionaries have met resistance from the local Casani tribes, some of whom are loyal to the Empire and others who simply dislike them disturbing their territories.

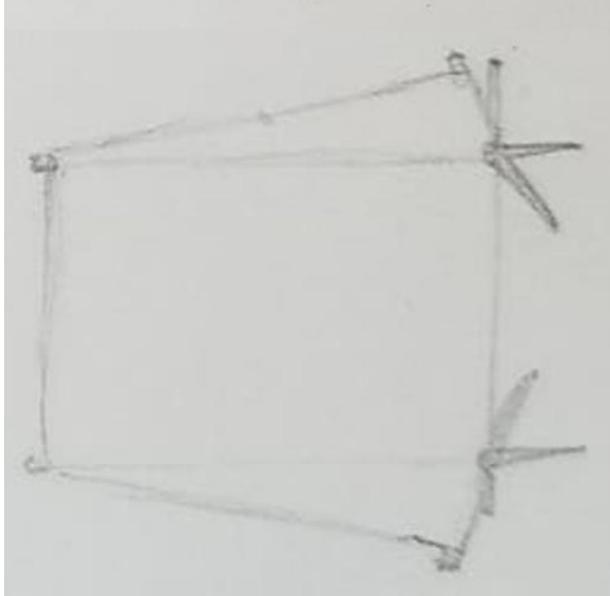
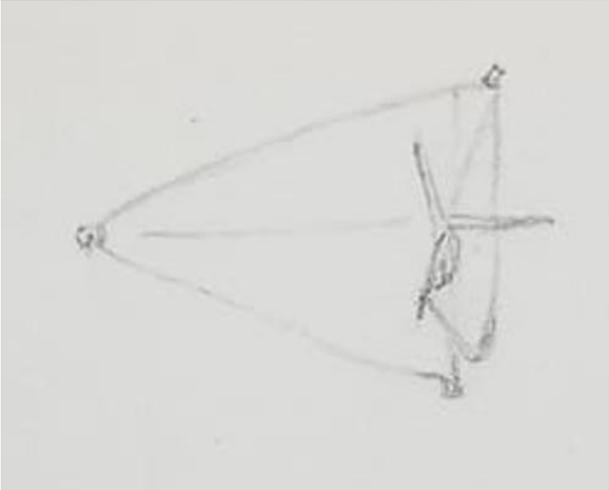
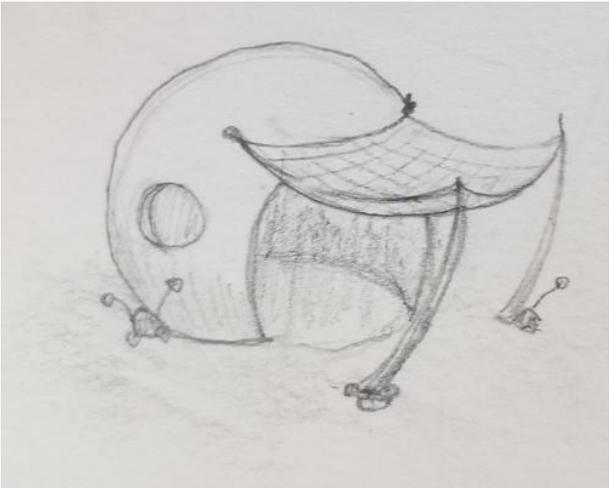
Obal has, however, been patiently building relationships with a number of Casani chiefs, lending covert support in their internal power struggles to raise those who could prove friendly to the Enarii.

Dehran is growing impatient with the slow progress, but he has also been distracted by rumours of a huge god-like warrior who has joined the hunts of the Casani. He believes that this elusive giant must be Alaim, the Enarii who was cast out by Garabon, and has become obsessed with locating the outcast.

Source: Twilight Traveller Issue 9

Casani Dwellings







Author: Antoine Bergeron

Source: Facebook Fan Group

Casaniï Organisation

The vast territories of the Casaniï are home to many distinct tribes. Some are migratory, following the great herds, while others have a more static view. The political structures vary wildly - some family-tribes are very self contained, while others are more collaborative, with vast tracts of lands falling under the notional leadership of powerful families (for example Deyath and Steyar). While the tribes consider buildings etc to have ownership, it is a loose phrase and does not apply to the lands around them, so long as the land is respected.

Within a family tribe leadership is seen as a duty. It often passes within a family, but the system of sending the young away to prove themselves ensures that simply being the jenta of a chieftain in no way guarantees that they will earn respect. The performance as a feral will hugely influence how they are seen upon their return.

Many Casaniï sempa will choose to leave and travel, selling their services before rejoining the tribe (or joining another tribe). If they win the respect of the tribe then the chieftain will be under pressure to step down, which again is seen as a duty and they would then maintain a senior role within the tribe. If acrimonious then they may choose to leave the tribe, either to travel or to join another tribe.

Some chieftains choose to remain in the sempa life stage, maintaining relationships with kopa within the tribe, or taking special herbs to prevent the onset of the change. In the Casaniï's case the physical difference between sempa and kopa is minimal. Some feel maturing into a kopa encourages more aggressive behaviour or dulls the intellect, however there is no strong evidence whether that is true.

Author: Mike Thorp

Source: Chat with Mike Thorp

Casaniï Tribes

The Casaniï Territories cover the vast expanses that officially form the southern part of the Fubarnii Empire. The territories stretch from Ekinar on the southern tip of the continent up to the marshlands of Galir in the East and the mountains of Chobana in the West.

Within these territories live countless tribes of the race of fubarnii commonly known as Casaniï. Most Casaniï stand over six feet tall, towering over their diminutive cousins in the Central Empire. They are also widely regarded as a graceful and elegant race.

The Casaniï live in tribes that can have complex and varied structures. While there are many permanent villages and small cities across the territories, many tribes live a migratory existence carrying everything they own strapped to the back of large beasts so they can follow and protect the great herds that they rely upon.

There are also other tribes who live along the coast, braving the warm waters in small boats, or flying over the waves atop the huge winged taleriin.

Source: Twilight Traveller Issue 9

Deyath

A very anti-empire Casaniï tribe.

Author: Mike Thorp

Source: conversation with Mike Thorp

Enyath Tribe

Few casaniï tribes exemplify their migratory lifestyle as much as the Enyath. For them, following and caring for the great herds of erillai is not only a survival lifestyle, but a solemn and sacred duty. They eschew any permanent dwelling, and instead follow their wards along all year long, carrying their people, belongings, and even egg-masses on the backs of the tribe's beasts of burden, often staying for no more than a few days at a time in the same place before moving on. Even their ferals follow the tradition, with a greater amount of riders than other tribes, and it's generally agreed that the first rakla riders were from Enyath.

As a result, they don't hold formal territories, nor do they much care for politics, so they are usually content to let anyone that they encounter pass undisturbed, but woe unto anyone that would endanger the herds, for they will meet swift retribution, be they from the empire, delgon, or dhogu mercenaries. Even other casaniï tribes have found their protective care too extreme at times, and more than one conflict between tribes has erupted due to their strict interpretation of their duty.

Author: Carles Fornés (Tenskwa-Tawa)

Feral Brave

The ferals fight in tribes led by the older Braves, ferals who have run with the tribe for a few years and who are almost ready to rejoin the adult tribes.

The Braves have earned the respect of the younger ferals and formed a strong bond with the beasts that accompany the tribes, from the sturdy and reliable mutts

up to the ancient dompaku that some of the tribes harness to carry their belongings and give them a protective base.

Source: Twilight Traveller Issue 9

Feral Rakla

Tribes of Casanii ferals have been known to form close bonds with rakla packs; the rakla themselves are certainly neither tamed or owned by the youngsters, but once their respect has been earned some will even deign to let the bravest of young Casanii to ride upon their backs.

As the ferals mature the rakla gradually grow more wary, sensing the potential competition and unwilling to be controlled. The developing relationship will often encourage the maturing Casanii to leave the ferals and seek to earn their place in the tribe.

In general, ferals do not fight from mounted. They use their mounts to get across the battlefield

Source: Chat with Mike Thorp

Feral Sling

(see Feral Warrior)

Source: Twilight Traveller Issue 9

Feral Warrior

The young ferals work closely together as a pack, hunting and foraging for food. Most are armed with ancestral clubs that are handed down by the Braves before they leave the pack. A few young ferals will choose to carry the sling instead and they are often tasked with hunting small game for the pack.

Source: Twilight Traveller Issue 9

Ferals

Alongside the main Casanii tribes live the smaller tribes of ferals. At an early age the young Casanii are sent from their tribe and must prove themselves before they can be accepted back into a tribe.

These young Casanii join the feral tribes, many of which have been in existence for countless generations. The tribes are led by the Braves, older ferals who have survived and earned the respect of the young warriors. The Braves will adopt the new jenta and eventually hand over responsibility to them when they rejoin the main tribes.

The ferals lead a dangerous life and many do not live to rejoin the adults, but this period of hardship has always ensured that the tribes stay strong from each generation to the next.

The feral packs will often follow the movements of their parent tribe, remaining separate but sometimes join the older warriors in patrols or hunts.

In general, ferals are those fubarnii who chose long ago to live outside the confines of the "Civilised" fubarnii clans that make up the Fubarnii Empire. They live in small family groups, travelling in loose tribes that follow the large migrations that travel across the vast plains.

Source: Twilight Traveller Issue 9

On'Saa

Also known as: Runner

The On'Saa are mentioned in some of the first stories of the ancient Casanii that have been told by the shamans from one generation to the next. Those stories tell of a young Casanii who was tasked by his chief to deliver an important message. As he ran across the plains he sensed that he was being hunted by an ancient and powerful onsegar. For days the venerable beast stalked his prey, but the Casanii time and again evaded the hunter. Eventually the old beast had the tired youngster cornered, but as he finally leapt, his sharp claws swinging down to deliver the killing blow, the Casanii thrust upwards with his short dagger, using the onsegar's weight to drive the blade into its heart.

As he prayed to the spirits for the soul of the beast, he took the mane for his own and fashioned its claws into blades to replace that which was embedded in its heart.

The On'Saa messengers eschew their ties to individual tribes in order to follow the ancient traditions. They traverse the great plains on hoof to carry important messages, wearing ornate headdresses and carrying long curved blades to honour the warrior of old and always ensuring that their messages are delivered at all costs.

Source: Twilight Traveller Issue 9

Steyar

One of the more northern Casanii tribes.

As a tribe, the Steyar have close bonds with the Empire, willingly escorting their favoured traders through their lands in exchange for goods and weapons.

Author: Mike Thorp

Source: conversation with Mike Thorp

Tohranii

The Tohranii (Toe-raah-nee), commonly known as Ferals, are a nomadic people who follow the great migrations across the Empire. They are a distinct race who bear many similarities to the Gethloan people, albeit with a number of distinct differences in skin tones and facial shapes. They are an insular people with strong traditions, but they will trade and interact with clans they pass through.

Source:

<http://forum.worldoftwilight.com/index.php?topic=667.0>

Tracker

Trackers and scouts are valued members of the tribes, although they spend their time apart from the other warriors. The trackers will often spend many days on their own away from the tribe, before returning to guide their tribe-mates to the best hunting grounds or to warn of approaching threats.

The finely crafted Casanii longbows are renowned across the Empire, although very few fubarnii have the strength or the eyesight to make use of such a weapon.

Some trackers will choose to venture further afield, often

selling their services as scouts for the Empire. These scouts are highly regarded, but are often unreliable as their loyalties are always to their homelands.



A Casanii Tracker

Source: *Twilight Traveller Issue 9*

Delgon

The Delgon

From the writings of NuraÇan Largos, High Priest and Personal Attendant to Garabon

Even in the times when the Demons ruled the lands now controlled by the Emperor, the Chosen of the Delgon lived free in their mountainous home. While the ancestors of the Empire lived as slaves and food for their brutal masters, our ancestors forged the foundations of the Nation so that we might be ready for the coming of the Enarii. We watched as the Empire was formed, and defended our borders when the Demons fled into our lands, destroying everything in their path and killing many of our faithful.

But the foundations stood firm, and when at last the Enarii came from across the mountains we were ready. Now is a golden age. The faithful shall go forth and all fubarnii shall bow to the rule of the Gods. - From the writings of NuraÇan Largos, High Priest and Personal Attendant to Garabon

Delgon culture follows a strict structure, dominated by the leadership of the Enarii and the priests who serve them. All Delgon are born owing a debt to their nation and only through service can they hope to repay that debt.

Young Delgon are taken from their parents and raised in large crèches. The jenta are likely to remain within that crèche family throughout their lives. Each crèche family determines the role that the young jenta will fill within society, be that as a worker, a soldier or a priest.

The Delgon military is directly governed by the priesthood, and a specific branch of the priesthood, the Nura, is responsible for this. Young NuraLehn acolytes serve on the front line, with more senior priests providing strategic and tactical guidance.

The bulk of the military is made up of soldiers who are

trained from an early age to obey priests with unswerving loyalty. Those soldiers who show unusual levels of initiative are generally promoted to carry out specialist roles such as wielding the experimental deraks or serving as part of the KalJoran.

Under the guidance of NuraSen Plutom, who has the patronage of several of the Enarii council, the mechanised forces of the Delgon have grown immensely in recent years. While many may argue the extravagance and wastefulness of many of the projects, it has hard to question their effectiveness in the first few months of the Retribution attacks.

The Delgon are a hardy race of fubarnii. They are generally slightly shorter than their southern cousins and have a distinctive grey skin tone. The Delgon have many physical similarities to the Dhogu that also live within the Setir Mountains.

Whereas most fubarnii of the Empire live in extended family homes most Delgon live in much larger structures, with entire communities housed within a single set of interconnected buildings.

The Delgon tend to dress in plain but warm clothing and wear very uniform armour and carry identical factory-produced equipment which is in direct contrast to the haphazard armament of the Empire's forces.

The first attacks by the Delgon against the small villages of the Empire were unexpected and devastating. NuraSen Plutom's mechanical creations wreaked havoc and the mighty belderaks laid waste to entire villages, destroying the surface structures and causing many tunnels to collapse.

The Delgon are the clan of fubarnii from the region of Delgona. They were the first of the fubarnii clans to encounter the Enarii. They have since grown significantly in power, and are the base of power for the Enarii. Delgon has also become the name of the offshoot

of the main fubarnii religion that embraces the Belog as the Enarii.

The Delgon live almost exclusively within their large city structures - as with the empire these buildings initially grew over their underground tunnels, but with the Delgon approach to grand projects they set about building the huge cores, rather than having them grow organically.

The Delgon grow their food inside the cities, in vast fungal farms, but will supplement via trade.

It is supposed that the cities are heated geothermally.

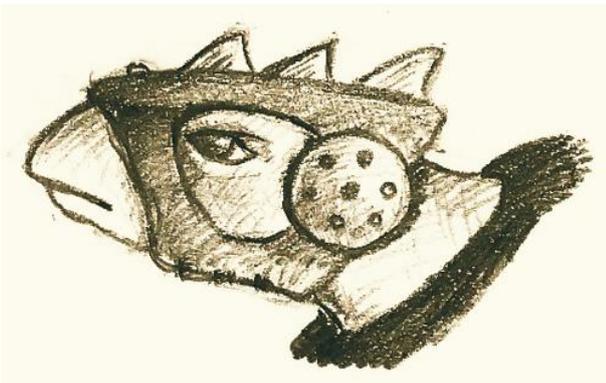
As the Delgon live mostly within the cities they are happy for the Dhogu to roam freely on the surface, and make use of them for trade and passing of messages.

Sources: Chronicles of Anyaral, Conversation with Mike Thorp

Delgon Gear



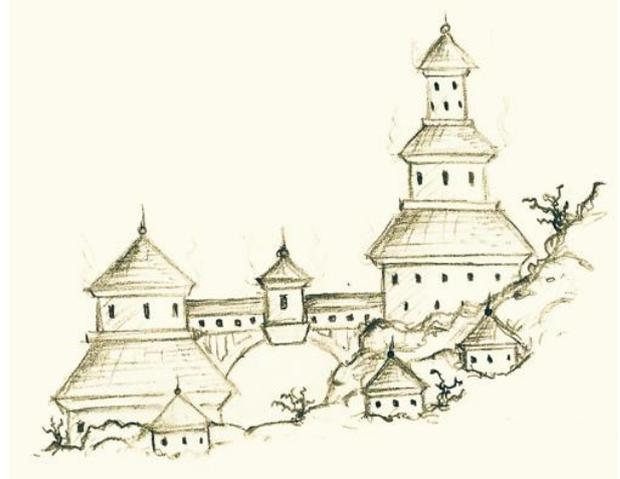
Delgon Priesthood Headgear



Delgon Priesthood headgear

Source: Chronicles of Anyaral

Delgon Settlements



A Delgon outpost

Little is known of Delgon architecture, but this outpost was observed by a brave explorer who ventured across the borders of their lands.

Source: Twilight Chapter 1 - from Slaves to Emperors

Delgon Society

Delgon society is highly structured with individuals allocated a role from a very early stage.

The Military Castes

There are many branches of the Delgon military and all soldiers are given the title of "Kal".

- KalGarkii - Soldiers
- KalDru - Deraks
- KalGush - Gushraks
- KalJoran - Shock troopers
- KalMalog - Striders
- KalDreman - Bodyguards
- KalDromar - Bodyguards

The Priesthood

Delgon priests are involved in every aspect of Delgon society, from construction projects to food distribution and even the military. Those priests that are chosen to join the Nura have the honour of leading the military forces.

The structure of the Delgon priesthood is extremely complex, with numerous different ranks and titles. Each of the Enarii is tended to by one NuraGan. NuraGan Largos sits on the Delgon council and is the personal attendant to Garabon and is widely regarded to be the most senior of priests.

- NuraGan - High Priests
- NuraSen - Priests
- NuraKira - Senior acolyte
- NuraLehn - Junior acolyte

Source: Chronicles of Anyaral

Delgon Tent



A couple of Delgon tents

Devanu

Pronunciation: deh-var-noo

Devanu have long been thought by the fubarnii to be a broken race. For so long they have scavenged at the edges of the Empire.

Most devanu tribes choose to avoid conflicts with the civilised fubarnii, and prey on the large migratory herds. Occasionally a powerful devanu will seize control of his tribe and choose to break the uneasy truce and attack travellers, or besiege outlying settlements. The tribe has much to gain, feeding on the pack beasts, or the lean fubarnii flesh, and refreshing their ever diminishing supply of tools and weapons.

The reaction of the Empire to this sort of incursion has always been swift and effective, with great forces of Knights riding into the area with orders to put down the threat by killing the kopa, crushing the nests and driving away the remnants of the tribe.

Recently the response has been less swift, and the devanu have not failed to notice this. A number of tribes have risen up, growing in number and power and once again making travel across many parts of the Empire dangerous.

Devanu are predatory creatures that once ruled the known world, enslaving and hunting the diminutive fubarnii. They were overthrown during the Great Revolution when the Fubarnii Empire was formed. They now live a dispersed existence, mostly outside the realms of the empire in wastelands and difficult conditions. They long to once again be able to freely roam their lands.

The devanu are terrifying, predatory creatures, with adults standing at least 7 foot tall. Their strong claws propel them across the plains at huge speeds, with their powerful tails stretched behind them for balance. The devanu have long been vilified by the fubarnii as vicious,

powerful hunters and pitiless killers.

Legends tell that it is the devanu who first forced the fubarnii's ancestors to hide in the dark places, to dig tunnels and to fear the daylight. It is certainly true that the devanu once ruled over most of Anyaral, enslaving the primitive fubarnii.

Devanu towers were once seen across the continent of Anyaral, but only rarely do devanu tribes grow powerful enough to erect such large, permanent structures.

But that was long ago, many generations have passed. Dressed in scraps of armour scavenged from dead fubarnii, or handed down through the generations the devanu now scrape for survival around the edges of the Fubarnii Empire, driven from one clan's territories to the next. Individually they are still powerful and very dangerous, but struggle when faced by the numerous fubarnii.

Devanu markings are sometimes found scraped into trees or rocks.

Where did the devanu come from?

Then it came to pass that the God Grak became discontented, and he went to Garen and said, Why do your people not worship me alone, their creator?

And Garen said, They are no longer the beasts that you created, for they see themselves, and have a voice.

So Grak went among the creatures he had made, and found the strongest and fastest and most intelligent of these, and was well pleased with them. So he put into them the Spark, that they might learn to worship him.

But Grak was young, and the Spark was weak, and the beasts he had chosen did not worship him, or see him walk among them, nor did they heed him. But they saw themselves, and they had a voice, and they were able to enslave the people and bring terror to their hearts.

Then Garen saw the fate of his people, and he sent a message to them through the prophet Kalrah, saying I cannot undo what has been done, but with my help you will overthrow the beasts and drive them away, and these lands will be yours alone.

Sources: *Chronicles of Anyaral, Twilight Chapter 1 - from Slaves to Emperors,*
<http://Fubarnii.pbworks.com/w/page/4236240/The%20Devanu>

Alpha Outcast

Across Anyaral packs of young and desperate devanu outcasts are a common threat. These packs are formed from young devanu who have been forced out of their parent's hunting pack. Those young jenta who survive usually do so by finding their way into another established hunting pack, but some jenta will choose to form a pack of their own, pulling together other outcasts and scraping an existence without the support and hunting territories of an existing pack. These small packs will do anything to survive and are responsible for more attacks on fubarnii travellers than the older devanu who know how costly it can be to draw the attention of the Empire's knights.



A Devanu Alpha Outcast

Source: *Chronicles of Anyaral*

Devanu Eggstick

The devanu have learned the importance of keeping their nests well concealed and mobile.

In the distant past they would lay their eggs in the branches of trees, secured firmly in place and out of reach of scavengers. This is not much use against the ingenious fubarnii, so the devanu now fashion eggsticks that they can plant in the ground or lash into the branches of trees but that they can carry with them if they need to move.

The eggs are 8 or so inches across, and are laid as a gloppy mess that then hardens on contact with air. That gloppy mass is secreted into a crude structure that has been prepared by weaving a few sticks around a branch (often using the fork in a branch to provide support). In areas where the Devanu don't have a stable and safe nest, the eggs are secreted onto sturdy sticks that can be moved around and are stuck into the ground or supported in a tree at the Devanu's nest site. A typical Devanu nest-tree is squat and gnarly. The eggs are smeared into the basket type structure, rather than being a solid egg

laid into the basket - the eggs are viscous and stay together as a mass, but they initially deform to fill the shape they are placed in. Devanu eggs are also very sticky initially and cling to a branch even with minimal support.



Devanu Eggsticks

Author: Mike Thorp

Sources: *Chronicles of Anyaral,*
<http://forum.worldoftwilight.com/index.php?topic=147>

Devanu Hatchling

Most matriarchs will keep a few young hatchlings around them. The hatchlings start fighting each other even before they break out of their eggs. Several devanu will grow within each egg mass, but it is rare for more than one to break out of the egg. The hatchlings are born with sharp claws and many matriarchs will take them into battle from a very early age, trusting that only the strongest will survive and grow.

Source: *Chronicles of Anyaral*

Devanu Jenta

Young devanu face a difficult fight for survival. Even before they leave the egg they are competing with their siblings, with only the strongest surviving past their first year. From an early age the young jenta are expected to join the hunt.

While some devanu are natural fighters, others look to enhance their strengths in other ways. Some turn to beasts, capturing and training them to hunt with them. The best handlers tend to avoid their siblings and prefer the company of their beasts.

Other jenta look to the more unusual option of ranged weapons. Most full grown devanu would not consider carrying a ranged weapon. They consider this to show weakness as prey should not be killed from afar. However, for a young jenta survival is the highest priority, and there are those who fashion or scavenge short throwing spears so they can kill from afar. Some older devanu will grudgingly accept their support in their hunts.



A Devanu Jenta



A Jenta Handler and its grishak attack a hapless enuk

Source: *Twilight Chapter 2 - of Gods and Demons*

Devanu Kopa

Every devanu is a terrifying master of the art of hunting and killing, their sharp claws causing death wherever they pass. The devanu kopa is the leader of his tribe, the single most powerful warrior who subjugates his band of sempa and jenta to ensure they will not rise up to take his place. It is the kopa who selects the targets and demonstrates his prowess, leaping from combat to combat, spilling blood and rending flesh.



A Devanu Kopa

Source: *Chronicles of Anyaral*

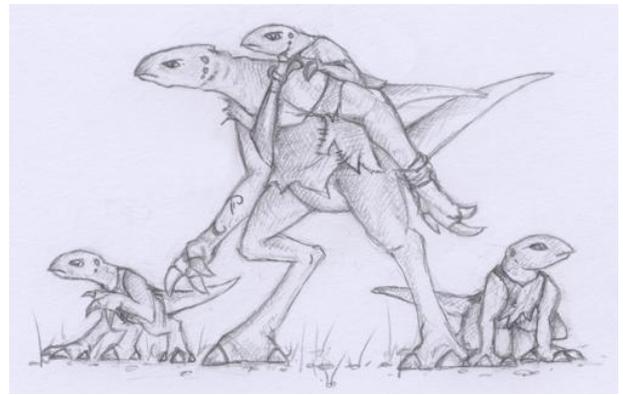
Devanu Matriarch

The sempa within a devanu pack fulfil many roles. Most act as warriors and hunters leaving the young jenta to look after themselves and carve their own futures. However, some choose to fight more closely with the young members of the pack.

These matriarchs gather groups of jenta around them, spurring them on and rapidly training them to become efficient hunters. The matriarch is often not directly related to the jenta and once they grow old enough to threaten her position they are driven from the tribe and forced to fend for themselves.

Some devanu sempa will join hunts accompanied by young jenta hatchlings.

These "matriarchs" urge the hatchlings into combat, heedless of the danger to them.



A Devanu Matriarch

Source: *Chronicles of Anyaral*

Devanu Sempa

The devanu sempa are all mighty warriors, following their kopa with absolute trust, but vying to maintain the strongest position in the tribe in case he may eventually fall. Each sempa has a wide range of hunting and martial skills, with many training small packs of grishak or kosok to accompany them on their hunts.



A Devanu Sempa

Source: *Chronicles of Anyaral*

Devanu Tribes

Devanu have long been thought by the fubarnii to be a broken race. For so long they have scavenged at the edges of the Empire.

Most devanu packs choose to avoid conflicts with the

civilised fubarnii, and prey on wild beasts.

Occasionally a powerful devanu will seize control of his tribe and choose to break the uneasy truce and attack travellers, or besiege outlying settlements. The tribe has much to gain, feeding on the pack beasts, or the lean fubarnii flesh, and refreshing their ever diminishing supply of tools and weapons.

The reaction of the Empire to this sort of incursion has always been swift and effective, with great forces of knights riding into the area with orders to put down the threat by killing the kopa, crushing the nests and driving away the remnants of the tribe.

Recently the response has been less swift, and the devanu have not failed to notice this. A number of tribes have risen up, growing in number and power and once again making travel across many parts of the Empire dangerous.

Source: Chronicles of Anyaral

The Ghost Claws of Naralon Forest

Along the north-western border of the Naralon Forest runs a renown pack of devanu, they pass silently between the trees, striking and vanishing before the local knights can bring their lances to bare. The Ghost Claws, as they are known locally, hunt all along the forests edges, often unheard of for months at a time then suddenly striking out at foresters and caravans before vanishing once again.

The Forest

The Naralon Forest is one of the largest natural features in Anyaral, stretching from the shores and cliffs of the Western Ocean to the Central Empire in the east. In the south it reaches the Argoran Territories and the Argoran Wastes while in the north it grows upon the lower slopes of the Setir Mountains.

The northern border of the forest is a cold place with chill groves of towering Reeda trees; great boughs as wide as the towers of old, reaching up to the skies. Closer to the edges of the forest the short, squat Bren trees provide the local devanu with a number of lookouts to gaze over the plains and foothills beyond.

The devanu of the Ghost Claws roam the northern borders of the Forest and up into the lower foothills of the Setir Mountains. The western boarder of the pack's territory is the Talons; the last two peaks of the Setir Mountains that extend into the forest. To the east the pack runs into the territory of the Galin fubarnii. The Pack never strays too deep into the forest, fore any devanu that do soon vanish, this has always been the way of it since before the tower-dwellers arrived amongst the trees.

The Pack

The Ghost Claws are renowned amongst the local fubarnii; they strike without warning before blending back into the forest. The swiftness and brutality of their attacks has earned them their name, Ghost Claws; better to instill fear in the young lest they stray too close to the forest.

The devanu of the northern forest are a hardier breed than those of the southern lands, for this country is bitterly cold to their race. The Ghost Claws are no exception, though many wear the furs of their kills to better keep out the cold. Despite the dangers and harsh cold of the region, the Ghost Claws are thriving. The large territory they run and the fact that it passes between the lands of two fubarnii clans has prevented the knights and local militia from thinning their numbers too efficiently.

Like many devanu packs, the Ghost Claws are nomadic and never settle in one area of the forest for long. They have many favourite trees scattered throughout their territory and move from one to the next lest the Empire's knights find them on one of their regular patrols amongst the trees. In good years, when prey is plentiful, they sometimes join up with other packs for a larger hunt. In such times the local fubarnii seal off their homes and the Knights of Naralon ride out into the forest, accompanied by Geth'ra and the clan militia, to break up the union, before too much blood is shed.

The Ghost Claws are keen on surprise attacks, using the forest to provide both cover and lines of retreat. To help them locate potential targets and spot unwelcome patrols, they make use of a number of Eru Kosoks, winged predators of the forest. These brightly coloured hunters are swift and deadly, with some of the older creatures able to pluck a knight from their Eruk and carry them off into the canopy. They also make use of spear-wielding jenta, more so than many packs for they have grudgingly learnt the value of such weapons from the local fubarnii Geth'ra.

Diet

There are many creatures that dwell within the forest, providing a suitable meal for the pack. As the pack skitters amongst the trees they find many small lesser creatures to feed upon, but ever do they remember the grand age before the treacherous days of the slave-Gehran. Kyatu are a particular favourite, especially the young, these small creatures climb amongst the tall branches where they make their nests. Most devanu are too big and heavy to reach the nests so they send the jenta up to reap this delicious harvest.

Not all the forests creatures are an easy meal, the blind Sgru-bu is a particularly off-putting creature whose spines can easily pierce a devanu's skin; it is a desperate hunter indeed who eats of their flesh.

There are many fubarnii settlements along the forests edges and it is not unheard of for young to be snatched in the night or jenta to stray from the safety of the villages. Such unfortunates do not last long as the devanu are ever watchful. Even groups of hunters or small caravans fall victim to the pack, which gorge themselves on the kill, before contentedly staggering off to rest in the safety of their trees while they digest their meal.

Myths of the Pack

The devanu have little time or inclination for writing, considering it a slave invention and beneath them, nor do

they have a love of fixing events in a history. Instead, they weave the past and present together in a tapestry of tales and myths. A few myths are common to most devanu while others may only be known to a specific pack. These tales are often shared at times of great feasting while others may be taught to a young jenta as lessons. The oldest myths, those that have the greatest hold over them that hear them may be found high up, crudely carved into the very bark of the ancient trees, each pack adding their own flavour.

Amongst the descendants of the Tower-Dwellers the oldest myths tell of a Golden Time, where any devanu strong enough, could lead a pack and own a great many slaves. They would dwell in a mighty tower and gaze out over their lands but then came the days of the slave-Gehran. The traitor of fire who brought low the many towers, their former masters cast down or consumed in flame. Those that survived fled, scattered and broken to dwell in the wastes and forests of Anyaral. Ever since, the devanu are in the Hunted Time, their former slaves ride out with many spears, each eager for blood.

The tales of the Ghost Claws tell of the traitor-time, how a Tower-Master was hunting when the flames consumed his home. His eyes still burning from the sight of the Towers fury, he led his small pack of survivors into the northern border of the forest. Once amongst the trees they thought themselves safe but were set upon by a feral pack, those who had shunned the towers and slaves of their kin. In a terrible clash of beak and claw a new kopa rose to combine both packs, Tower-Born and Forest-Born. With the wit of the newcomers and the skills of the natives they managed to survive the hazards of the forest and avoid the spears of the knight patrols. To this day, the ancestors of this mighty victor lead the pack and all respect the pack-memory of the Great Kopa. Many packs within the forest share a tale of great warning; the Silent Death. They say there was a great pack in the east that sought to rule the deep forest. They pierced deeper and deeper, growing more wary as the sun slowly died unable to penetrate the depths of those glades. The few that returned tell of blood and death, the very trees themselves rejecting the pack, casting slicing lances of wood and stone. The great pack scattered as a terrible whooping noise echoed beneath the canopy. Whenever the forest went silent death would rain once again and few escaped alive. Now, all packs tale this tale lest they forget and follow the same fate.

Enemies of the Pack

The Ghost Claws have many enemies, in the north and beyond the Forest borders there are the fubarnii clans of Engu and Galin, in the west beyond the Talons are the feral devanu and towards the forest centre there is the darkness and silent death.

The fubarnii of the clans and the devanu of the forest

have, for the most part, learnt to live alongside each other. Occasionally a zealous band of knights will ride out into the edges of the forest intent on killing all devanu but they soon loose their will as they ride beneath the gloomy canopy. Sometimes a devanu pack will attack a caravan or group of foresters but most are soon sent running from the lances of the local knights and the many spears of the militia.

The Ghost Claws consider the feral devanu uncouth even after many generations of their exile. Where a Ghost Claw would make some attempt to clean a fur before wearing it a feral devanu would not, such considerations do not occur to them. Their packs are often less stable and, as a result it is not uncommon for ousted feral jenta or kopa to stray into the Ghost Claws territory. Such incursions are not tolerated and swiftly dealt with for these wayward devanu are a pest and will quickly form into a pack of their own.

Author: Lost Egg

Source:

<http://forum.worldofwilight.com/index.php?topic=595.15>

Jenta Handler

Some young devanu shy away from their siblings and instead turn to the beasts. Devanu have always relied on beasts to assist with their hunts, capturing and training them to hunt with them.

The best young handlers choose to live and sleep with their beasts, learning how to fight with them and eventually being accepted as a leader of their pack.

Source: Chronicles of Anyaral

Jenta Hunter

Only the strongest hatchlings will survive past their first year and even fewer will grow to adulthood. The hunters are jenta who learn to fight alongside their siblings, often staying close to their matriarch during hunts, relying on each other to allow them to take down dangerous enemies efficiently.

Source: Chronicles of Anyaral

Jenta Spear

While all young devanu are natural fighters, some look to enhance their strengths with the more unusual option of ranged weaponry.

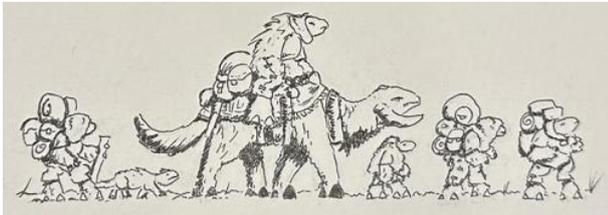
Most full grown devanu would not consider carrying a ranged weapon, considering them to show weakness as prey should not be killed from afar. However, for a young jenta survival is the highest priority, and there are those who fashion or scavenge short throwing spears so they can kill from afar. The older devanu grudgingly accept their support in their hunts, although considering them to be lesser creatures until such time as they choose to fight like a true devanu.

Source: Chronicles of Anyaral

The Dhogu are a nomadic race who have lived throughout the Setir mountains since time immemorial. The small tribes know how to live off the land, stockpiling food during the warmer months in order to survive the cold bitter winters. They do however have a well-deserved reputation for not being averse to raiding small villages or attacking travellers to supplement their stockpiles. They have always had a wary truce with their insular neighbours, the Delgon, and at many times they have been the only real contact the Delgon have had with the outside world. The Delgon regularly trade with the Dhogu, giving them metal weapons in exchange for goods, information and even unwary travellers who have trusted the Dhogu as guides.

Many Dhogu are employed as bodyguards for the priesthood, serving in the ranks of the KalDreman.

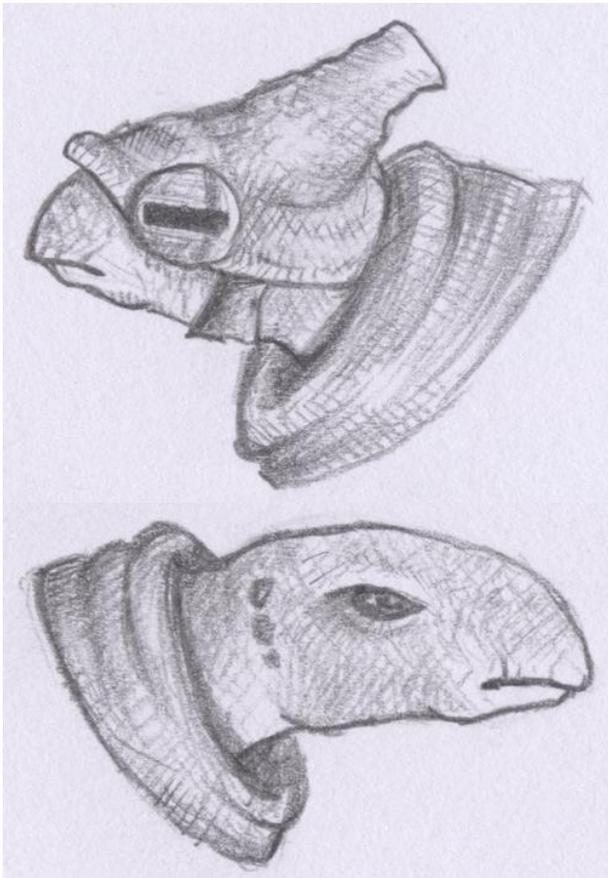
The Dhogu have poor eyesight, which explains that despite using bows of excellent craftsmanship, their firing range is quite limited.



Dhogu Nomads

Sources: *Chronicles of Anyaral*, *Conversation with Mike Thorp*

Dhogu Headgear



Dhogu headgear

Source: *Chronicles of Anyaral*

Dhoralkii

The Dhogu tribe led by Kimut Dhoral.

Source: *Twilight Ramblings 14 - Naming Conventions*
(<http://forum.worldoftwilight.com/index.php?topic=1349.0>)

Kimutkii

Dhogu name for their tribes.

Source: *Twilight Ramblings 14 - Naming Conventions*
(<http://forum.worldoftwilight.com/index.php?topic=1349.0>)

Tikaankii

A Dhogu tribe.

Source: *Chronicles of Anyaral*

The Yirnak breeders of the Chera Lunda

The Dhogu are a diverse race with many different tribes. The Dhogu of the Chera Lunda tribe have long held a reputation for breeding the most powerful of yirnak. Like many of the tribes, they live a migratory life, with many small family groups moving their herds of yirnak to fresh feeding grounds through the year. Every year all the families return to the breeding grounds of Lunda to gather, tell tales of their travels and trade their beasts and any goods they've acquired.

The gatherings can last for weeks and other tribes are welcome for the later days once tribe business has been completed.

Eventually the grounds become trampled and stripped bare and the tribe splits once again in search of fresh pastures.

Source: *The Compiled Twilight Traveller Issue 2*

Acorri Deyirn

A special kind of kintraitor, these fubarnii have learnt to communicate in the Devanu's guttural language and carry out their wishes.

Source: Mike Thorp

Alora Handler

While most riverfolk kyalai will use nets to catch their prey, there are some who live along the rivers and train families of alora to swim through the shallow waters, driving the kyala into their waiting nets. The alora are not always the best behaved of critters, but their keepers insist that they don't tend to steal too high a proportion of the catch.

Other (older) notes

The Alora handler uses her pack of alora to hunt small critters through the marshlands around Larigal.

Around Lanakar, the Alora handlers live in the marshlands and use the Alora to drive the small droba through the tributaries and into their nets. They fish in the early evening so that they can make the long hike into the cities to sell their wares in the night time markets.



A Alora Handler

Sources: Anyaral: Civilians of Lanakar Kickstarter, Update 3, The Twilight Traveller - Rivers of Anyaral

Belan Rider

The long roads of Anyaral have proven to be a challenge to tame, with wild devanu disrupting any thoroughfares that the clans have tried to build. To cope with the difficult routes the traders of the Empire have always relied on caravans of beasts, with enuk and baruk traipsing their way between towns.

The wealthiest of traders will employ the huge belan to carry their wares and some will choose to clamber up on top to give themselves a good view of the surrounding lands and any approaching enemies.



A Belan Rider

Source: The Compiled Twilight Traveller Issue 2

Casanii

The casanii are relatively tall, and generally naked except for a chest plate and head dress.

Cheese

Cheese is a secondary product of the egg glands from some species, secreted during the kopa life stage to provide sustenance to hatchlings. The stuff curdles naturally into a soft cheese-like structure with a hardened crust. Vareen cheese is renowned as a delicacy in the Empire. The yirnak also produce a cheese that is richly flavoured and an important part of Dhogu culture. Yox are more distant relatives, but rumours of yox cheese mountains have yet to be investigated.

Source: Facebook notes from Mike Thorp, extracted under threat of extremely painful death

Civilian

Most fubarnii of the Empire live a relatively peaceable life, trusting their militia and the Emperor's Knights to keep them safe. These civilians are invaluable to the Empire as they carry out all the usual jobs needed to support themselves, their families and the Empire as a whole.

Occasionally these civilians get dragged into conflicts, forced to defend themselves or flee from devanu or even Delgon attacks. When all the other defences fail the farmers, masons and other civilians are sometimes forced to pick up weapons and form an ad-hoc militia under the command of militia or knight captains.



A builder



A cart handler



A gardener



A carpet seller



A jeweller



A partaker of granthi



A wanderer



A singer



A musician



A couple of musicians



An acrobat



Another acrobat

Source: *Chronicles of Anyaral*

Clan Daugon

The Daugon family members are known for their keen minds, but also for their shrewd nature and calculating attitudes.

Combining their natural talents for trade with the rare spices, herbs and wood from the Naralon forest has made them one of the wealthiest clans of the empire.

Since the war with the Delgon started, things aren't going so well however. The Devanu are rising in numbers and attacking traders. The Naralon forest also isn't safe anymore with the savage beasts ambushing the Daugon gatherers and traders at every opportunity.

This has led to the recruitment of a small army, including their own knights - if the emperor won't protect them, they'll do it themselves.

Most of the knights are mercenaries, either outcasts or from the smaller towns and clans bordering the Argoran wastes. Clan Orel is an exception, as it is viewed as too loyal to the empire.

While the Clan still supports the emperor in public, they are planning a coup behind the scenes and are in the process of uniting many disgruntled nobles and other followers for their cause.

The current noble in charge of the herd, Tanaris Zelehn, is in fact one of the fubarnii driving the rebellion and Minau and Wouput's sempa.

Author: Kryptovidicus

Sources: Conversation with Mike Thorp,
<http://forum.worldoftwilight.com/index.php?topic=1877>,
<http://forum.worldoftwilight.com/index.php?topic=71>

Clan Orel

For many generations we have scraped an existence in this barren wasteland we call home, fighting countless wild beasts and repelling the ever persistent devanu. But this has made us a strong clan, not relying on support of a capricious Emperor. We hear other clans are ill

prepared for the withdrawal of that defence and we should of course offer to help where the Emperor cannot. But we should make them pay for their lack of preparation so that we may grow ever more in strength.
 – High Lord of Orelan

The fubarnii of Orel are a proud, militaristic people who have always fought to survive in the most inhospitable of territories. The lands of Orelan lie to the West of the Argoran Wastes. To the North they touch upon the lush Naralon Forests, but most of their lands are harsh desert. The Argoran Wastes are the single strongest bastions for the devanu packs, with inhospitable temperatures and lands covered in small caves it has proved impossible for the Knights to hunt down the devanu who hide there and it falls to the surrounding clans to deter those devanu that grow too bold and powerful or overstep their boundaries. Whereas the clans to the east of the wastes have known the strong support of the knights, the Orelan have long felt that they are left to fend for themselves. This hardship has forced them to grow tough and they have one of the strongest and best trained militias of all clans. Several generations ago the Emperor took umbrage at this and sought to curtail such claims, threatening to withdraw his protections. In response the Lords of Orel declared that they would defend themselves, founding their own knightly orders and politely forcing the Emperor's knights from their lands. The Emperor was greatly offended, but the oaths of his knights left him powerless to respond. This has long since been a point of contention, but the Orelan are now careful to pay their taxes, so more recent Emperors have had little choice but to accept their military independence.

The recent absence of the Emperor's knights has provided the Orelan with the opportunity to sell their services to nearby clans and travelling traders and it is now not uncommon to see them accompanying trade caravans. These knights always bring along their vicious graku and some will even ride the dangerous grakukan. These knights demonstrate their prowess where once the Emperor's knights would have made them unnecessary, but those that hire them are rarely happy at the expense.

Source: *Chronicles of Anyaral*

Councillor

Each clan is ruled by a council of powerful individuals. The councils vary substantially between the clans: some are elected, some are hereditary while others are simply decided by the wealthy nobility.



A Councillor



A Moerassi Councillor

Sources: Inktober 2021, The Twilight Traveller Issue 11

Currency

In the empire the dima is the basic currency. 8 dima in a trume, then 8 trume in a dohkir.

Source: Chat with Mike Thorp

Deyirn

Kintraitor: fubarnii that willingly go to the Devanu.

Source: Mike Thorp

Dima

A unit of currency

Source: Chat with Mike Thorp

Dohkir

A unit of currency

Source: Chat with Mike Thorp

Dolshi

The fubarnii word for Emperor. For example: Dolshi Arudor 12: Arudor, 12th Emperor

Source: Conversation with Mike Thorp

Dolshian

Adjective. Relating to the Empire and/or the Emperor. For example: Dolshian Fontisian Anyaral: Imperial Bank of Anyaral

Source: Conversation with Mike Thorp

Drobalai

A droba hunter

Source: Facebook comment by Mike Thorp

Elder

Since the time of Gehran, fubarnii of the Empire have venerated their elders and engineers and it is accepted that they should always be welcomed if they knock on your door or ask to join a travelling party.

The trade families consider it their duty to provide protection and escort to any such individuals that ask to accompany them. It is not unusual for a caravan leader to resent this particular duty as many elders are more than a little eccentric and unreliable!

Most elders are however a source of great wisdom and just occasionally they will prove useful to the caravan, whispering useful commands or giving pieces of tactical advice that may turn the flow of a conflict.



An elder atop his belan

Source: Chronicles of Anyaral

Elder Engineer

Engineers hold a special place in the Empire, their peculiar mindset can provide remarkable benefits, but more often than not they prove to be more of a burden or liability than anything else!

Those engineers who survive into their twilight years are greatly venerated. Some will choose to accompany the local militia, giving useful advice that they've gathered over the years. However, their thin voices don't carry far

and if they are killed then the impact on morale can be devastating.

Source: The Twilight Traveller Issue 2

Engineers

The fubarnii revere their Engineers as the creators of their current freedom. Most Engineers hide themselves away, toiling on random projects. Mixing chemicals and working materials to generate tiny fancies or great machineries. Some of the more foolhardy Engineers choose to put themselves at risk to test their inventions, and it is often the job of the local militia to escort these eccentrics back to their homes.

Source: Twilight Chapter 1 - from Slaves to Emperors

Enush

The noble sport of Enush evolved from exercises used by the Enushari order of Knights to train what are generally regarded as the best enuk riders in the Empire. It has now spread across the Empire and is becoming increasingly popular. Several small teams of riders are pitched against each other, aiming to deposit an irregularly shaped ball into various targets around a pitch, thus eliminating players from other teams until only one team remains.

Authors: Mike Thorp, Serin Jr.

Source: <http://forum.worldoftwilight.com/index.php?topic=1640>

Exotic Pet Trader

Exotic pet traders sell the very best savage forest beats that money can buy, and a number of them are suppliers to the royal courts.

The larger trading houses will happily provide handlers for an additional charge.

The traders hire groups of mercenaries to raid trebarnii villages, capturing young jenta that are easier to train as well as brutes that can be beaten into submission. The captives are then turned into into highly trained pets capable of many menial tasks.

Although the fubarnii of the Empire loathe slavery (having been oppressed by the devanu for uncounted generation), the trebarnii are not considered to be especially intelligent or capable of feeling much, and as such fall firmly under the beast category.



A Noble with Exotic Pet

Source: Conversation with Mike Thorp

Fontisian

The fubarnii word for Bank

Source: Conversation with Mike Thorp

Fubarnii

Pronunciation: foo-bar-nee

Fubarnii are small, intelligent, nocturnal creatures that live throughout the known world. Most fubarnii belong to a vast empire that spans the continent under the rule of the Grand Emperor, who resides in the central city of Peygarl. They are a naturally creative and inquisitive race and have made many technological advances, including some quite advanced machinery and some developments in explosives.

The fubarnii are a race of small reptile-like creatures with enquiring minds and a strong inclination towards technology. Their society is very hierarchical, both among the fubarnii of the Empire, who live in cities underground, and their cousins the Ferals, who roam the plains of Bakahn and live a nomadic hunter-gatherer life. The fubarnii of the Empire believe in gods who live on Enar, the larger of their two moons. In recent years a civil war has arisen, caused by the arrival of the Belog from beyond the mountains. These great creatures, similar to fubarnii except for their size, were hailed as gods from Enar by some of the fubarnii, while others refused to accept them. The Belog have on the whole welcomed their role as gods, though a few individuals refuse to involve themselves in this pretence.

Both the fubarnii and the Belog see the devanu as their enemy. The devanu are predators with keen intelligence as well as speed and strength, and for many years they enslaved the fubarnii, both as a labour force and as food. Eventually the fubarnii overthrew them and have driven them from most of the Empire.

Source: Chronicles of Anyaral

Fubarnii Building Styles

In the more rural areas the settlements as more subterranean with only an occasional larger communal building or two.

Casanii

In the southern areas of the Casanii there are more "mud hut" styles, with sandy soil very poor for tunnelling. Thatched roofs small dwellings style.

Delgon

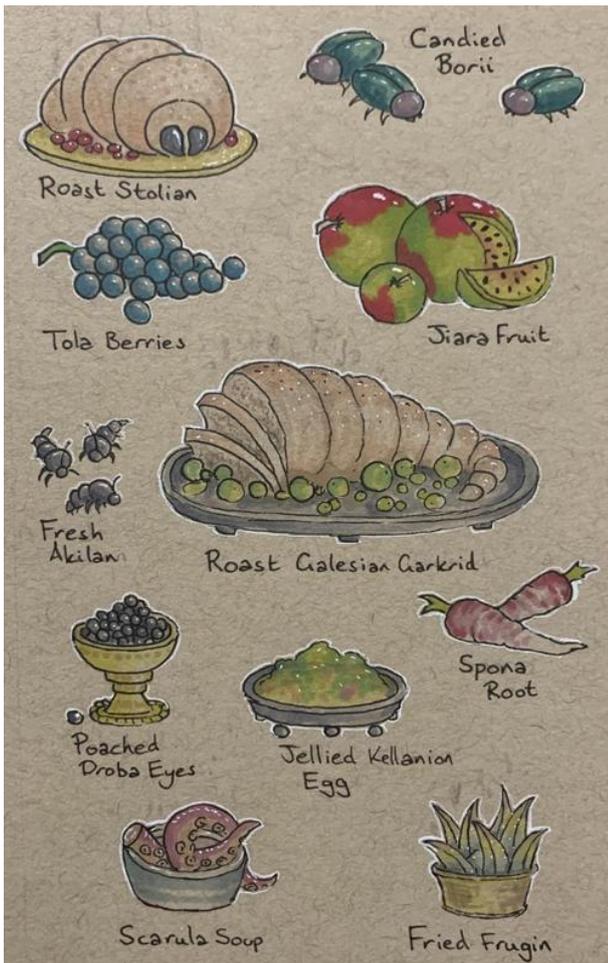
The Delgon in the frozen north have much more social building style with centralised large planned buildings of consistent style and grandeur.

Source: <http://forum.worldoftwilight.com/index.php?topic=68.0>

Fubarnii Cuisine

Fubarnii are omnivorous - they can and do have a very varied diet. However, some foods suit them better than others. They do not usually eat a great deal of meat, and when they do it must be cooked. Their staple foods are

fungi and garkrid. Fruit, seeds, leaves and tubers supplement their diet.



A selection of fubarnii foods

Fungi

There are many types of fungus, each with different flavours and properties, but a couple of common species with a blander flavour are used as we would bread or potatoes. They are plentiful, filling, and can be eaten cooked or raw. Though they do grow wild, there are also cultivated varieties that are grown in the Empire and generally used for cooking.

Of the other species of fungus, some are rare and expensive delicacies such as might be served to the Emperor. Some species are poisonous.

Garkrid

Garkrid are similar to our insects, though they can be much larger. A common example is similar to a giant woodlouse (which can grow up to a foot long), often roasted whole. Grubs and worms are also included in the diet. These provide the main source of protein in most fubarnii diets.



Meat

It is rare that a fubarnii would eat meat from one of the large plains animals. They would generally hunt smaller creatures such as one of the burrowing megalopode species, tree-climbers or shelled animals similar to our tortoises. However, the ferals have a tradition of hunting a large animal such as a baksun for their annual festival, and sharing the meat among all the tribes gathered together. They would use every bit of the carcass; the offal, the bones boiled down for soup, and the hide and skull for making essentially ritual objects (though they may take the form of weapons and armour), which are distributed to the tribe chiefs.

The army of the Empire might also have cause to hunt large animals to feed marching regiments. The meat would usually be dried for preservation to sustain the troops on long journeys. These marching rations would give a distinctive smell to the army; the civilian fubarnii would probably find it smacked of predator and have an instinctive distrust of troops (not to mention that the army would likely be able to commission whatever it needed from the towns of the Empire, another reason why they would be unpopular).

Fruit

Fruit was cultivated from before the time of the Empire, and overgrown prehistoric orchards still provide interest to historian fubarnii. Modern orchards also exist, though the trees are unlike ours; they tend to be palm-like rather than solid wood, or vines and creepers. Further into the mountains there are also bushes with a variety of berries. Fruit tends to have natural preservative mechanisms such as thick skins or antifungal chemicals. This means that some fruit requires processing to make it edible. It also means that the preservatives can be made use of for other foodstuffs; the skins can be pulped or boiled to cover lumps of meat or garkrid for storage.



Nuts and seeds

These are not a major part of the fubarnii diet in most areas; they are not plentiful and tend to grow in inaccessible areas, and are often poisonous. However, some exist that can be used as spices, preservatives or medicines and are harvested for these reasons. They almost always require a good deal of processing, and are therefore expensive.

Leafy plants

There are few plants with soft, edible leaves for the fubarnii to make use of in cooking. The plants tend to be fibrous and are mostly food for grazing animals with specialised digestive systems. Again, there are some that are used for flavouring or medicine. A few types of flower are used as a delicacy, adding colour to expensive dishes.

Tubers

More common in the colder parts of the Empire, these can replace fungus as the staple foodstuff up at higher altitudes. They tend not to grow so well in the heart of the Empire and are therefore expensive imports for the central clans.

Eggs

Eggs are universally eaten, but it varies between regions as to what animals it is acceptable to eat eggs from. Because they are already farmed as beasts of burden, Eruk and Belan eggs are common. As they are large animals, they also produce more egg matter. It is debated whether one should eat egg matter from carnivorous species. It is certainly harder to obtain.

Egg matter in molliovus species is a thick, jelly-like substance. Although not encased in a shell, the exterior will harden on contact with air. In the Empire the technique has been perfected of mixing the egg matter with a substance to prevent hardening to allow it to be served in a semi-liquid form. Egg matter can also be used as a thickener in cooking.

Fish and seafood

Fubarnii are not adept at water transport and so do not

use these foodstuffs as a large part of their diet. However, they will occasionally catch creatures from freshwater streams, and gather the Bakahn equivalent of shellfish from tidal pools along the coast. Eating shellfish is far more common in coastal areas - it seem to be an acquired taste and not regularly transported inland.

Fats

Fubarnii do not require much fat in their diet. They do however use it occasionally in cooking, and obtain it from pressed seeds or oily fruits.

Sweeteners

The most common sweetener used in the Empire comes from fruits, which as mentioned above are widely cultivated. Some varieties have been selected for sweetness, and drying processes have been developed to refine and store the fruit sugars. This is less common for the Delgon, where fruit is harder to grow. An alternative method is to collect the sugar reserves from certain species of garkrid, who process sugars from plants.

Spices and flavourings

As mentioned above, leaves and nuts are generally used for flavouring rather than substance in food. This includes all sorts of herbs, which can be dried for storage. Some nuts and seeds also provide intense flavour (think of nutmeg). A few species of fungus are also used predominantly for flavouring.

Preservatives

Methods of preserving include drying, salting, and marinating in various ways. As mentioned above, certain fruit peel contains antifungal agents and can be used to produce a sauce in which to bottle such things as meat, fish and garkrid. Hot spices also have a preservative effect. Bottling in alcohol is also used, and in certain areas other narcotics - while the preservation method is effective, the resulting food does retain the effects of the narcotic and it is generally unwise to eat too much of it. See also Tom's comments on refrigeration.

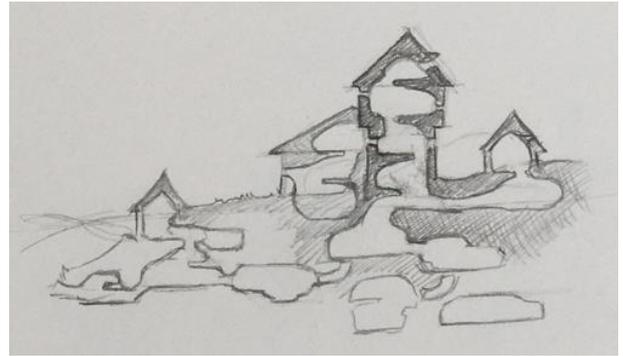
Sources: Inktoker 2022, <http://Fubarnii.pbworks.com/w/page/4236207/FubarniiDiet%202>

Fubarnii Settlements

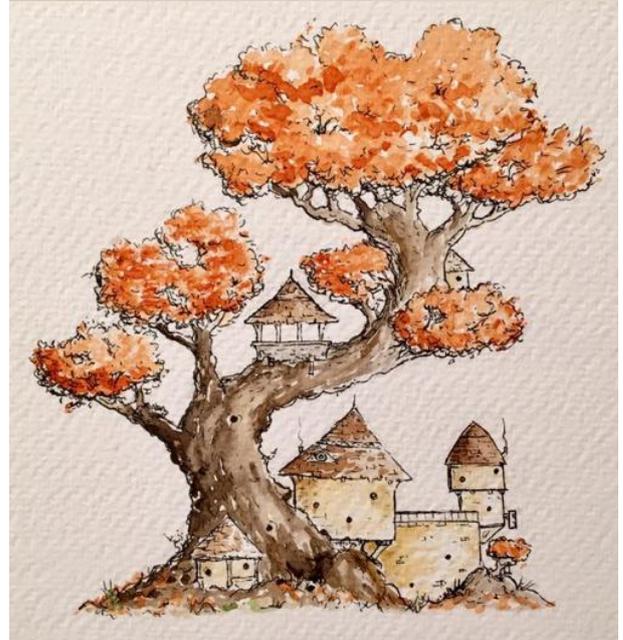


A typical Fubarnii settlement

This fubarnii settlement is a fairly typical example of Empire Architecture. The surface buildings tend to be mirrored by extensive tunnel systems beneath the ground.



Most of the settlement's volume is underground





A settlement to the north of the Empire, where the weather is less clement



An Enguan settlement

Source: Twilight Chapter 1 - from Slaves to Emperors

Fubarnii of the Empire

The creation of the Empire has seen the rise of the fubarnii from a race of slaves to the most powerful force on Bakahn. Though each of us is weak, the world is forever changed by our presence. Our former rulers fled before us and now live a crippled existence on the edges of our Empire. We tore down their towers and replaced them with our own mighty cities, from the coasts of Etarl to the Setir mountains, all Anyaral will benefit, and continue to grow stronger with time. – Spoken by Terarl, the 9th Emperor during his inauguration

The Fubarnii Empire spans the vast continent of Anyaral, encompassing many diverse lands. There are many large cities, but there are also countless small homesteads and villages, defended by local militia or knights from nearby garrisons.

Through the years there have been many conflicts between clans of the Empire and some areas have to deal with bands of fubarnii bandits, but the Empire's knights have always had just one task, to control the threat of the devanu. To achieve this task the Empire trains and deploys knights throughout its lands, maintaining large garrisons which provide support to the local militia when needed. The knights are made up of fubarnii from all clans who were apprenticed into the military at an early age. Knights may be trained and stationed in any part of the Empire, so the mix of clan cultures within a single garrison tends to be great.

Local militia are drawn from villages and cities within a clan's boundaries. The militia are usually led by professionally trained soldiers, but the majority of the troops have less formal training.

Wealthy traders travel the great distances across the Empire, expecting the local knights and militia to provide defence for their valuable cargo.

With a rumoured threat to the north diverting the Empire's attention, local calls for assistance against the devanu have been met with decreasing numbers of knights. Engineers have been quick to take this opportunity to offer their services and experimental weapons in their stead, although the benefit of their support to date has been questionable.

Source: *Chronicles of Anyaral*

Ganera

The Ganera are a small clan of fubarnii that occupy a region of the Empire close to the northern wastelands and as such have had to frequently fight off devanu raiding parties that encroach upon their lands. They are reasonably technologically advanced and have some trade with the Delgon clan, but have not accepted the Belog as their gods and leaders. The area occupied by the Ganera is largely open land, with occasional rolling hills and vast flat plains. The edge of a large forest lies to the west of their lands, marking their south-western border. The Ganera have a large military force due to their constant conflict with the devanu made up of many knights and enlisted spearmen. The knights are often mounted on the well-trained EnuK that live in herds in the open plains.

Gethloan

A fubarnii race. The Gethloan generally have pale brownish skin, often with darker mottling and spots over the top of their snouts and backs, with similar markings over their shoulders and down their arms. The gethloan "race" is fairly diluted and cosmopolitan as many travellers from other regions have been accepted into the central empire communities. The rural farmers and herders tend to be more typically gethloan in their features than their town-living cousins.

Source:
<http://forum.worldoftwilight.com/index.php?topic=667.0>

Githwilt

Game played by the fubarnii.

The Great Lanak

Alternate spelling: The Grand Lanak

The ruler of Lanakar.

Sources: *The Twilight Traveller Issue 6*,
<http://forum.worldoftwilight.com/index.php?topic=1640>

Herbalist

(details to be written)

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.

Source: *The Twilight Traveller Issue 1*

Herders

Herders spend most of their lives above ground, looking after the herds of enuk or baruk. They are often called upon to support the militias with their accurate slingstaves.

Local militia are supported by fubarnii from the local herding families. These fubarnii live a life outside the comforting tunnels of the villages, instead spending their time on the plains and hillsides, protecting their herds of livestock from raiding devanu jenta or hungry beasts. The herders are rarely seen without their well-trained enuk or carrying their long slingstaves and a supply of smooth and deadly stones.

Experienced herders called Reyad will lead bands of slingers or light cavalry, focusing their attacks on critical targets.

The light cavalry are often the first on the scene when there is trouble. They usually have the sense to keep their distance until the heavy support arrives.



A Herder and her EnuK

Source: *Chronicles of Anyaral*

The Imperial Bank of Anyaral



Source: *Inktober 2023*

The Imperial Palace

The Imperial Palace of Gar Loren is the jewel in the

crown of the Fubarnii Empire, a sprawling mess of architecture nestled in the centre of the mighty city. Since the first rooms were built to the design of Dimor, each Emperor has left their mark, both above and below ground. Immense towers and labyrinthine tunnels have grown to house the wealthy diplomats and hordes of bureaucrats.



The Imperial Palace in Gar Loren

Source: *Inktober 2023*

Imperial Postage Service

Also known as: Posties

The members of the Emperor's Imperial Postal Service, or Posties for short, are charged with the safeguarding and delivery of his Imperial Majesty's personal correspondence. Their arrival within a settlement is seen as both a boon and an ill omen, for only great joy or dark tidings require the personal pen of his majesty.

The Imperial postal service retain a small number of tarhoeen riders, who take great pride in ensuring their messages arrive where they are needed.



A Tarhoeen and its handler

Authors: *Hairy Norseman (Lost Egg), Mike Thorp*

Sources: *Inktober 2019,*

<http://forum.worldoftwilight.com/index.php?topic=1640>

Kaltan

The commander of the force sent to attack Tar Kisael, who sadly perished during the battle.

Source: *Mike Thorp*

Kanill

A trading family.

Sources: *Chronicles of Anyaral, The Twilight Traveller Issue 1*

Kyalai

A kyala hunter

Source: *Facebook comment by Mike Thorp*

Naralon

A fubarnii clan. Also, the island they inhabit, far to the west of Anyaral, and off any currently published map.

Source: *Conversation with Mike Thorp*

Nerini

The Nerinii (Neh-ree-nee) are a disparate and varied race who live in the regions around the great lakes. They are often olive or green skinned, but as with the gethloan they are a cosmopolitan race and there is a lot of variation both between and within regions. They are seen as a generally light-hearted and welcoming people, but can be very harsh when their way of life is threatened.

Source:

<http://forum.worldoftwilight.com/index.php?topic=667.0>

Noble

The city of Gar Loren is home to many of the Empire's wealthiest nobles, pampered from the moment they hatch and raised in the best regarded crèches. They are trained in etiquette and politics such that they may further their families' position in the court of the Emperor.

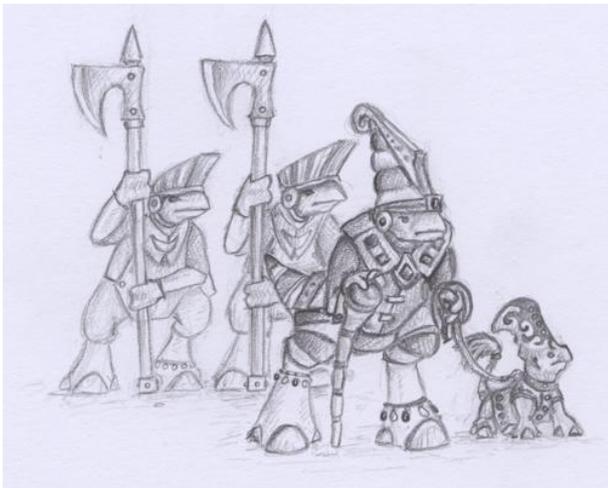
Most nobility have the sense to avoid situations more dangerous than the halls of the Emperor's palace, but there are occasions when they must venture beyond the safety of the city and must then rely on their well dressed and even better trained guards to protect them.

Fubarnii Nobles are the wealthiest members of the Empire's occupants, and tend to take great effort to show off the fact. They tend to stay within the safety of the cities, but just occasionally they will brave the countryside if they really have to.

Every Noble is accompanied by a band of well paid and well trained soldiers and household knights, who are often almost as ornately dressed as their employer.



A Noble



A Noble accompanied by its PreePree and Guards

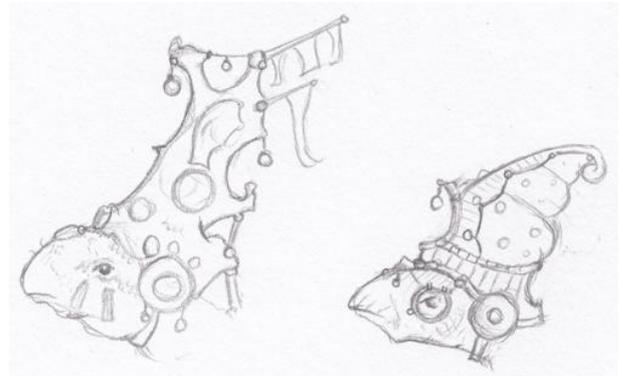


A ridiculously wealthy old noble



Sources: *Chronicles of Anyaral*, Inktober 2022, Inktober 2023, *The Twilight Traveller Issue 4*

Nobles Headgear



Samples of Nobles headgear

Source: *Chronicles of Anyaral*

Odarił

A fubarnii tribe.

Source: *The Twilight Traveller Issue 9*

On the nature of slavery

The subject of slavery is little discussed within our Empire, being a subject intrinsically linked to the rise of our nation, yet seen as such a taboo that we may not even discuss it. I do however posit that to ignore it is to miss the opportunity to learn.

I am concerned that the rise of Tar Kisael was in part due to our unwillingness to try and understand the nature of slavery.

There are no questions that atrocities occurred during that period, but the records I have studied do not completely fit the official history of what happened.

The history states that Tar Kisael rose briefly to power, brutally enslaving the villages surrounding Onikal. Within a couple of years, the brave Knights of Dimor were gathered and rode their faithful steeds into battle under the command of Kaltan. Kaltan sadly perished, but a young knight by the name of Danomar took up his commander's spear and slew the mighty beast that was Tar Kisael.

The first fact that I question is the length of Tar Kisael's rule. Survivors of the battle of Onikal spoke of the trauma of facing deyrin in battle, with even mention of gladiator trisates. We have heard tales of gladiators from the days before the empire – fubarnii selected from an early age and forced to fight their siblings, with only the most brutal and effective allowed to survive. Precise figures are of course hard to verify, but it seems that barely one in fifty would survive to adulthood. Those who survived were trained to fight closely with their kin in small groups – 'trisates'. The trisates would be pitched against other trisates in ritual battles in the shadows of the Devanu towers, occasionally young Devanu would be given the honour of fighting a trisate to prove their position within the pack.

We have been taught that these youngsters were tortured and mistreated, but there are conflicting stories that speak of the youngsters being treated with great respect; living luxuriously, eating well and being furnished with finely crafted weapons.

When faced with their liberators, it seems that they chose to fight, even when the hostage creches had been rescued and the Devanu no longer had a hold over them. It would seem that the trisate no longer saw themselves as fubarnii, but rather as kin to the Devanu.

The appearance of these trisate implies that Tar Kisael must have been in power for ten years at least, growing in power subtly for many years before the Emperor became aware. The sheer number of trisates seen during the liberation suggests an even longer period.

It is this subtle growth that does not fit with our tales of the mindless Devanu beasts. As I understand, Tar Kisael's rule began in the village of Hurai. Kisael did not slaughter the villagers, but rather captured the youngsters of the creches with minimal bloodshed. The youngsters were cared for with the jenta of the pack while the fubarnii went about their lives as before. Several of the fubarnii volunteered as acorri deyrin, learning to communicate in the Devanu's guttural language and carrying out their wishes. The Devanu did not feast upon the fubarnii as a matter of course: while there were hunts (almost ceremonial in nature), and young fubarnii were occasionally sacrificed or executed, the fubarnii were treated as being more valuable than simply food. Perhaps the worst of the atrocities was the enforced breeding and the removal of the egg masses as soon as they were fertilised, such that they might be raised in the large creches and the strongest selected for the trisates.

There is strong evidence that the fubarnii population grew at an astonishing rate during this time. The Devanu

did of course demand their tributes and feasted well on the fubarnii's domesticated beasts, and the demands of the growing population were great, however the fubarnii were left to manage their farms as they saw fit in order to meet those demands. Trade with the passing trade families continued. There is a strong question as to how communication was maintained without the traders ever becoming aware of the growing threat and the enslavement of so many fubarnii over such a long period. It is unclear whether the fubarnii lived in such perpetual fear that they dare not even ask for help, or whether their lives were actually improved under the Devanu's oversight – in effect trading freedom traded for security.

Tar Kisael's rule was eventually discovered as the village of Hurai ceased to pay its taxes. Several representatives sent by the leaders of the clan disappeared, warranting a more thorough investigation and the eventual discovery of Tar Kisael's tower. The fate of the representatives is also questionable – were they hunted by the Devanu, or executed by the deyrin themselves?

Source: Mike Thorp

Postie's oath

The oath taken by the members of the Emperor's Imperial Postal Service.

Authors: Hairy Norseman (Lost Egg), Mike Thorp

Source: <http://forum.worldoftwilight.com/index.php?topic=1640>

Rahki

"The Calling" - the blessing and the curse of the Rahkirii.

Source: The Compiled Twilight Traveller Issue 2

Rahkirii

Alternate spelling: Neridai (synonym)

A fubarnii engineer.

The Curious Nature of the Rahkirii

When I was just a hatchling in my homeland of Teral, there was a crazy old fubarnii who wandered the town, talking to the garkrid that infested his robes, and who could be smelled from across the street. We were scolded for laughing at him and I could never understand why the adults referred to him as Rahkirii and treated him with such respect. They fed him the best food even when it was scarce and offered him their finest wine and gifts. It was only when I grew older and long after he had passed away that I understood what he was and how he was both blessed and cursed with The Calling (the "Rahki").

Ever since Gehran destroyed the first of the devanu towers, these Rahkirii have held a venerated position in our society. Almost all fubarnii cultures I have visited in my travels seem to have their own Rahkirii, although they will often call them by different names, such as "Engineer", "Shaman" or "Taka".

The Calling can manifest in many ways, but usually

becomes obvious at an early age. Young Rahkirii will often struggle to interact with the other jenta, becoming introverted and many will grow to avoid fubarnii interactions altogether. They also have a tendency to obsess over trivial details, but this is also what makes them such an asset to our society.

Without help, many Rahkirii would probably withdraw completely and it is doubtful they would survive on their own. However, most cultures recognise the seeds of potential in these individuals. They will usually find an older engineer to care for the child, who will do his best to nurture them. It is a source of sadness, but I have found that many Rahkirii live their lives in a state of confusion or distress, unable to exorcise the demons that haunt them or incapable of meshing the complexities of the outside world with the patterns they see within their minds. A rare few will, however, manage to harness their extraordinary intellects, twisting their view of the world to make sense, and seeing patterns and potential that a normal fubarnii would only dream of. These individuals are the true engineers, whose vision has allowed the empire to form.

Many Rahkirii are still not what most civilised fubarnii would consider sane, but they are venerated and supported by the communities in which they live. The fubarnii of the village ensure that they live in comfort, delivering food even when resources are scarce, or rebuilding sections of their houses when experiments go awry or exotic pets have escaped. In return the community often just suffers more difficulties, but I have heard many tales of engineers randomly suggesting something that forever improves a village, or of Rahkirii who were thought to be truly insane having a period of lucidity where they work hard within the community, applying architectural improvements or implementing horticultural processes that double the yield for the mushroom harvest.

Those lucid periods may last years, but may also end abruptly as the engineer gets distracted by another interest.

The old Rahkirii of my youth spent his later years living in stinking squalor, meticulously cataloguing thousands of different types of garkrid excretions. After his death a thorough study of his notes delivered some remarkably useful findings that brought great wealth to many in my home of Teral, not least of them my good friend Danakan and his family. - From the notes of Muri dreh Teral

The Rahkirii Across Anyaral

The Rahkirii are seen as being either gifted or cursed with a remarkable way of viewing the world. They can cause great difficulties, but it is widely believed that they are to thank for the rapid growth of the Empire. Gehran himself is believed to have been gifted and to have used his gifts to bring down the first of the devanu towers. Because of this, the Rahkirii are well regarded throughout Anyaral, but are treated differently by the various cultures.

Within the Central Empire there is a well-structured

network of academies that locate and train young Rahkirii, stretching out to the colleges of Larigal. Those who don't learn to use their gift are cared for by the academy to save them doing too much harm to those around them, but those who thrive are allowed to wander back out into the Empire.

Across the more distant reaches of the Empire things are less structured and those Rahkirii who aren't identified by the academies often live tragic, short lives.

Wandering engineers will always look out for those individuals, hoping to be able to make sure they survive long enough to realise their potential.

The Casanii venerate their Rahkirii as mystics and shamans, believing them to commune with the pelooan spirits and to wield powers beyond the knowledge of those who aren't blessed. From what I have seen, their shamans are still expected to hunt and support the tribes, but are perhaps given more leeway than others if they don't fully pull their weight.

During my travels with Danakan we learned that the Delgon don't appear to have true engineers. It is not known why, but some have posited that it may relate to the way their crèches are managed. Young Delgon are not given the leeway to express their differences. Those who don't follow the strict processes of the various castes are relegated to menial tasks, and it is perhaps the case that many potential Rahkirii lived out their lives growing mushrooms or collecting excreta for the other Delgon. The Delgon have however "adopted" a small number of engineers who work for them, either unwittingly, under duress or some, such as NuraSen Plutom, even willingly.

Whereas the Delgon seem to stifle their Rahkirii, the neighbouring Dhogu have a rich tradition of venerating their "Tak". Their powers are treated with fear and respect and it appears that there have been many Rahkirii who have risen to positions of great power within the tribes.

Source: The Compiled Twilight Traveller Issue 2

Raised Wrist

Back in the times when the devanu ruled the empire, the fubarnii would wear rings over their wrists to show secret devotion to each other - something that the devanu never really understood.

During the tumultuous overthrow of the devanu, the fubarnii would raise up their wrists, the display of the bangles signifying that they were not broken and would keep going.

Ever since, the raised wrist has been a way of showing that the fubarnii can keep going against whatever is thrown at them. A sign of stamina that has made its way into modern fashion.

Source: Conversation with Mike Thorp

Raiser of the Dead

The ancient stories of the Empire tell of the Enarii, the greatest of all fubarnii who were elevated to live on the moon of Enar when they died, there to watch over their descendants for all eternity and eventually to liberate

them from enslavement by the devanu. When fubarnii die, they are taken to a high position near their home where they are cremated, in the hope that some part of them might rise to join the gods on Enar. In some parts of the Empire the role of 'Raiser of the Dead' is both venerated and feared.

Authors: Mike Thorp, Ritualnet

Source: <http://forum.worldoftwilight.com/index.php?topic=1640>

Riverfolk

It has been almost 80 years since Emperor Egoran in his wisdom chose to grant our forebears ownership of the many wondrous and treacherous stretches of river that carry the lifeblood of our Empire. It is our honour and duty to welcome all who would respect our way of life, but also to defend with our lives any who would threaten it. – Lord Caldiryan Delison

The riverfolk of Anyaral belong to a vast distributed clan that spreads across the whole continent, with many varied cultures mingling across the waterways.

Life on the rivers is far from safe, with Devanu and bandits preying on the slow-moving boats, or large and dangerous creatures, like the torala, that threaten those that stray too close. The long stretches of river that pass beneath the trees of the Naralon forests have become more dangerous in recent months, with several boats failing to return.

The riverfolk are however experienced at defending themselves, learning to defend their boats from an early age and employing experienced fighters to help.

Other (older) notes

The riverfolk spend their lives travelling up and down the waterways of Anyaral, in a similar manner to the traders with their pack beasts. Fubarnii are physically incapable of floating, so life on the water is a little more hazardous than it is for us! They also have to deal with inevitable risk of devanu ambushes and the current state of the war with the Delgon is making routes a lot more hazardous (but also more profitable...). The riverfolk are thus a hardy bunch, but also tend to pick up an assortment of protectors and passengers. Their crews are a mix of different cultures from across the Empire - displaced Engu are often highly valued for their knowledge of the water (not to mention their imposing presence).

The riverfolk's territory is the waterways. As soon as you board a boat or swim in a river you enter their territory.

Sources: Anyaral: Civilians of Lanakar Kickstarter, Update 4, Conversation with Mike Thorp, The Twilight Traveller - Rivers of Anyaral

Riverfolk Captain

Only experienced members of the riverfolk clan will be trusted to lead their crews over vast distances. These captains know their boats inside out and have the complete trust of their crews, either on or off the river.



Source: The Twilight Traveller - Rivers of Anyaral

Riverfolk Crew

While many riverfolk trace their ancestry back to the signing of the River Charter, many have taken to the rivers more recently, turning their back on their old clans for a life on the rivers. The mixed band of travellers often carry sharp boathooks, useful for both practical and defence purposes. There are also those who use heavy stones and ropes to make bolas, that they can hurl to try and ensnare or kill attacking beasts or raiders.

Source: The Twilight Traveller - Rivers of Anyaral

Riverfolk First Mate

Engu have always made valuable crew on the rivers of Anyaral, their experience and strength making a strong combination. It is not uncommon to see them take over positions of authority on the boats, their loud instructions echoing along the rivers.

Source: The Twilight Traveller - Rivers of Anyaral

Riverfolk Kyalai

Living on the rivers, the riverfolk will take every opportunity to fish for the plentiful freshwater kyalai. In shallower waters these kyalai will use weighted nets to catch large hauls that they will either eat, or trade with the other clans.

When their crew are threatened the kyalai will grudgingly deploy their nets to entangle their attackers, even knowing the many hours they will end up wasting mending their nets afterwards.

Source: The Twilight Traveller - Rivers of Anyaral

Riverfolk Urchin

Young riverfolk are a common sight along the rivers, running errands, or paddling little coracles alongside the

larger boats.

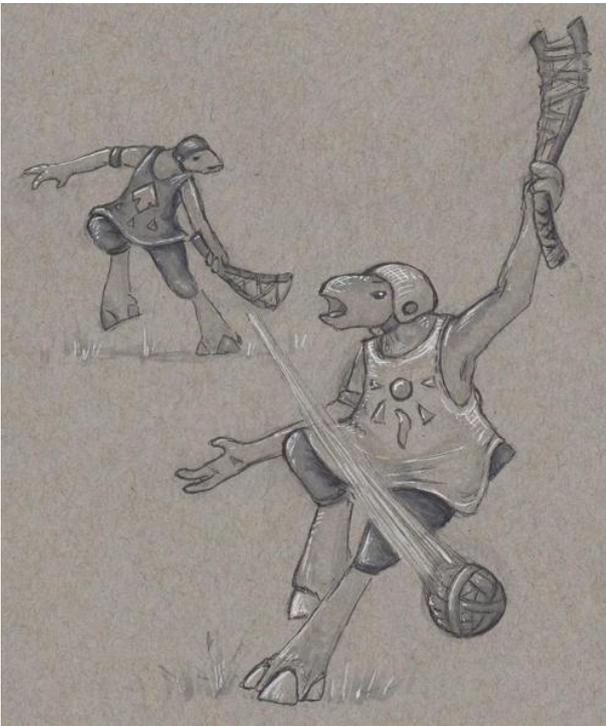
Source: *The Twilight Traveller - Rivers of Anyaral*

Riverlords

The Riverlords are the powerful and wealthy individuals who rule the riverfolk clans, and many of them can trace their lineage back to the original signatories of the Charter of the Waterways. Each Riverlord has authority over long stretches of the network of rivers that cross the Empire, responsible for the safety of the many boats that travel through their territory. Most Riverlords own fleets of boats, although the captains they employ will take full responsibility for individual vessels with charters that have been passed down through generations.

Source: *The Twilight Traveller - Rivers of Anyaral*

Sports



Source: Inktober 2023

Terak

Muri's family, from Teral.

Source: *The Twilight Traveller Issue 3*

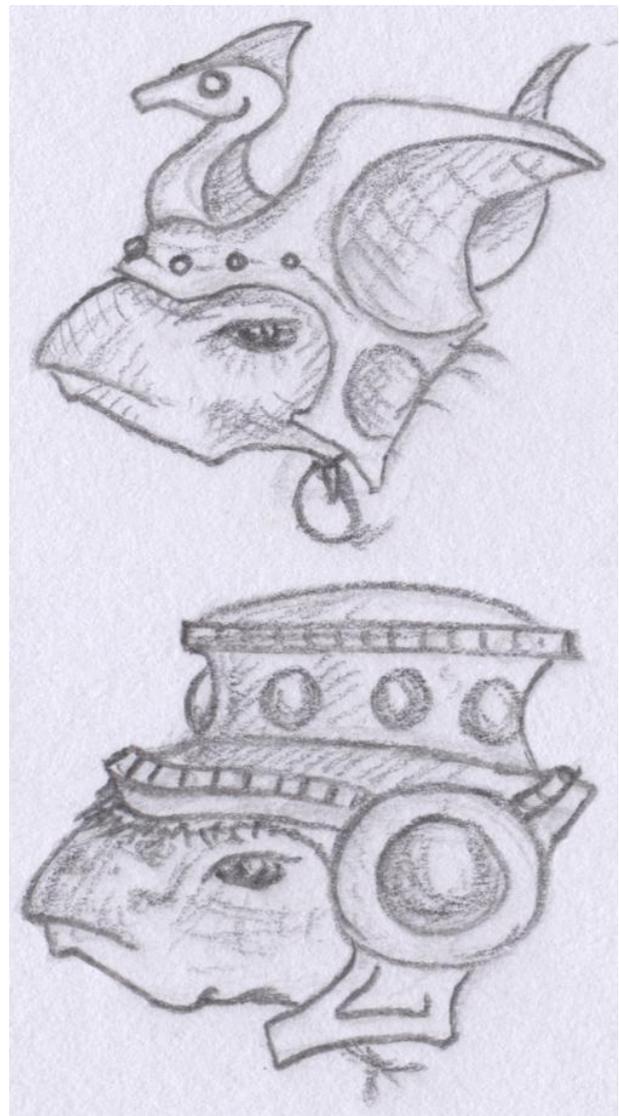
Teralin

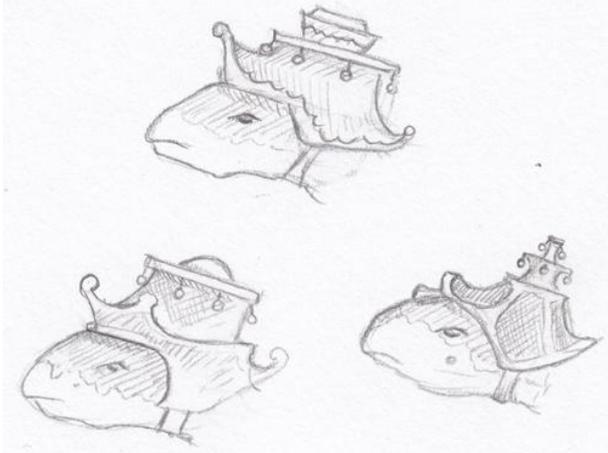
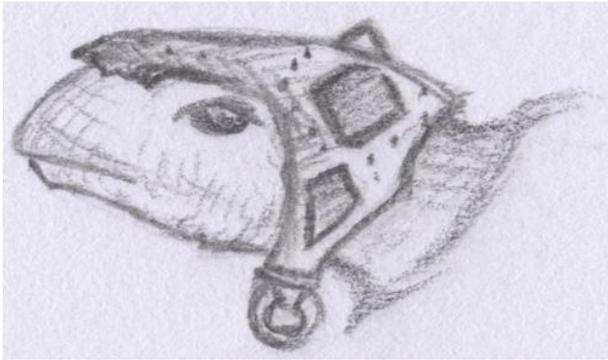
Travels Through Anyaral - a letter from Danakan

From Danakan

I shall begin my series of observations with the fubarnii 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

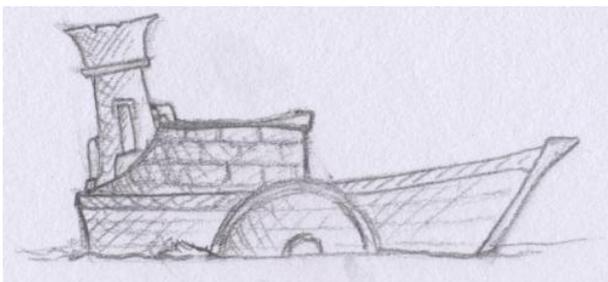
most pleasant environ. From my recent observations amongst the markets of Teral, I notice that we are of a relatively tall and slender build, much like the Casanii of the south, yet none outside of our clan would seem to have the darker patches of skin common amongst our number. Dwelling in such a pleasant land we wear fairly practical clothing, even amongst the poorer fishermen. While those with a low station wear simple garments, fubarnii 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 brow; 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.





Samples of Teralin headgear

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 Teralin steamboat

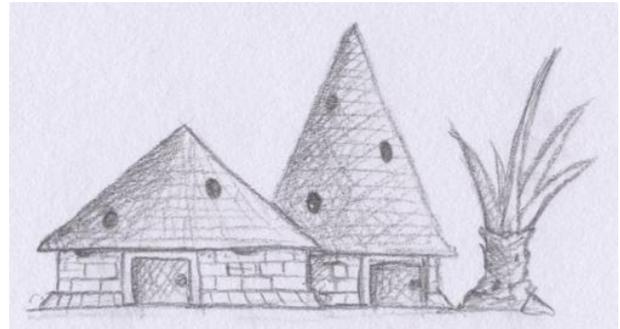
The only real threat we face on any "regular" basis is that from rogue jenta who have been cast out from their pack. I have been told that such beings are often lean from hunger, yet often skilled in an uncommon devanu trait, that of using their minds! Though I find it hard to comprehend, I have been... 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 fubarnii 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, dwells amongst Teral's eastern towers, while those of the poorest fubarnii 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 garkrids, 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.



A couple of 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.

Source: *The Twilight Traveller Issue 1*

Trade Caravan

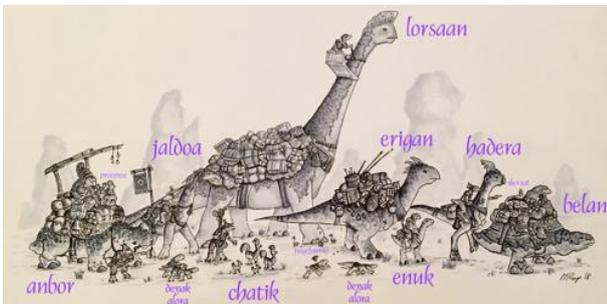
These caravans are operated by the powerful trade families who expect to be offered protection by the local militia and knights, but who also retain more

experienced mercenaries to lead the longer or more dangerous expeditions. Accompanying these caravans is a relatively safe, although undoubtedly expensive, way to travel across Anyaral.

Trade caravans vary in size from small lone traders with one or two enuk travelling between villages, right up to large expeditions with many baruk and even a few hulking and heavily laden belan. The arrival of these larger caravans in remote towns will prompt great festivals and celebrations as the traders buy and sell their wares and fubarnii from miles around will travel in to sample exotic goods or hear tales of far off lands.

These caravans are accompanied by fubarnii travellers and mercenaries from across the Empire, some of whom are a great help in protecting the caravan, while others may be unreliable or attract the wrong sort of attention!

The main hazards during their travels are from beasts, or devanu hunting packs. While it is not unheard of for bands of desperate fubarnii outlaws to ambush caravans, the wealthy and powerful trade families will ensure that somebody pays a dear price for such discretions.



A trading caravan

Source: *Chronicles of Anyaral*

Trader

The Empire covers vast areas of the continent of Anyaral, and many clans rely heavily on the traders that constantly travel the vast expanses with their heavily laden pack beasts. The wealthy traders dress in the finest of materials, and expect to receive the protection from small armies of militia or knights to protect them on their journeys.

Many different beasts are used to carry goods, but the Baruk is commonly seen across most of the Empire, its hardy demeanour and constant, plodding gait is perfectly suited to the purpose.

The arrival of a trade caravan within the remote villages will prompt a great celebration as they give access to precious news and valuable items from distant lands.



A Trader

Sources: *Chronicles of Anyaral, Twilight Chapter 1 - from Slaves to Emperors*

Trisate

The trisate are gladiators from the days before the empire – fubarnii selected from an early age and forced to fight their siblings, with only the most brutal and effective allowed to survive. Precise figures are of course hard to verify, but it seems that barely one in fifty would survive to adulthood. The survivors were trained to fight closely with their kin in small groups named trisates. The trisates would be pitched against each other in ritual battles in the shadows of the Devanu towers. On occasion, young Devanu would be given the honour of fighting a trisate to prove their position within the pack.

Contrary to the current popular belief, it appears that the youngsters were treated with great respect; living luxuriously, eating well and being furnished with finely crafted weapons.

Source: *Mike Thorp*

Trume

A unit of currency

Source: *Chat with Mike Thorp*

Twilight Ramblings 7b - Fubarnii 101 Chapter 2 - The First Societies

Hunter-Gatherers

By the time the fubarnii species had evolved, the extensive swamps of an earlier geological age had long since dried up and Anyaral was pretty much as it is today, though the Argoran Wastes were less barren, and the forests extended over a greater area. The plains of what is now the central Empire and the Casani Territories were their home, and as they spread throughout Anyaral they also adapted well to mountainous regions. The forests however posed a greater danger as the early devanu societies were established in those areas. With the forest stretching most of the way across the continent at the time, the fubarnii on either side developed somewhat independently. The racial differences between the fubarnii of the Casani and Argoran mountains and of the Empire and Delgon are apparent even today. Later, as the forests were pushed back, the fubarnii of the central area became something of a mongrel of these two, while the Delgon remained isolated in the highlands and developed their own characteristics such as the paler skin. The recessive green colouring is characteristic of the Casani and Argoran branch, but not particularly common in the current Central Empire.

For thousands of years the two intelligent species lived side by side, the devanu in the deep forests, the fubarnii in the colder mountain regions where the devanu could not live comfortably, and both in uneasy coexistence on the plains. The devanu were an old species; though not as dextrous as fubarnii, they had long ago discovered that they were well adapted for plains life and were able to communicate and organise their social interactions such

that working in packs to bring down large prey was a possibility that had not been open to their more primitive ancestors. They had a preference for settling in the high places, however, where the fubarnii tended towards low, hidden settlements. Something of an arms race may have occurred as the newly sentient fubarnii learned to adapt and protect themselves from this ancient, intelligent predator; what the devanu lacked in dexterity and technological progress they made up for with cunning and increasingly complex social hierarchies, while the fubarnii, without the natural weapons of a predator species, constructed their own. In this way, the two species lived and developed together.

Plains-dwelling fubarnii lived on naturally growing fruit, nuts, leaves and fungi, garkrid and small animals. As their technological capability increased, they were able to cut up tough roots, set up nets in the rivers and set traps for larger or swifter prey. Hunting of very large animals was a rarity – even an enuk would provide more meat than one extended family required, so large hunts were a special event at times of festivals or gatherings where the meat could be shared out among sufficient numbers. Besides, enuk were at this time starting to be domesticated for riding. Leatherworking therefore developed through the use of small pelts rather than large hides.

In the mountains, diet was very similar in variety, and differed mainly in the particular species available. The harsher climate meant that food was generally more scarce, and every effort had to be made to derive nutrients from what was available. It is likely that the idea of cooking food originated in mountainous areas. In the Setir mountains in particular, the presence of various woolly species also initiated the development of spinning, weaving and felting. The use of plant fibres to create fabrics on the plains developed much later (note that clothing for warmth is not as critical to fubarnii as it is for humans – in modern times it is used extensively for fashion, status and modesty, but clothing for warmth is really only a necessity in the mountains).

Other materials in use at this time included stone, bone, horn, wood and shell, and later copper. Jewellery was made from any of the above and more. Weapons included spears, axes and slings. Ochre pigments adorned cave walls and bodies; tattooing and piercing were not uncommon. There was an essentially animist spirituality – the tradition of the Sky God who created the gods Kekekur, Shusur, Mek, Breye, Meded and Grak seems to have originated in the central and Setir regions, with a completely different mythology arising in the Casani and Argoran territories.

Early fubarnii were nomadic, moving with the seasons. In the mountains this generally meant moving to the lower slopes during the winter and back to higher altitudes in summer. Each clan would have particular sites they tended to move between, where natural caves provided shelter. The plains fubarnii also frequented cave sites or set up temporary structures against cliffs, in natural hollows or wedged between rocks. Some of these ancient sites show evidence of excavation to enlarge the living area, suggesting that they were returned to

frequently.

A clan (being small enough to organise and move between sites and large enough to provide sufficient protection) usually consisted of around four families of one kopa, three or four sempa and their associated jenta, around 40 individuals in all. One of the kopa would be clan leader – the others were often erstwhile wives who had developed and taken a family of their own. Once the jenta came of age, they would marry into another clan. Certain bonds would then exist between these clans, who would be the first port of call if larger numbers were needed to fight, trade or provide any other support. Twice a year, in spring and autumn, clans across a wide area would get together for a celebration. This would be an opportunity to trade, arrange marriage contracts, and mate. jenta therefore came in two seasons – winter babies, who gestated during the cold months and emerged in summer to plentiful supplies of food, and summer babies, whose birth came just before the cold season. Evolutionarily speaking, the second mating is an insurance policy. In fubarnii life, summer babies were generally runts who had drawn the unfortunate short straw. Though this doesn't really apply in modern life, the concept of a "summer baby" is still understood and used as a derogatory term, with a greater or lesser harshness depending on culture.

Permanent settlements

It is likely that a combination of factors led to the eventual demise, for most fubarnii, of the nomadic way of life. Firstly, a rise in population would make for unwieldy clan sizes that were easier to manage in a permanent abode. Secondly, the ever-inquisitive fubarnii were progressing technologically. The more possessions they could make, the more they could own, and would want to own – but possessions are difficult to transport, making staying in one place more attractive. Finally, they had developed the capability to support themselves in one place, without having to move on to new resources on a regular basis, and without needing to go hungry during the winter. These capabilities included the domestication of enuk for transport, the ability to farm fruit, vegetables and fungi (in higher density than they naturally occurred, and artificially selecting the most productive strains), the ability to store produce with preservative methods such as drying and pickling, and better weapons and structures for defence against predators.

Unknown to the fubarnii, they may well have had the devanu to thank for their rise in population. Overhunting of their favourite prey seems to have diminished fubarnii numbers greatly just prior to the end of the nomadic period, and perhaps in a deliberate attempt to manage stocks the devanu diversified their hunting and cut down on the numbers of fubarnii killed.

Once settled, fubarnii technology flourished further. This was the era of ironworking, glass making, plant fibre fabrics and dyes, ceramics, paper and ink, distillation, precious metal and gemstones, and many more. In the Setir mountains, rather than gathering wool from the hedgerows, fubarnii took to herding and shearing the

most placid of the wooly beasts. The stories of the Enarii originated from around this time in oral tradition, as well as the modern versions of the Sky God myths. There was still a completely different mythological tradition in the Casani territories at this time, which will be examined later.

On the plains, while the devanu did not lose their taste for fubarnii flesh, it gradually became apparent to them that these creatures could have a use beyond food. Initially, the fubarnii would distract them with food left outside the village – Eruk who had outlived their usefulness as mounts, or a fresh kill from a fubarnii hunting party. But now they had more to offer. What the fubarnii made, the devanu coveted, and it soon became a common ploy for the fubarnii to leave bribes of jewellery, pottery, fabric etc. to buy the favour of the devanu and avoid being eaten. Not that some raids didn't happen, but they were infrequent and took fewer casualties than might be expected. To the fubarnii, this was the Golden Age – life was on the whole peaceful and prosperous, a time of great cultural growth and stable population.

Although some fubarnii did remain as hunter-gatherer societies, their relationship to modern Ferals is somewhat confused. At the time of the first settlements, young kopa who were troublemakers or even just excess to requirements could be cast out of the villages to make their own way in the world. They generally banded together and caused further trouble by raiding the villages, provoking predators and occasionally abducting young sempa. This is where most of the prejudice against Ferals comes from. In some cases however they stabilised into their own nomadic societies, interacting and even inbreeding with the remaining original hunter-gatherer clans, so that today they are a single, if varied, culture very much distinct from the Empire.

Source:
<http://forum.worldoftwilight.com/index.php?topic=1662.0>

Twilight Ramblings 11 - Fubarnii Pronunciation

The Cultures/Races

Fubarnii (foo-bar-nee)
Devanu (day-var-noo)
Delgon (dell-gone)
Enarii (Enn-are-ee)

Beasts

Baruk (ba-ruhk)
Belan (bey-lan)
Erillai (eh-rill-eye)
Kosok (koss-ok)
Grishak (grish-ak)
Yirnak (year-nak)

Lifestages

Jenta (jen-ta)

Sempa (sem-pa)

Kopa (Koh-pa)

General

Derak (deh-rak) [note, the Delgon tend to pronounce this (dru-ak)]

Source:
<http://forum.worldoftwilight.com/index.php?topic=568.0>

Twilight Ramblings 12 - Fubarnii Races

During the time of devanu rule there was relatively little movement of fubarnii across anyaral, so there are strong racial distinctions in many regions. These have been mentioned quite a few times, but I thought I would pull together some of the general racial characteristics that are seen across the various fubarnii of Anyaral. The herders are very definitely Gethloan, while the knights and militia are slightly more varied. There are no specific Casanii or Eragu sculpts to date.

Central Empire

Gethloan (geth-low-ann). The Gethloan generally have pale brownish skin, often with darker mottling and spots over the top of their snouts and backs, with similar markings over their shoulders and down their arms. The gethloan "race" is fairly diluted and cosmopolitan as many travellers from other regions have been accepted into the central empire communities. The rural farmers and herders tend to be more typically gethloan in their features than their town-living cousins.

The Setirii Mountains

To the North are the various setirii (seh-tear-ee). This phrase actually covers a number of different races who have kept themselves separate to a certain extent.

The Dhogu (doh-goo) live in unknown numbers throughout the mountains. Small even by fubarnii standards, the Dhogu generally avoid the cities, although some do visit to trade and offer their services. They are very pale skinned and usually wear thick leathers and furs to protect them from the cold. It is a common misconception that they have hairy hooves and there are a number of derogatory racial terms along those lines (as well as insults to do with hairy eggs). There is a general view that you can't trust a Dhogu. This may be unfair to some extent, but their moral code differs to that of most of the empire - in their view a promise is worthless, unless backed up by the Dhogu's "dhog" (pronounced doh-guh, with a very soft "guh", and roughly translates to clan, family, or tribe). Thus a deal to guide a traveller through the mountains means nothing unless it is quite carefully negotiated. Many travellers have perished as a result of this technicality. A true promise from a Dhogu is however a very serious oath and would never be broken. Oathbreakers are killed or exiled as they shame the dhog.

The Delgon (Dell-gone) are also a setirii race. They clearly have a lot of Dhogu blood in them, but they seem

to have some gethloan origin as well, linked to when they retreated from the devanu occupation. They have pale, greyish skin with minor speckling more visible in the Delgon of some regions. They are slightly taller than the Dhogu, but are short by most fubarnii standards. While the Delgon armies that have been seen to date are very uniform, there are more distinct differences in armour and clothing style within the Delgon borders. There is however a strong tendency towards uniformity and this is reinforced by their very rigid crèche structure, where young jenta are immediately put into crèches from the moment they hatch and are unlikely to ever know their parents. Instead there is a strong bond between crèche siblings.

The Eragu (Eh-rah-goo) are a very distinctive setirii race. They have long-term animosity with the Dhogu as they have had many historical battles over territory etc. They are generally the largest of the fubarnii races and thus tower over their neighbours. Their skin is greyish in tone - similar to the other setirii. Both the Engu and the Galin are eragu clans and they are very similar in many aspects of their culture.

The Great Lakes

The Nerinii (Neh-ree-nee) are a disparate and varied race who live in the regions around the great lakes. They are often olive or green skinned, but as with the gethloan they are a cosmopolitan race and there is a lot of variation both between and within regions. They are seen as a generally light-hearted and welcoming people, but can be very harsh when their way of life is threatened.

The Casanii Territories

The Casanii (Cass-aah-nee) occupy the vast Casanii territories. They are nominally split into three "clans" for administrative reasons, but the Casanii themselves consider themselves as belonging to much smaller groupings. There are often skirmishes between these groups, but at many times they have gathered in vast numbers to deal with a threat. The Casanii are generally a tall slender race (by fubarnii standards), but there is a large amount of variation across the territories. They tend to have slightly darker skin than their northern brethren, but many groups wear a great deal of brightly coloured body paint. The territories are very warm, so the Casanii wear minimal clothing, often just wearing ornate breastplates. Headdresses are commonly seen and mark seniority.

Ferals

The Tohranii (Toe-raah-nee), commonly known as Ferals, are a nomadic people who follow the great migrations across the Empire. They are a distinct race who bear many similarities to the Gethloan people, albeit with a number of distinct differences in skin tones and facial shapes. They are an insular people with strong traditions, but they will trade and interact with clans they pass through.

Argoran Territories

The Argoran (ahh-gore-ann) bear some similarities to

both the Gethloan and the Casanii, being relatively tall and slender, but not to the same extent as the Casanii.

Source:

<http://forum.worldoftwilight.com/index.php?topic=667.0>

Twilight Ramblings 13 - Trader Families

Since before the first towers fell there have been brave fubarnii who travelled the lands carrying news and goods across anyaral. In the earliest days the travellers steered clear of the towers, riding fast beasts with light loads so that they might evade the devanu. It was a dangerous but profitable life.

As the devanu were pushed back, those travellers slowly got an easier life. It was still dangerous, but they could employ bodyguards to protect them rather than trying to evade the devanu. They could use larger, slower pack beasts to carry heavier goods.

There were attempts to build road networks, but these were prime targets for devanu attacks and were impossible to maintain for the long distances.

The original travellers became the founders of the old trade families. Each family traces its roots back to those brave travellers and speaks with pride of all that was done in those days and how their families helped to forge the empire. Those families consider themselves apart from the clans, and are effectively a clan in their own right. They have a seat on the empire's council in the same manner as all the true clans, and pay taxes separately from the clans. They are generally exempted from providing jenta to serve as knights, although this is mainly by mutual agreement than anything official (the trader families would of course provide jenta if asked by the emperor, just so long as the emperor never asks). The old trader families hold a lot of power, that far outweighs their single seat on the council.

New trade families have sprouted up over the years, but they are generally part of the other clans. The old trader families do not generally approve of these newcomers, but they generally make it difficult for these traders to operate too far from their homelands.

All clans that are serviced by the traders are expected to provide safe passage through their territories. Most clans have special units of militia who carry out that role, or they employ mercenaries (at their own expense) to protect the traders. Most clans have learned that scrimping on the protection does not prove cost effective in the long run.

This protection does not generally apply to the clan trade families, who thus have to pay for their own bodyguards etc.

The traders generally get on well with the ferals when they pass, but they rarely travel together as the baruk and belan do not generally like the presence of the huge migratory herds. They will meet and trade then go their separate ways.

The trade families do not venture in to the Delgon territories. They will often trade with the Dhogu in the towns close to the borders, but they have never been allowed across the borders.

Traders often travel in very small groups, with one or

two traders and a handful of beasts. In more dangerous regions they travel in larger groups for better protection. When a trader caravan arrives in some of the more remote towns they are met with much excitement. In the central empire several traders will pass through a town every day and they provide varying services, specialising in different goods. Some travel short routes repeatedly, others make long routes that take a year or so, picking up small, valuable goods along the way.

Traders will carry letters, and there is a formal system in place to ensure that traders from any family will carry a letter if it is on their way. In some parts of the central empire this is even better structured, with dedicated riders carrying important mail between towns.

Source:

<http://forum.worldoftwilight.com/index.php?topic=702.0>

Twilight Ramblings 15 - Engineers

Almost all fubarnii cultures have their own engineers (Rahkirii) - those fubarnii who are blessed/cursed with The Calling (the "Rahki"). The Calling can manifest in many ways, but is usually recognised at an early age. A young Rahkirii generally struggles to interact with the other jenta, often introverted and avoiding other fubarnii and obsessing over trivial details. Without help a Rahkirii would probably withdraw from society and it is doubtful they would survive on their own. However, the fubarnii recognise the seeds of potential in these individuals. They will usually find an engineer to care for the child who will do his best to nurture them. Many Rahkirii live their lives in a state of confusion or distress, unable to exorcise the demons that haunt them or incapable of meshing the complexities of the outside world with the patterns they see within their minds. A rare few will manage to harness their minds, twisting their view of the world to make sense and seeing patterns and potential that a normal fubarnii would only dream of. These individuals are the true engineers, whose vision has allowed the empire to form.

They are still not what most fubarnii would consider sane, but they are venerated and supported by the communities in which they live. The fubarnii of the village ensure that the engineer lives in comfort, delivering food even when resources are scarce, or rebuilding sections of the engineer's house where experiments go awry. In return the community often just suffers more difficulties, but just occasionally an engineer will randomly suggest something that forever improves a village, or have a period of lucidity where they work hard within the community, applying architectural improvements or implementing horticultural processes that double the yield for the mushroom harvest. Those lucid periods may last years,

but may also end abruptly as the engineer gets distracted by another interest, for example cataloguing the different types of garkrid excretions (a study that has actually delivered some rather useful findings over the years).

Within the central empire there is a well structured academy that locates and trains young Rahkirii. Those who don't learn to use their gift are cared for by the academy, but those who thrive are allowed to wander back out into the Empire.

Further from the Central empire things are less structured and many Rahkirii aren't recognised and often live tragic, short lives. Wandering engineers will always look out for those individuals.

The Casanii venerate their Rahkirii and mystics, believing them to wield powers beyond the knowledge of those who aren't blessed. They are still expected to hunt and support the tribes, but are perhaps given more leeway than others if they don't fully pull their weight.

The Dhogu also venerate their Rahkirii in a similar manner, although the Rahkirii of the Dhogu are more likely to take on roles of leadership.

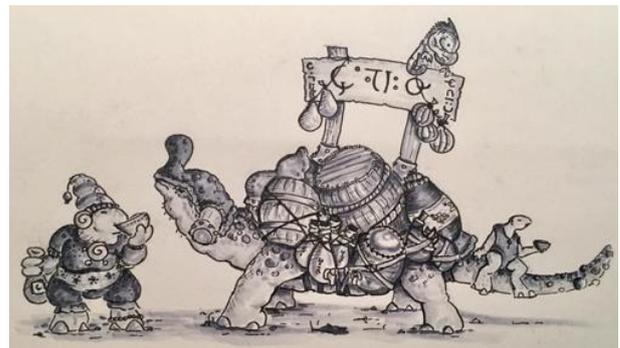
The Delgon don't appear to have true engineers. It is not known why, but some have posited that it may relate to the way their creches are managed. Young Delgon are not given the leeway to express their differences. Those who don't follow the strict processes of the various castes are relegated to menial tasks, and it is perhaps the case that many potential geniuses lived out their lives growing mushrooms or collecting excreta for the other Delgon. The Delgon have however "adopted" a small number of engineers who work for them, either unwittingly, under duress or some even willingly.

Source:

<http://forum.worldoftwilight.com/index.php?topic=1396.0>

Vorall Juice Bar

The juice bars are Voralls; heavily armoured creatures who have had their tusks removed and large quantities of juice strapped to their backs.



A Juice Bar

Sources: Inktober 2017, <https://www.kickstarter.com/projects/anyaral/anyaral-zhontains-juice-bar>

Balena

Chief Gamekeeper Balena comes from a proud Moerasi family with close ties to the Contessa. She has shared Juletta's passion for exotic creatures from a young age, and enthusiastically accepted the job of running the menagerie.

She now manages a small army of gamekeepers as well as keeping an eye on her young jenta Elakan, who is keen to walk in her hoof-prints.



Balena on her Golobaali

Sources: *Inktober 2019, The Twilight Traveller Issue 11*

Elakan

Every so often young Elakan convinces her sempa to take her out for a ride on their old golobaali. They travel inland, away from the moerasi coasts and Elakan takes her garo with her so they can practice hunting the pagefourus.



Elakan on her Golobaali

Sources: *Inktober 2019, The Twilight Traveller Issue 11*

Enarii

Belog

Larger relatives of the fubarnii. They are not native to Anyaral, but came across the impassable mountains several cycles ago, and have since been embraced as Enarii by members of the Delgon clan. This has led to a large rift in the Empire over whether they are true gods. The Belog themselves are large, long lived creatures with a high level of intelligence, even if they seem slow when compared to their smaller relatives. There are no Belog jenta or sempa as all known Belog are in the male part of their life cycle (with the possible exception of Aaral).

The belog all arrived in Delgon at approximately the

same time from across the mountains - the Delgon believe they came down from their home on Enar, but the details of how they arrived are sketchy at best. Some engineers talk of flying ships, others talk of them manifesting on Anyaral, but few priests would dare actually ask their gods how they arrived. What is known to the higher priests is that all the belog are kopa, and thus there have been no offspring.

'Bel' is a little derogatory, generally applying to large beasts of burden. The Delgon find the name 'Belog' to be deeply insulting for their gods.

Source:
<http://forum.worldoftwilight.com/index.php?topic=174.0>

Engu

Also known as: Eragu; Geth'ra

The Eragu of the Northern coasts tower over their southern cousins. They live on the borders with the Delgon lands and are bitter enemies of the Dhogu raiders who often launch attacks on their villages. Eragu Captains are often accompanied by their loyal Kahela hunting beasts.

A letter by Arlon

The Engu have always been a very proud race. They live of some of the harshest regions of the Empire, having to survive bitterly cold winters and persistent raids from the Dhogu. They are renowned warriors and we employ numerous bands of mercenaries across the Empire. While they are too large to ride the enuk of the knightly orders, they are still valued as warriors in their ranks.

When the Empire was first formed, the Engu welcomed our emissaries and enthusiastically joined the fledgling empire. They had always been a remote, isolated people, but the Empire brought traders and access to a world that hadn't previously been aware of. Since that time, many Engu have joined the knightly orders, or ventured south to find jobs. Those that remained enjoyed a period of prosperity as their skills and goods were highly sought after. The fubarnii of our Empire almost universally fear the sea, but the Engu will willingly venture into the unknown and are masters when it came to creating seaworthy ships. Their shipbuilders and crews are always in great demand and their ships and boats can now be found across the empire.

The greatest of Engu cities is that of Tonueil (pronounced Ton-oo-way). The city itself is small by the standards of the empire, but has great shipyards stretching along the coast. It is situated on a broad bay, with rocky outcrops that shelter it from the worst of the storms. There are numerous smaller settlements in the caves in the surrounding cliffs, but the town itself is almost entirely above the surface. The main dwellings are concentrated together, with some even extending over the water.

The shipyards are supplied with wood from the south and the Engu seem to have managed to come to an unspoken agreement with the spirits of the forest to harvest the trees as long as they do not venture too deep. During the warmer months the logging crews have had to contend with raids from the devanu tribes that they refer to as "ghost claws", but those attacks are less of a nuisance than the Dhogu raiders that are a constant threat across the Enguan territories.

The Engu have many small settlements scattered throughout the islands off the coast. These islands are cold and windblown, but the residents nurture the dwarf yirnak that they share the islands with. The islands are also protected from the Dhogu raiders that only rarely brave the waters.

One advantage of the cold territories has been that the devanu have never been able to rule over their lands. This has not however made them soft, for they fight

constant skirmishes with the Dhogu tribes that plague these territories. From my time spent in their lands it is clear that the Engu are very loyal to the Empire, in spite of the fact that it provides very few knights in their defence. There is a small garrison to the far south that watches over the borders with the Naralon forests where the devanu "ghost claws" are known to hunt. While our Emperor has increased the Knights in the Northern territories to try and deter the Delgon from invading too close to the heart of the Empire, the distant lands of the Engu have been left to defend themselves. I fear that the Engu may not be able to repel a large scale attack from the Delgon, should they decide to concentrate their attacks. I recommend we divert a portion of our forces to prepare for such an attack.

Fubarnii are quite diverse in their morphology. Engu have a more pronounced change when they transition to the kopa life stage than most Fubarnii. The nasal horns are rare in other parts of the empire, but common for the Engu. You could theorise that the development of the horn links to a small tusk often found on hatchlings that helps them cut through the hard shell of the egg, but the Engu would loudly disagree with that hypothesis... And mainly it's because they are well'ard!

Sources: Discord conversation between mark265gti and Mike Thorp, The Twilight Traveller Issue 5, The Twilight Traveller Issue 7

Displaced Engu

Also known as: Eragu

There have always been a few Engu across the empire, particularly on the waterways or in the larger cities, but most have been happiest to stay close to their homelands. Since the Delgon invasion, thousands of Engu have been displaced and forced to find homes across the Empire.

For the most part they have been welcomed and they confidently earn their keep. Many have found their way into local militias, or are stationed across the Northern clans to help defend against any further Delgon attacks.

Source: The Twilight Traveller Issue 11

Engu Kapa and Garosa

The leaders of the Eragu are giants amongst their kind, carrying huge axes or harpoons as a mark of their leadership. The Captains of Engu have proven their worth leading the Droba hunts and will tell all who will listen of their exploits and prowess.

Every Kapa in Engu will surround himself with a small number of the finest warriors and sailors they can trust. The Garosa are fiercely loyal and can be trusted to know exactly what to do even on the most difficult of Droba hunts.



Kedashi

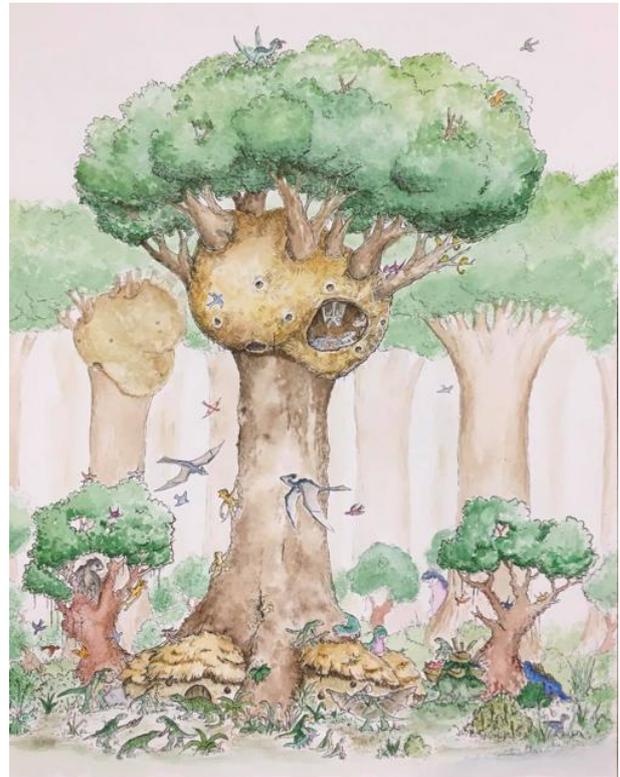
The Kedashi is the name for the fearsome woodland gods that drove the early fubarnii onto the plains in the oldest of fubarnii legends. However, the Kedashi are not truly gods, but rather a race of winged creatures that fiercely protect their woodland homes.

The countless tiny frenu are immature jenta, while the great kaopi are the mature kopa who lead their offspring in defence of the forests.

The oldest fubarnii legends speak not of the devanu who enslaved them, but rather of the terrors of the forests. The tales tell that the forests of old were filled with vengeful spirits, who drove the ancient fubarnii from their homes beneath the trees and into the plains and the caves.

These spirits were ruled by the Kedashi. For generations the fubarnii have honoured an unspoken truce with the spirits, never venturing too far into the shade of the eldest trees. Even the threat of the devanu has been outweighed by the fear of the Kedashi.

But now the Delgon have ventured from their cold northern home, ignorant of the truce and desperate for fuel for their machineries of war.



A Kedashi & Trebarnii Settlement

Sources: *The Compiled Twilight Traveller Issue 1*, *The Twilight Traveller Issue 6*

The colour of the Kedashi

As with the Empire's nobility, there are fashions and trends within the courts of the queens, and they choose their kaopi according to their own personal tastes. In quiet times, the kedashi usually sport drab colours, mainly browns and tans. Going to war typically changes this, as the queens start selecting the brighter coloured among the newly hatched frenu. As the frenu mature over the next few months and years, the effect ripples through to the kaopi and the queens themselves.

Source: Conversation with Mike Thorp

Haravar

The name for the Kedashi of Koheb.

Source: *The Twilight Traveller Issue 6*

Kedashi Queen

Even the young queens of the Kedashi would be considered ancient in the eyes of the short-lived fubarnii. Decades have passed since they flew with the swarms of other young frenu, when they survived their violent and dangerous childhoods and were chosen by the ancients. They forever gave up the dangerous freedom of the skies, instead choosing to live their long lives crawling amidst the canopy of the great forests, spawning generations of young frenu.

The queens demand great respect from those they reign over. The kaopi serve unquestioningly, performing all that is asked of them in the hope that they will be chosen as a mate. The trebarnii will gladly die for their gods, with a select few braving the perilous climb to the nests to bring food and information.

The young queens spend the long decades talking within their parliament nests and studying, eagerly awaiting news from the queens of other nests. Many guide their followers in creating expansive nests, or carry out long breeding programs to create the perfect plants, followers or even their own offspring over generations.

Queen names

The Kiterak has a long and complex name that tells of her history and achievements. To the trebarnii she is a godlike immortal, their creator and ruler. They speak their name in tones of worship.

The Empire and Delgon have heard the trebarnii use the name, but have little understanding of what it means (not that the Empire or Delgon really credit the trebarnii with true intelligence...).

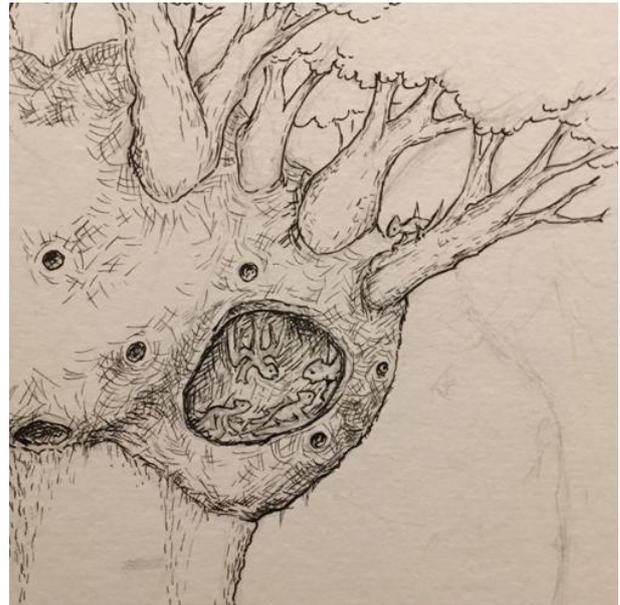
Younger queens have simpler names, but still long by fubarnii standards and quite possibly more fluid and varying than they would consider normal.

Any names the fubarnii use for the queens is an interpretation. The outsiders are also barely aware of the queens, certainly not appreciating their intelligence and unlikely to consider them as individuals.

A few potential names: Tarakek, Jatelik, Korekaa, Jokalitar, Ikerata, Orteleek. But those are of course inadequate translations!



A Kedashi Queen



Kedashi Queen in their Nest

Sources: *Discord conversation between prestoncauley and Mike Thorp, The Twilight Traveller - The Kedashi Swarms*

Further Musings on the Kedashi

After many months of research and conversations with those who have ventured into the depths of the Naralon forests I do believe I am finally beginning to understand the nature of these strange mercurial creatures.

I had once mused that the frenu were the jenta lifestage of some larger creature, but it had never occurred to me that they would be so key to this mystery.

The Delgon have ventured deep into the forests to the North, which seems to have upset the kedashi, leading to many attacks along the borders and countless small tragedies for those villages that had lived close to the trees for generations. However, these attacks have brought more stories of the graceful kaopi that have been seen controlling vast swarms of frenu and other beasts. A careful study of a deceased kaopi showed immediate similarities to the smaller frenu and the mature reproductive organs show that the specimen was clearly a kopa. For a long time I searched in vain for a sempa of the same species, but it was not until I spoke to a band of Dhogu mercenaries that I had some better luck. These erstwhile companions to the Delgon had finally had enough of the forests and were now

selling their services further South.

They had stories of their time in Naralon and I learned much of the creatures that live there. Of most interest was a tale of a huge tree that the Delgon had insisted on felling. The tree contained a remarkable woven nest with a group of strange winged creatures that looked to have lost the power of flight. The Dhogu had seen them trying to free themselves from the wreckage with their ragged wings, but the Kalqush had made short work of them. I understand that the attacks on the Delgon heightened after that encounter and the Dhogu chose that point to end their service.

The Dhogu had managed to acquire a few of the scorched bones of the nest-dwellers before they left, which they sold to me for an exorbitant sum. I am left in little doubt that these were the missing sempa lifestage that I had been searching for and that these creatures most closely deserve the title of 'Kedashi'. I am however baffled, for the layering and development of the bones suggest that the beasts were truly ancient. If my summation is correct, then these creatures would have seen many of our generations and may even have been alive to have seen the formation of the Empire itself!

The Dhogu also claimed to have scavenged some ornate jewellery that the creatures were wearing, but that they had sold previously.

This suggests a far more developed intelligence, which is certainly not shared by the other lifestages I have observed, so I am unsure whether to believe these gruff-spoken mercenaries. – Transcribed by Muri from the notes of Gil Masharl, Travelling Biologist

Source: The Twilight Traveller - The Kedashi Swarms

Musings on the Kedashi

Since before the Empire was formed we have lived in fear of the great forests. I have travelled far across the Empire and I have always heard the same myths of powerful creatures who dwell within their borders, preying on those who would dare to enter. Around the Naralon forests they are known as the Kedashi, to the south around the Teoni Forests the locals talk of the teon spirits and even in Koneb they have the Haranar, who for a long time kept the stranded travellers from finding their way home.

These strange gods of the forests show up in the earliest of legends and share many similarities, often portrayed as a fickle and dangerous force of nature, sometimes devastating entire fubarnii villages, or at others tumbling the mighty towers of the devanu. The precise descriptions in those stories are vague, with the Kedashi, teoni or Haranar taking the form of terrifying swarms, giant beasts or even the forests themselves tearing their victims apart.

In the civilised cities of the Empire these myths are still told to jenta, but to most fubarnii they are simply seen as parables of the dangers of the forests. For those who

live in the shadows of the forests these myths carry far more weight. Every settlement will have stories of those who ventured too far and were lost to the Kedashi and most will offer up sacrifices in thanks for being allowed to stay.

I believe that these creatures are real and that they deserve to be studied. I have seen varieties of frenu around all the forests and I think these may be the key. I have spoken to hunters who ply their trade around the edges of the forests see the frenu as a bit of an oddity for they can never find their nests and have never seen eggs or hatchlings. My theory is that the frenu are merely the immature lifestage of the species. I bought a pair from a hunter while passing through Gar Loren, but they grew sick and died very quickly in spite of my experienced care. I wish to capture more samples and to may be even discover the secret of these strange creatures. Maybe I might even see the adult lifestages, I can only wonder what they might be like! – Transcribed by Muri from the notes of Gil Masharl, Travelling Biologist

Source: The Twilight Traveller Issue 6

Teon Spirits

The name for the Kedashi of the Teoni Forests.

Source: The Twilight Traveller Issue 6

Twilight Ramblings 16 - The Kedashi Swarms

The Myths of the Kedashi

Within many of the large forests across Anyaral there lives a race of almost-mythical creatures who are known as the Kedashi. These strange gods of the forests show up in the earliest of legends, where they are portrayed as a fickle force of nature, sometimes devastating entire villages, or at others tumbling the mighty towers of the devanu. The precise descriptions in those stories are vague, with the Kedashi taking the form of terrifying swarms, giant beasts or even the forests themselves tearing their victims apart with claw-like branches.

In the civilised cities of the Empire these myths are still told to jenta, but to most fubarnii they are simply seen as parables of the dangers of the forests. For those who live in the shadows of the forests these myths carry far more weight. Every settlement will have stories of those who ventured too far and were lost to the Kedashi and most will offer up sacrifices in thanks for being allowed to stay.

For many generations there has been a tacit understanding between the Kedashi and the "outsiders". The outsiders can live within the shadows of the trees, but they are not welcome beyond those outskirts. Even the devanu follow the understanding. There are always young outcasts who are desperate enough to break the understanding, but it is rare for them to emerge from the depths.

The fubarnii view of the frenu

The frenu are small flying creatures that are found throughout the forests of the Empire. They are normally

seen in small groups but will sometimes gather into larger flocks. Many villages hold that it is bad luck to kill the frenu but there are others that will regularly hunt them for food with no apparent increase in their misfortunes. Those hunters who ply their trade around the edges of the forests see the frenu as a bit of an oddity for they can never find their nests and it is said that none have ever seen eggs or hatchlings. Gil Masharl (Traveling Biologist) has a theory that the frenu are merely the immature lifestage of the species. Recently he bought a pair from a hunter while passing through Gar Loren, but they grew sick and died very quickly in spite of his care for them. The stories he was told have piqued his interest and he is now intent on capturing more that he might study them and maybe even track down one of their nests.

The Lifecycle of the frenu

Gil's theories are very close to the truth, although he has yet to draw any connection between the frenu and the Kedashi. The Kedashi of legend are the adult frenu and the Kedashi queens (the sempa life-stage of the Kedashi) live in nests deep within the forests.

The flightless queens live together in groups in large nests, high up in the trees. They are waited on by their loyal kopa and younger sempa, rarely leaving the nests. They produce egg material in vast quantities, which is then gathered up by the younger sempa and fertilised by the selected kopa. The eggs hatch within a couple of weeks and the tiny little frenu crawl down the tree looking for small grubs and berries. Within a few weeks they are able to fly and spread far and wide. At no point are they cared for directly by their parents, although the trebarnii who live in settlements around the nest trees will leave food and offerings that ensure the hatchlings have plenty to eat in their early days.

Once they've left the nest trees the frenu have a harsh few months, competing for food and preyed upon by countless predators. The vast majority of frenu die during this time, never developing any more than very limited bird-like intelligence. A small proportion of the young jenta do however survive and mature to the kopa lifestage, skipping the sempa lifestage completely. They slowly grow larger and more powerful. Their brains also develop substantially, giving them a rudimentary level of intelligence. Their intelligence is far less than that of a fubarnii, but enough to communicate ideas, guide the swarms of young frenu and to understand the commands

of their queens. A very small number of jenta are adopted by the queens and in their presence they develop into the flightless sempa lifestage. For a few years they will serve the queens, crawling up and down the nest trees and maintaining some flight. As they mature they may eventually earn their place with the queens. At that stage they start to produce egg material and gain too much weight to fly and their wings eventually degrade. They can crawl around on their four limbs, but from that moment on they rarely leave the safety of their treetop nests and are tended by their kopa, secreting material for tens of thousands of eggs through their lives. The queens live as a group and have developed surprising levels of intelligence through intensive communications. They guide their kopa and offspring to protect them and gather resources. It is not known how long the queens live for, but some believe that the eldest queens are over a century old.

The Kedashi and the Trebarnii of the Naralon Forests

Within the Naralon forests the Kedashi have formed a widespread community, with some young queens even travelling between nests to pass on information and important knowledge. Another step in the development of the Kedashi has been their interaction with a primitive race called the trebarnii. These ape like creatures with semi-prehensile tails live within the forests, foraging and hunting small creatures. Throughout the forests the trebarnii have a close relationship with the Kedashi, worshipping them as gods and bringing offerings of food and crafted goods. In return the frenu flocks help to protect their settlements from large beasts that would otherwise threaten them. This mutualistic relationship has provided great benefit and the two species are now intrinsically linked.

It would seem that the frenu treat the trebarnii as a form of livestock and some pioneering queens have been carrying out careful breeding programs over many generations, selecting for beneficial traits such as size, intelligence or aggressiveness. This has resulted in a range of distinctive breeds of trebarnii, including hulking bodyguards comparable in size to the northern Engu and more intelligent smaller breeds capable of manufacturing crude weapons and tools.

Source:

<http://forum.worldoftwilight.com/index.php?topic=1930.0>

Kedashi - Trebarnii

Trebarnii

The trebarnii seem to live throughout the forests, looking up to the kedashi as gods and apparently happy to serve their every whim. - Gil Masharl

The trebarnii are primitive cousins of the civilised fubarnii, who live deep within the Naralon forests. Many

generations ago the Kedashi queens saw their potential, carefully selecting tribes and encouraging their growth. The two races now rely heavily on one another, with the trebarnii entirely devoted to their winged masters.

The trebarnii have learnt to craft tools and weapons and will descend upon those who invade the forests with fearsome whooping cries.

Source: *The Twilight Traveller Issue 6*

Trebarnii Boss

Certain trebarnii demonstrate unusual levels of intelligence, controlling the rest of the trebarnii and communicating the their Kedashi masters.

These bosses will lead their warriors to herd mighty beasts and control the hulking brutes. They have even been known to command the frenu swarms to a limited extent. There are rumours of trebarnii in the deepest forests who are capable of summoning swarms to do their bidding.

Source: *The Compiled Twilight Traveller Issue 1*

Trebarnii BossBoss

The greatest leaders will make the hazardous climb into the branches of the nest trees to commune with the queens themselves. These bosses pass down a crude approximation of the queen's language through the generations so that they can carry information from the ground and understand their wishes.

Some trebarnii will take the small kyatu as pets. The noisy kyatu can mimic the calls of the trebarnii and with careful training they can use their shrill cries to carry simple commands over long distances.



A Trebarnii BossBoss

Source: *The Twilight Traveller - The Kedashi Swarms*

Trebarnii Bross

Although a very rare occurrence, sometimes brutes are born that are of average intelligence. Combined with their innate understanding of other beasts, they lead small but fearsome groups, typically a mix of regular brutes and hunting akitiins.

Trebarnii Brute

Certain breeds of trebarnii have been carefully selected over generations for their size and violent natures. These huge, brutish trebarnii live peacefully in the villages with their smaller relatives, for the most part.

They can obey simple commands and will often be given menial jobs around the village, but it is when they are led into battle by their smaller kin that they come into their own as brutal fighters.

Sources: *The Compiled Twilight Traveller Issue 1, The Twilight Traveller - The Kedashi Swarms*

Trebarnii Goader

The trebarnii goaders play a special role in the villages, spending their time encouraging the larger creatures to stay away so they don't trample the houses or eat the youngsters. However, when there are trespassers in the forests it is their job to go out and find those same creatures, rile them up and unleash them on their foes. Needless to say it is a somewhat dangerous job, but those that survive will often rise to rule their own families in the future.



A Trebarnii Goader

Source: <https://www.kickstarter.com/projects/anyaral/anyaral-the-kedashi-swarms/posts/3255368>

Trebarnii Howler

The howlers spend most of their lives up in the canopies, gathering fruit and watching out for dangerous creatures that might wander too close to the trebarnii villages, or outsiders who would risk trespassing in the forests.

The howlers have a strong affinity for the aggressive seldoath, who travel with the howler troupes and seem to tolerate the small noisy creatures.

When the howlers descend from the canopy they have been known to find a herd of abrok, aggravating the poor, dangerous creatures and driving them towards any unwelcome interlopers, clinging to their backs, or leaping from one beast to the next until they reach their target and leave the predators to do their work. – Gil Masharl

The howlers spend a large portion of their lives high in the branches of the trees, feeding on their juicy buds, but when called upon they will descend to support the Kedashi queens.

In these times they have shown a great affinity for guiding the abrok into battle, swooping down onto the unsuspecting herds causing them to stampede in terror with their loud booming calls. As the abrok thunder out of the forest the howlers grab on for dear life, leaping between the terrified beasts and flinging sharp rocks as they pass their enemies.



A Trebarnii Howler

Trebarnii Howler Bristleback

The howlers themselves were discovered a couple of years ago and (along with the fearsome seldoath) have been making a nuisance of themselves ever since. While venturing into the forests to get a better look at how the howlers interact with the abrok herds we came across this larger variety, dubbed the 'Bristleback'. The bristleback's howls managed to somehow put those of its smaller kin to shame and we could hear them echoing through the trees for miles as we fled the scene...



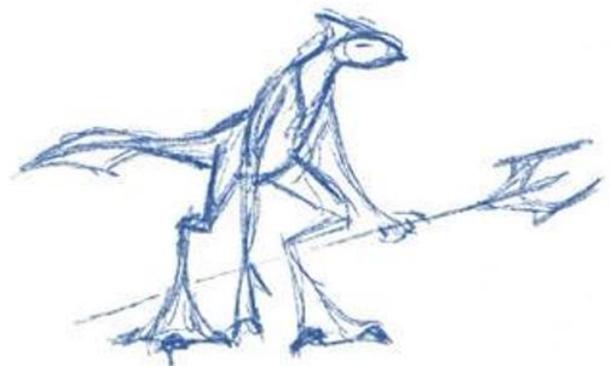
A Trebarnii Howler Bristleback

Trebarnii River Hunter

Some trebarnii have left their forests and live a discrete

existence close to the rivers. All of them are skilled hunters. Their leaders are known as water rangers, and can call the river's denizens to their aid, including the dreaded river akitiin...

They are stockier than the other trebarnii, about the size of a fubarnii jenta.



Author: Frédéric Fiquet

Trebarnii Swarmcaller

There have been many long arguments within the various parliaments of queens as to the level of intelligence and sentience that the lesser races exhibit.

The Kiterak's breeding programs have created many useful servants, but amongst the rarest are the swarmcallers. These trebarnii show a glint of sentience and higher intelligence. Some have been invited to venture into the parliaments themselves and appeared to even understand some portion of the conversations of the queens. These swarmcallers are rare and once discovered they are nurtured and trained that they might command

the frenu swarms where the kaopi cannot be spared. The swarmcallers are at once revered and feared by their kin. They seek the company of the mindless frenu, shunning their tribes, but by learning their ways they gain skills that are otherwise only known to the godlike kaopi.

Their ornate costumes allow them to mimic a kaopi's wing commands and so control the frenu (no, those scrappy wings aren't good enough to make them fly!).



A Trebarnii Swarmcaller

Trebarnii Villagers

The village-dwellers seem to be the most common variety of trebarnii; similar in size to fubarnii of the Central Empire, but with long tails and strange hooves. The kedashi let them build villages around the nest trees, using them as workers, caretakers and warriors. These trebarnii show rudimentary intelligence and are more than capable of crafting complex tools and domesticating a variety of creatures. They also seem to have a basic language.

A few of these trebarnii seem to demonstrate heightened intellect and I found that I quite enjoyed conversing with them through a combination of grunts and sign language. At times I had the strange impression that they understood my conversations with Muri, but I'm sure I must have been mistaken. - Gil Mashari

Society (Military)

Casani

Casani Scout

Casani Scouts are a highly sought after addition to any caravan. The Casani hail from the vast southern regions of Casan, a land of vast plains where mighty beasts roam. The Casani are a proud race and innumerable tribes are constantly fighting small skirmishes over hunting grounds or stewardship of the migratory herds. Young Casani will sometimes choose to leave their tribe and wander beyond the lands they knew. Occasionally these wanderers will travel as far as the Central Empire and there they are welcomed into militias or even into the knightly orders. Their time there will always be limited as eventually they will decide to move on or return home. It is a foolish fubarnii who believes they can convince a Casani to stay once they have decided to leave.

Casani scouts are renowned for their martial prowess and skill with a bow, so their employers are willing to overlook their somewhat annoying habit of wandering off when they wish to see some new horizons!



A Casani Scout

Sources: *Chronicles of Anyaral*, *The Twilight Traveller Issue 5*

Casani Warrior

Many Casani tribes live a migratory lifestyle, following the great herds of beasts that roam their territories. For these Casani there are constant threats and most of the tribe will serve as warriors to protect both the tribe and the herds.

The warriors are the mainstay of the Casani forces; well trained and fast, they strike fear into their enemies.

The warriors are led by their chiefs, older warriors who have proven themselves over countless hunts.

Source: *Twilight Traveller Issue 9*

Erillai Rider

The Casani of the plains employ a variety of deadly cavalry, including those who ride the graceful erillai. The erillai herds are an amazing sight to behold and the Casani consider it their duty to protect them from devanu hunters or other outsiders who might otherwise decimate the population.

The erillai are strong enough to carry additional passengers over short distances, so they can give the warriors an additional burst of speed or pull them out of danger if they are looking to be outnumbered.

The riders share a close bond with their mounts, carefully rearing and training them from when they are first hatched.

Source: *Twilight Traveller Issue 9*

Hadera Rider

The Hadera Riders are a common sight amongst those Casani who live on the great plains. The powerful mounts traverse the enormous distances with ease, as well as providing their riders with an excellent vantage point from which to attack.

The hadera themselves can be ornery beasts and it is not unusual to find over-confident young Casani getting thrown from their mounts when they fail to show them enough respect!

Source: *Twilight Traveller Issue 9*

Delgon

Buderak

Those poor individuals that the engineers roped into carrying the deraks (from bu-derak).

Delgon Emblem

Crisp, neat and ordered, the Delgon logo depicts Enar rising over the mountains of Delgon.



Author: Mike Thorp

Source: <http://forum.worldoftwilight.com/index.php?topic=1204>

Delgon Mechanic



A Delgon Mechanic

Source: Inktober 2019

Heavy KalMalog

This is a ridiculous invention – NuraSen Plutom managed to save the great Malog (one of the Enarii) by creating him a pair of mechanical legs. They may not have been perfect, but they somehow embodied raw brutality and intense desire to improve things and Malog was keen that others may benefit. The KalMalog were the fruits of Plutom’s research, but there was still a desire for more.

The Heavy KalMalog legs were actually created before the lighter ‘strider’ legs, but it has taken a while for Plutom to decide how best to field them and it was only through a young mechanic’s thought to use the outlet

from the engine to drive a derakar that they eventually found a purpose.

They are still largely untested in the field, but Plutom is keen to see they work, so they are often accompanied by a small gaggle of mechanics, whose job it is to try and make sure the legs keep running and the derakar keep firing...

These are slow and lumbering units, choosing whether to focus on moving or their guns; rather than always charging in guns blazing. However, if they can get into position they are able to kick out some real damage at a decent range.

Source: https://www.kickstarter.com/projects/anyaral/anyaral-the-god-the-guns-and-the-beastie/posts/3026923?ref=ksr_email_backer_project_update_registered_users

KalDreman

The Dhogu are a race of nomads that live throughout the Setir mountains. Several of the Dhogu warlords have heard tell of the mighty Enarii and have pledged warriors to serve within the Delgon ranks. These KalDreman are named for the distinctive blades they carry.

These elite bodyguards are highly sought after by the Delgon priests, although they do have a reputation for recklessly charging into battle rather than staying back to defend their charge.

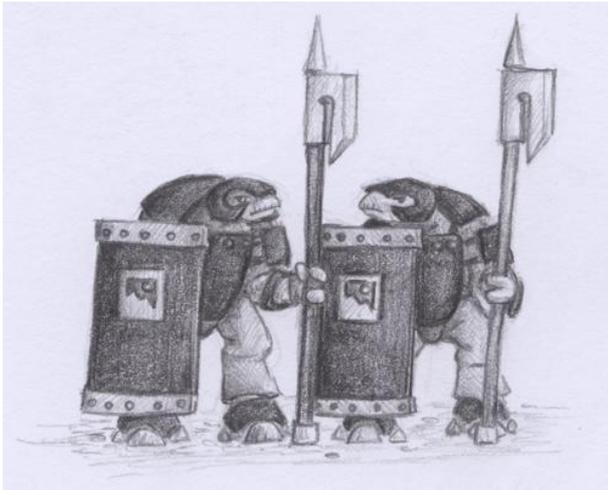


A KalDreman

Source: *Chronicles of Anyaral*

KalDromar

The KalDromar are heavily bodyguards who are seen The KalDromar are generally less well trained in combat than the KalDreman, but wear heavy armour and will protect their master with a single minded purpose. There are many among the priesthood who prefer to trust in the stoic and reliable nature of the KalDromar over the battle-hungry Dhogu.



Two KalDromar

Source: *Chronicles of Anyaral*

KalDru

The KalDru are a recent creation, and have the dubious honour of carrying the newly developed Deraks. Accidents with these weapons have reduced since their introduction, but they are still far from safe.



A KalDru

Source: *Chronicles of Anyaral*

KalDruKar

The highly effective nature of the KalDru deraks and the larger belderak has been met with much approval by the Enarii council. However there have been many losses to the more agile Empire herders with their long range slingstaves and this has prompted NuraSen Plutom to push his engineers to develop yet more deadly weapons. The most recent of these inventions is the derakar, which is capable of firing rapid volleys against the enemies of the gods.

Source: *The Twilight Traveller Issue 6*

KalGarkii

Since the Enarii decreed that the Delgon forces should be expanded in preparation for the Retribution, a large portion of the population have been chosen to serve in the military as KalGarkii. The KalGarkii are equipped with mass produced long-handled glaives and have received basic combat training before being sent into battle.



A couple of KalGarkii discussing the weather

Source: *Chronicles of Anyaral*

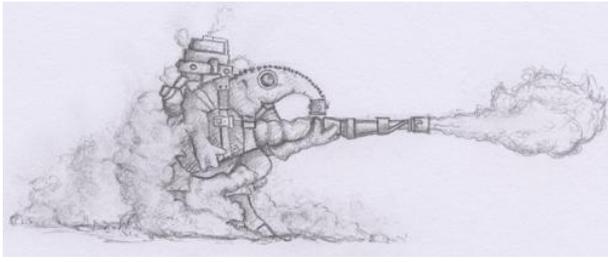
KalGush

Those Delgon that are selected to wield the Gushrak flamethrowers stumble onto the battlefield wearing thick overalls, their senses obscured by a claustrophobic gas mask and a heavy piece of machinery strapped to their back. However, once in position, the deadly Gushrak spit large gouts of flaming chemicals across those that would stand against the will of the gods, burning devanu nests or destroying enemy villages.

A recent product of Plutom's engineers is the KalGush. One of the engineers sketched out the idea as a method for efficiently applying nutrient rich fertiliser to the mushroom farms.

Plutom immediately saw the potential and used several other engineers to refine the design, which was then passed on to one of the factories outside Angan. Initial tests were of mixed success, but the addition of a gas mask and an efficient safety valve rapidly reduced fatalities and within months the KalGush have been seen on the front ranks of the Delgon armies.

A powerful engine strapped to the users back is triggered immediately prior to combat and the violent chemical reaction serves to produce the noxious chemicals. These rapidly build up pressure and are fed into a simple valve and bellows system, which can be used to deliver the chemicals. The exhaust gasses are exceedingly unpleasant, so other members of the Delgon forces give the KalGush a very wide berth!



A KalGush

Sources: *Chronicles of Anyaral, The Twilight Traveller issue 3*

KalJoran

Also known as: Stormtrooper

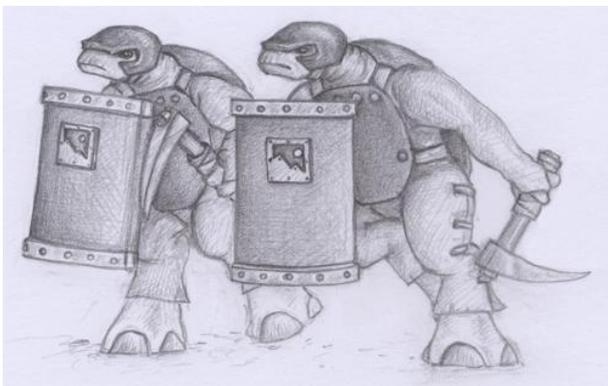
The KalJoran shock troopers are front line troops trained to use vicious picks and heavy shields. The heavy shields protect them from projectiles, until they are close enough for their sharp picks to break through the armour commonly worn by knights and militia of the Empire.

As with the KalGarkii, the KalJoran are raised as soldiers, living as a tight-knit family with their priests seen as parents and leaders. They are fiercely devoted to the Delgon cause and follow commands without question.

The KalJoran are equipped with standard mass-produced armour and clothing. They carry resin shields that are reinforced with metal to give better protection. They are well trained to fight as a unit, using the shields to provide strong protection from any ranged attacks or charges. When they break formation and charge, their picks prove deadly at close range, cracking through armour and bone.

The KalJoran are trained to fight in confined spaces. In several attacks on Empire villages they have been deployed away from the main force, breaking into the tunnel systems and causing chaos even before the first deraks are fired.

The KalJoran are often deployed in small strike forces led by experienced NuraKira (or at a pinch, a NuraSen). In recent attacks on Empire villages it is the KalJoran who have been sent into tunnels to undermine their defences or to ensure there are no survivors after the battle.



None Shall Pass

Sources: *Chronicles of Anyaral, The Twilight Traveller issue 2, Twilight Chapter 2 - of Gods and Demons*

KalMalog

Also known as: Strider

KalMalog, or "Striders" as they have been dubbed by their brethren, are a marvel of fubarnii ingenuity and Delgon manufacturing.

Following Plutom's creation of legs for the crippled Enarii, Malog, he was instructed to provide such legs for the troops. The KalMalog were driven into existence under close scrutiny of the gods themselves, regardless of the huge costs involved.

The KalMalog tower over other Delgon soldiers, their powerful artificial legs propelling them at great speeds towards their enemies. Once engaged they cause great casualties, trampling their enemies beneath their metal hooves as plumes of acrid smoke follow in their wake.

The birth of a KalMalog

Young KalGarkii that show good potential but an unhealthy disregard for authority are sometimes selected to serve in the ranks of the KalMalog. The unfortunate fubarnii goes through several months of long, painful surgery as her legs are removed and the mechanical limbs are grafted in place. The success rate is low, but those that survive the initial process there follows a long rehabilitation period as they learn once again how to walk and fight.

During that period they are tutored in the language of the gods so that they may serve them directly and they also form a strong camaraderie with the other fubarnii within their cadre.

The KalMalog are lucky enough to get blessed with the leg upgrades. They essentially get their legs mangled, extracting the core muscle/tendon equivalents and grafting them onto and through the mechanical interface. The fubarnii heal very rapidly so can grow around the mechanisms. The neural pathways that would trigger the leg muscles to contract remain, but connected to other parts of the mechanism. Once the grafts have taken the engineers can rebuild the legs, connecting the correct sections together and hoping that the strider can learn to walk again.

It is in theory possible (but difficult) to move the 'pilot' between two chassis.

KalMalog command structures

Within the Delgon armies there is a strong structure of priests who are responsible for relaying the orders of the Gods. The doctrine states that all soldiers are equal and that they must follow the authority of the Enarii and the priests with unquestioning loyalty. The KalMalog present a challenge to this structure. They are selected from soldiers who show an unhealthy disregard for authority, but who have nevertheless demonstrated their worth and competence on the battlefield. Those soldiers are blessed with the opportunity to be upgraded with KalMalog legs, going through long painful surgery followed by slow rehabilitation. During rehabilitation they spend their time within small close-knit cadres overseen and trained by acolytes. They are trained to work together as a team, following orders, but expected to show unusual levels of autonomy given the speed and endurance they are

capable of that their priests cannot match. In keeping with the Delgon doctrine, the KalMalog are all deemed as equals, bowing only to the authority of the Enarii (and the priests as their mouthpieces). In practice, the KalMalog see themselves as superior to the lowly acolytes but generally reach an unspoken understanding that on the battlefield they operate independently. Although very effective on occasion, the life expectancy of the KalMalog proved to be relatively short during the initial confrontations with the Empire, with many overstretching themselves and finding their engines running slow at critical times. The priests recovered a large number of the legs and reworked them to be used again. The factories have also continued their production. The priests have no difficulties finding new Delgon to serve as KalMalog. Those KalMalog who survived the initial conflicts learned to manage their engines, knowing when to use their fuel most efficiently. Some were brought back to support the new cadres, speeding up their training to create a second wave of KalMalog. These veterans serve as equals within the cadres although the new KalMalog look upon them with respect.



A KalMalog

Sources: *Chat with Mike Thorp, Chronicles of Anyaral,*
<http://forum.worldofwilight.com/index.php?topic=1807>

KalMalog Veteran

The soldiers of the Delgon armies serve in a very fixed role. They live to serve as soldiers, never expecting promotion or reward. They rely entirely on the priests to guide them and command them.

The KalMalog have however fallen outside the normal structures, and many priests consider that they have developed an unhealthy level of autonomy and initiative, often reporting directly to the Enarii in a manner that is not seen within the other troops. The only consolation for these priests is that the KalMalog tend not to survive many battles. However, a few of the first generation of KalMalog have been more cautious or lucky and these veterans are revered by their compatriots in the way that most soldiers revere their priests.

These veterans have gained experience and know how to manage their limited fuel resources. They've also tweaked their engines so they can get an extra burst of stamina when needed...

Author: Mike Thorp

Sources: *Chronicles of Anyaral,*
<http://forum.worldofwilight.com/index.php?topic=1941>

Devanu

Devanu Emblem

The logo depicts the three daggers of Arak Katin, scribed into a piece of wood taken from their old slaves.



Dhogu

Dhogu Archer

The Archers of the Dhogu are feared by the Empire troops serving close to the Setir Mountains. They lead small, well trained troupes who carry shortbows to snipe from the snowdrifts or undergrowth.

Source: *The Compiled Twilight Traveller Issue 2*

Dhogu Trapper

Dhogu Trappers are perhaps the most frequently seen Dhogu. They travel across the Setir mountains, selling their services to any who will pay. They are experts at getting where they need to be without being seen and are usually accompanied by at least one Setir Skerrat.

Source: *The Twilight Traveller Issue 4*

Dhogu Veteran

(details to be written)

Dhogu Warlord

The Dhogu are led by fearsome Warlords, known as Kimut in their guttural language. These warlords have fought to take control of their tribes and it is a constant battle to ensure both its survival and their position as its leader. Powerful Kimut will often ride the shaggy yirnak as mounts when leading raids, slashing out with their vicious hookstaves while their enemies try to avoid the yirnak's powerful tusks and hooves.

Warlords surround themselves with loyal Captains who will support them and whom they can trust to lead small bands of Dhogu on raids throughout the Setir Mountains.

Source: *Chronicles of Anyaral*

Dhogu Warriors

Dhogu learn to fight almost from the moment they hatch

and only the most skilled hunters survive. Some specialise with a bow, moving stealthily to surprise their foes with a hail of arrows from short range. Others use sharp spears to take down wild animals or unwary travellers, moving across almost impassable terrain to launch ambushes.

Infantry units are also often accompanied by one or more Skerrats, who are almost as well trained as the Dhogu.

Some Dhogu train the ill-tempered Yirnak as mounts, making the most of the creature's natural weapons to bring down larger beasts or break through heavier armour.

Source: *Chronicles of Anyaral*

Kimut

Dhogu name for their warlords.

Source: *Twilight Ramblings 14 - Naming Conventions*
(<http://forum.worldoftwilight.com/index.php?topic=1349.0>)

Pairush

Title given by the Dhogu to their Honoured warriors.

Source: *Twilight Ramblings 14 - Naming Conventions*
(<http://forum.worldoftwilight.com/index.php?topic=1349.0>)

Tarku

Dhogu name for their raid leaders.

Source: *Conversation with Mike Thorp*

Yirnak Captain

Many tribes rely on the yirnak as mounts and pack beasts. These strong beasts can survive even the cold of the winter and their sharp tusks are both a status symbol and a dangerous weapon for those that ride them into battle. As such, the yirnak is a popular and effective mount for the captains, either leading bands of yirnak

riders, or as support for their infantry followers.



A Dhogu Captain

Source: *The Compiled Twilight Traveller Issue 2*

Yirnak Rider

(details to be written)

Empire

The Defenders of the North

Since the Empire was first formed we have stood proudly as guardians of these lands, hunting the devanu that forever seek to enslave us once more. But now we face a new threat from our own kind. The cold-hooved Delgon seek to enslave us, coming down from their mountains and slaughtering our kin. I do not care if they say the Enarii are with them. I do not care if our oath means that we should stand by and watch. I do not care if breaking that oath will carry a sentence of death. I cannot command you to follow me, but now is the time when I must ride for what I believe in. – Spoken by Danomar the Oathbreaker

During the centuries since its creation, the Empire has gone through many upheavals. The devanu have proven to be a continuing threat, but the unswerving loyalty of the knights have always kept that in check. Clans have risen up from within the Empire and blood has been shed. Emperors have even been killed or usurped, but none have ever truly questioned the Empire itself. The threat in the north changes everything.

All the clans of the Empire have forces of militia to protect their territories, but for the most part they are poorly trained.

Protection from the devanu is largely provided by the brave Knights of the Emperor. Since the Fall of Emperor Agelor, the fubarnii serving within the Knighthood have always taken an oath at an early age that they will serve the Emperor against the devanu threat but shall never shed fubarnii blood upon pain of death. During the first Delgon attacks the knights stood by as the towns burned, bound by their oath. The knights saved many civilians by pulling them to safety, but would not involve themselves in the fighting even as their brothers were slaughtered.

It was not long after that Danomar chose to break his oath and led a group of his followers against the Delgon, temporarily delaying the Delgon attacks. The Emperor has kept silent on these actions and it is not yet known what the consequences will be.

Source: *Chronicles of Anyaral*

Empire Emblem

Bold, shining and noble, but a little bit aged and tarnished, the logo shows the first emperor surrounded by his five advisors who went on to form the first five clans across the empire.



Author: Mike Thorp

Source: <http://forum.worldoftwilight.com/index.php?topic=1204>

Empire Knight Emblem



Knight Shield

Empire Militia Emblem



Militia Shield

Engu Veteran

(details to be written)

Enuk Knights

The heavily armoured knights of the Empire ride their hardy enuk mounts across the vast plains of Anyaral, or through the cobbled streets and tunnels of the Empire's cities. These Knights are apprenticed from across the Empire to protect its inhabitants from the threat of the remnants of the devanu civilisation. The ornate armour and fancy plumes of the Captains remind the Empire's citizens that they will be defended from any devanu threats and that they will never be enslaved again.

Source: Twilight Chapter 1 - from Slaves to Emperors

Grey Order

The Grey Order is an order of knights that guards the mountain passes from general hazards. Due to the risks

of Dhogu raids, this order has a slightly more flexible view of the "Don't Kill Fubarnii" doctrine.

Source:

<http://forum.worldoftwilight.com/index.php?topic=686.15>

Guard Captain

(details to be written)

Guard Crossbow

The crossbow is a very recent invention within the Empire, but it has proved very popular with the nobleguard.

Many nobles make do with hiring the services of the uncouth herder slingers, who although skilled are generally looked down upon. The newly developed Moerasii crossbows are expensive and difficult to maintain, but are better suited to the city streets. They also give a much better impression than the primitive slingstaves.

Source: The Compiled Twilight Traveller Issue 2

Hunter

Some fubarnii of Orelan choose to live outside the relative safety of the walled cities. It is said by many in Orel that they enjoy their trial within the wastes too much and feel the call of the wild too greatly.

These hunters fulfil a valuable role as scouts and guides. It is also these fubarnii who will generally lead expeditions to eradicate the nests of grishak or devanu who choose to come too close to the cities.

Many hunters travel across the Empire, selling their services to clans and villages.

Most hunters prefer the company of their graku hunting beasts to that of other fubarnii and they are rarely seen without three or four of the beasts.

Across the Empire the Hunters ply their trade. They brave the wilds, tracking dangerous beasts or even devanu. While they would rarely take on a devanu alone, they often provide their services to the Knights to lead them to nests.



A Fubarnii Hunter

Sources: *Chronicles of Anyaral*, *The Twilight Traveller Issue 2*

Imperial Standard

Sometimes a normal standard is just not enough when a noble wishes to make an impression!

The wealthy nobles of the Empire will rarely travel without a full entourage, including at least two or three of their nobleguard carrying beautifully crafted standards displaying the noble's family colours.

The Imperial Standards are the finest of these creations and have been individually approved by the Emperor himself. They are accompanied by specially trained elite nobleguard who are tasked with its protection.

Source: *The Compiled Twilight Traveller Issue 2*

Knight

The heavily armoured Knights of Dimor ride their hardy enuk mounts across the vast plains of Anyaral, or through the cobbled streets and tunnels of the Empire's cities. These knights are apprenticed from across the Empire to protect its inhabitants from the threat of the remnants of the devanu civilisation. The ornate armour and fancy plumes of the captains remind the Empire's citizens that they will be defended from any devanu threats and that they will never be enslaved again.

Source: *Chronicles of Anyaral*

Knight Commander

The Knights of Dimor are the oldest and most widespread of the Knightly Orders and their barracks are seen throughout the Empire.

Commanders of the Knights of Dimor are formidable individuals, well trained and capable of inspiring great feats from the Knights that serve beneath them.

These commanders can also take control of larger allied armies using troops drafted from across the Empire to hunt down devanu Packs that have grown too large for the local forces to deal with.

Source: *Chronicles of Anyaral*

Knights of Naralon

The knight of Naralon patrol the northern borders of the Naralon Forest. Their shields carry an image of a grimblar, a mighty beast that prowls the forests.

Sources: *Chronicles of Anyaral*,

<http://forum.worldoftwilight.com/index.php?topic=686.15>

Knights of Tomaan

The knights of the Order of Tomaan ride the great winged beasts of the southern Casanii coasts and serve as scouts across the Empire.

Source: *Chronicles of Anyaral*

Knights of Dimor

The heavily armoured Knights of Dimor ride their hardy enuk mounts across the vast plains of Anyaral, or through the cobbled streets and tunnels of the Empire's cities. These knights are apprenticed from across the Empire to protect its inhabitants from the threat of the remnants of the devanu civilisation. The ornate armour and fancy plumes of the captains remind the Empire's citizens that they will be defended from any devanu threats and that they will never be enslaved again.

The Knights of Dimor are a reassuring presence throughout the Empire, protecting the outlying villages from aggressive devanu or other dangerous beasts.

Nearly all the clans of the Fubarnii Empire are protected by the Knights of Dimor. Every clan is duty-bound to provide young jenta to be trained as knights as well as providing resources and weaponry to ensure they are always well armed.

The young jenta are apprenticed at a very early age, split from their siblings and spread across the Empire to be raised in communal crèches where they are schooled in the arts of war, rearing the enuk that they will one day ride. The training is harsh, but within a few short years they are ready to serve without question wherever they are needed.

When they graduate into the ranks of the Knights of Dimor they take a solemn oath never to shed the blood of a fubarnii and to dedicate their lives solely in the duty of protecting the Empire from the devanu tribes.

Most Knights will serve the Order of Dimor until they eventually retire or are too injured to fight. However, other Knightly Orders such as the Order of Relan will sometimes petition the Emperor to increase their numbers using the best of the Knights of Dimor.



Source: *Chronicles of Anyaral*

Knights of Majorn Anis



A Majorn Anis Knight

Knights of Orelan

Clan Orelan is located on the borders of the hostile Argoran wastes and as such its militia are well trained in fighting devanu and other vicious beasts. They are a proud clan and prefer to rely on their own Knights than those provided by the Empire. Orelan mercenaries are well regarded and are seen supporting militias across the Empire, even as far north as the Delgon borders.

A Knights of Orelan force will typically be led by a Captain riding one of the ferocious Grakukan. The rest of the force can be made up of a mix of Militia and Knights. The Knights of Orelan have a particular affinity for the cantankerous Graku.

Source: *The Twilight Traveller Issue 5*

Knights of the Empire

Across the Empire there are brave fubarnii who serve in the various Knightly Orders. Some of those Orders are smaller, such as the renowned Knights of Relan who ride the Emperor's own herds of enuk nobilis, or the Order of Tomaan who ride the great winged beasts of the southern Casanii coasts and serve as scouts across the Empire. The most widespread order is that of Dimor and it is those Knights that young fubarnii see patrolling their streets and the hills and fields around their villages.

Many consider that the Knightly Orders are the single thing that binds the Empire together and stops it descending back into chaos at the hands of the Devanu.

The Emperor sits as the Grand Lord Commander of all the Knightly Orders, although for the current Emperor this role is largely delegated to the Lord Meligan. The most senior member of each of the Knightly Orders sits upon The Council of Dimor, which only ever gathers on the rarest of occasions.

There are many orders of Knights, each with their own internal structures. Some of the clans will recruit their own jenta and subject them to gruelling training from an early age. Others will draw upon the most promising recruits from the Order of Dimor. The Knights of Relan fall into the former category, carrying out very competitive trials for prospective young knights drawn from the most noble of creches and only training up the very best to be able to ride the Emperor's own herds of Eruk Nobilis. Danomar is an unusual case in that he was born to a provincial family but requested to be transferred into their ranks and was granted the position by the Emperor himself – an almost unprecedented move. That move has limited his progression up the ranks as many of the seniority do not consider him to be too low-born and not truly part of the Order.

Most knights have a strong sense of duty and honour. The reason for the oath is to try and keep them out of politics, driven by issues early in the empire. The emperor can't use the knights to bring a clan into line, except by withdrawing their support.

Sources: *Chronicles of Anyaral*,

<http://forum.worldoftwilight.com/index.php?topic=686.15>

Lord of Orel

The Lords of Orel must prove themselves both in battle and in the cities. A small number of the Lords ride the mighty grakukan into battle, inspiring pride and fear in those that follow them.

As a right of passage to join the Knights of Orel, young fubarnii are sent out into the Argoran Wastes alone,

armed only with a small knife. To join the order, they must survive long enough to capture and hatch a graku egg, returning home from weeks in the wilderness with one of the beasts in tow.

Many of these youngsters perish, but just occasionally a particularly bold fubarnii will venture further into the depths of the wastes and snatch an egg from the fearsome grakukan. Those fubarnii who return with a grakukan are looked upon with awe and are marked for greatness. As the beasts grow they form a special bond with their master, even allowing themselves to be ridden into battle.



An Orel Knight atop her Grakukan

Source: Chronicles of Anyaral

Mercenaries

There are many travellers across the Empire who will sell their services to whoever is willing to pay their fees, or those like the Pallirnai of Koheb who consider they have a higher calling to provide support where it is needed.

Source: The Twilight Traveller - Rivers of Anyaral

Militia

Many parts of the Empire have to deal with the perpetual threat of devanu raids on travellers and outlying villages. The Empire's knights do their best to deter these attacks but most clans maintain a strong militia to support the defence. While not as well trained as the knights, the members of the militia are usually quite well equipped, and are willing to put their lives at risk to provide the much needed defence against the devanu.

The militia are led by very capable captains, some of whom have served as knights but have now retired.



A couple of Militia

Source: Chronicles of Anyaral

Noble Guard

The Noble Guard are some of the best trained warriors in Anyaral, hand selected from local militias and subject to harsh training within various private academies. By the time a Noble Guard dons the ostentatious armour and uniform, they have had more money spent on them than most common fubarnii see during their lives.

Having been trained to such a level, the Noble Guard then settle down to a life of monotony, standing guard over the nobility they are pledged to protect but rarely seeing much in the way of combat.

No wealthy Noble would consider leaving home without at least one Standard Bearer to show off his house livery and the more ostentatious will travel around Gar Loren with a full procession of gaudy banners and loud musicians to ensure that everybody is aware of their wealth!

Wealthy nobles often hire elite bodyguards to protect them, both in the cities and if they travel. It wouldn't be good form for those bodyguards to be dressed and armed in anything less than the best that money can buy!

While the Nobleguard are admittedly fond of their ornate banners, they are not the only ones to employ them. They are also seen used by militias and even the Delgon to organise their troops, although the Delgon standards tend to be much more functional and less fancy!



A Noble Guard. Note the ornate polearm and the headgear (slightly less ostentatious than a noble's)



Sources: *Chronicles of Anyaral*, *The Twilight Traveller Issue 5*

The Oathbreakers

Danomar chose to break one of the most fundamental oaths in order to ride to the defence of the Northern villages against the Delgon. Throughout history the Knights have had to sit back and watch innocents die at

the hands of raiders, bound by the strict oath not to kill Fubarnii except in self defence (intelligent raiders know of the oath and simply bypass any knights that try to stop them). Those that chose to break that oath suffered exile from the knightly orders, or even execution, as decided by the Lords of their order.

When Danomar chose to break his oath he knew that his life and that of his knights would potentially be forfeit. The Knights of Relan are held in the highest regard, so many expected that an example would be set and Danomar was summoned before the Emperor himself. The response of the Emperor was not however as expected with Danomar being completely pardoned and a decree being issued that the Oath did not apply to those Fubarnii outside the Empire that would choose to bring harm to the Empire – stretching the definition of ‘self defence’. The Emperor has also commanded that all the Orders provide knights in defence of the Northern clans. These actions have been accepted, but there are many who strongly disagree with these courses of action.

Danomar holds no regrets regarding his actions and he considers that his honour is completely intact. This view has been reinforced by the Emperor. The Emperor has requested that Danomar be promoted within the ranks, but this has been met with much disapproval as the Emperor is not supposed to interfere with the direct workings of the Orders themselves. As a result, Danomar has been promoted to a newly created rank. This clear “lip service” has not gone down well with the Emperor. There are rumours that he plans to form a new order, but this is not something that has been done for generations.

Source:
<http://forum.worldoftwilight.com/index.php?topic=686.15>

Order of Dimor

The Order of Dimor was founded about 50 years after the death of Dimor, the first Emperor. It remains the largest Order and has become a powerful tool for holding the Empire together.

After Jark had been destroyed, the Emperor decreed that the Order of Dimor would be formed from the army that had gathered. These knights would no longer be under command of the provincial lords and would instead serve to ensure the devanu could never rise again.

Every member of the Order is initiated at an early age and takes a sacred vow never to spill fubarnii blood. Their remit has grown over time and they are now dedicated to controlling other beasts that threaten the Empire as well as the devanu, assisting clans with removing dangerous grishak nests or trapping kelahn that stray too close to villages. The Knights of Dimor do not fight bandits and they are expressly forbidden from getting involved in conflicts between clans.

The Knights of Dimor is the oldest and most numerous of the Knightly Orders and to some extent all the other Orders can be considered as branches of Dimor. Most recruitment is carried out by the Order of Dimor, which has training camps across the Empire.

Sources: *Chronicles of Anyaral*,
<http://forum.worldoftwilight.com/index.php?topic=686.15>

Order of Relan

Of all the knights that serve the Emperor, it is the Order of Relan that are held in highest regard. The knights are allowed to ride the rare and powerful Eruk Nobilis, which tradition states are all owned by the Emperor himself.

The knights of Relan are seen in large numbers only occasionally, as they are usually stationed in small numbers for short periods of time to support local knights.



Knights of Relan

Sources: *Twilight Chapter 2 - of Gods and Demons*,
<http://forum.worldoftwilight.com/index.php?topic=686.15>

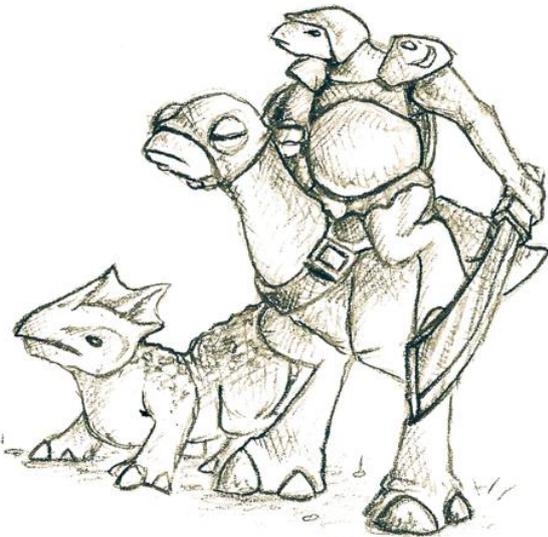
Order of Tomaan

A small order of Knights who ride the great winged beasts of the southern Casanii coasts and serve as scouts across the Empire.

Source: *Chronicles of Anyaral*

Orel Knight

Orel Knights are well trained, but in a less orthodox manner than the knights of the Empire. Their training involves a close bond with the graku they have captured and raised and they will always be accompanied by their beasts when they ride to battle, be that against devanu, beasts of fubarnii attackers.



An Orel Knight

Source: *Chronicles of Anyaral*

Orel Militia

Life on the borders of the Argoran Wastes means even the part-time militia are raised with the constant threat of attack from the Argoran Wastes and many keep graku as lookouts and bodyguards.

Units of Orel militia will deal with devanu threats in large numbers, accompanied by their trusty graku.

Source: *Chronicles of Anyaral*

Riverknight

The riverfolk comfortably rule the waterways of Anyaral, undeniably knowledgeable of every bend and stretch of their rivers. However, as soon as they step off their boats they rely on the hospitality of the local clans through which their rivers wind. When the threat is too great, on or off the river, they know they can rely on our protection. – Sel Dovariil, High Commander of the Golskaan Order of Riverknights

The Riverknights are made up of a few small knightly orders who are responsible for protecting travellers on rivers or through marshes. As with all the knightly orders, their primary role is to defend against the Devanu, but those of the river have a slightly more flexible purview and will more often help defend against the large beasts of the river.

The Riverknights are looked down on by many of the older knightly orders; they have a reputation for being a bit too friendly with the riverfolk and it is often questioned where exactly their loyalties lie. It is true that they have a close affinity for those they are duty bound to protect and they maintain less of a distance than is common for other orders.

Riverknights are selected for the order from those young knights who show an aptitude for the water, willing to venture away from the safe shore and into the depths.

Riverknight armour is generally functional and lacking in flair. The simple lightweight armour is often decorated in muted tones and is designed for buoyancy.

Martin's notes

Although some other knightly orders view the River Knights as not much better than militia, these hardy individuals are no less a force to be reckoned with.

The Riverfolk have become masters in the art of working and waterproofing hides and other skins, and this is reflected in the simple leather-like armour that the knights wear. Sadly the armour's muted colours does result in mockery from the other knightly orders, likely triggered by jealousy of their mounts, as these allow the knights to go across water, while regular knights have to detour in search of an appropriate ford or bridge. The Knight Captains favour pack leaders as mounts, as after proper training the leader's various calls allow the transmission of orders over the din of battle.

During her travels abroad, Tanaris Zelehn is said to have on occasion used River Knights as her personal guard. This has helped bolster the knights' standing in many imperial quarters.

Sources: *Martin Clark, The Twilight Traveller - Rivers of*

Anyaral

Toloran Cavalry

While the enuk have proven to be a reliable and flexible mount, the Noble houses are always keen to differentiate themselves. The toloran is a well regarded species that has proven to be a popular choice for the most renowned stables of Gar Loren.



A Toloran Rider

Source: The Compiled Twilight Traveller Issue 2

Twilight Ramblings 1 - Military organisation within the Empire

The Empire was formed when the fubarnii finally overthrew the devanu. Gar Loren, the capital city of the Empire lies near the location of the events that sparked the fall of the devanu, over the ruins of the first devanu tower that fell. The "revolution" spread rapidly out from that tower, with other towers falling as the devanu were chased back. After the initial rapid expansion the fleeing devanu were pushed back into territories occupied by other devanu. Some canny devanu took in the refugees and formed pockets of resistance against the attacks, but in most cases the refugees fought with the local devanu, leaving the victors weakened when the fubarnii attacked.

The first free fubarnii villages formed at Gar Loren, and it was obvious that they would need a strong defensive force, and Arain became the first Commander of the Fubarnii Empire. He founded the force that has now become the Knights of the Empire, setting up breeding programs for the enuk and training up knights and cavalry. As the Empire expanded he set up garrisons that were tasked with defending the newly forming villages, as well as providing troops, weapons and enuk that would join the Empire's expanding army, and continue to push back the devanu.

The clans were formed based on the old borders of the devanu territories, with each clan effectively drawing together villages that were ruled by the local devanu tribes. The formation of the Clans was largely overseen by the representatives of the Empire, some appreciation for the local politics. In most cases this worked itself out fairly quickly, but in some cases the borders were somewhat more contentious. This is particularly the case for clans far from Gar Loren – they were freed later in the revolution, and suffered the worst under the devanu. Often they were forced to fight their own battles, with the Empires troops only mopping up the devanu remnants when they finally arrived.

The Clans themselves are large organisations that pretty much look after their own politics. They pay taxes to the Empire, as well as young fubarnii to be trained up as Knights. For some clans this is a great honour, for others it is a costly tax, particularly if they need their own troops for their militia. The knights are generally trained almost from the time they hatch in centralised garrisons, and once trained, it is quite rare for knights to serve within their own clan's territories. Knights are also enlisted for life, so it is not unusual for knights to lose any connection to their family and clan, instead being fully absorbed into the military force. Elderly knights may return home, but are just as likely to settle in an area where they have served.

Each Clan will have a number of cities and towns that are overseen by the Clan Councils. The selection of the Council varies from clan to clan, but there will always be a representative of the Emperor with at least a nominal position on the Council. These representatives keep an eye on the clans and are responsible for seeing that the Emperor's Knights troops are provided upon request. They will often "go native", but as long as they are employed by the Emperor they are considered to be citizens of Gar Loren. The Emperor's knights never get involved with local politics, and are solely intended for keeping an eye on the ever-present devanu threats. Individual Clans will have local militia. In clans near the Empire's centre they are basically there to enforce the laws, but further out they are more often used to defend villages from devanu, or escort travellers through their lands. In some cases they will be involved in clan border disputes. Border disputes are usually kept at a small scale as the threat of the Emperor withdrawing the Knights from a Clan's lands is normally sufficient leverage to encourage the Clans to come to an agreement. Only rarely has the threat of the Knight's withdrawing actually been followed through, and the offending clans rapidly realised quite how much they rely on their defenders. Within a very short period the Clans resolved their issues and begged the Emperor to return his support.

Source:

<http://forum.worldoftwilight.com/index.php?topic=1657.0>

Empire (Western Coastline)

Terali Guard

The Terali guards have always been proud of their traditions, obediently following commands.

Historically, they have been sought after as personal

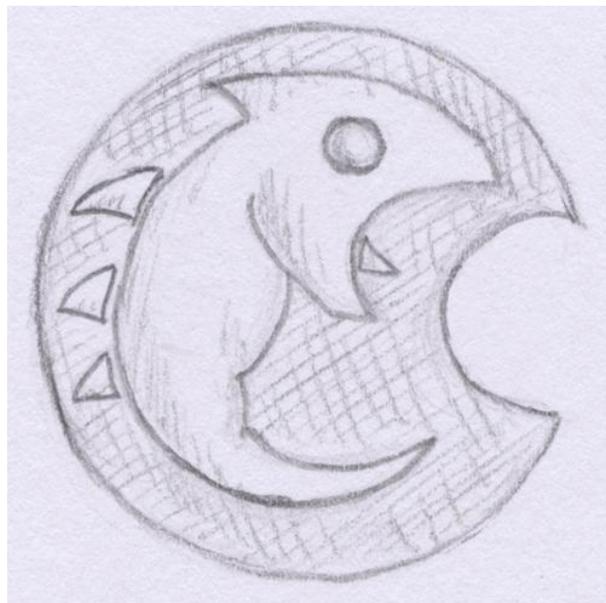
bodyguards across the Empire. They may have fallen out of fashion in recent years, but they are still employed by some influential nobility.

Source: The Twilight Traveller Issue 11

Empire - Orelan

Orel Emblem

Represents a very stylised grishak, a vicious desert grub.



Orel Shield

Source: Inktober 2020

Engu

Engu Draal

Relatively few Engu choose to stay as sempa for many seasons and those that do are expected to stay back in the villages to look after the young, while the kopa will go out in their boats on dangerous hunts for the great droba that swim off the coastline.

While the hunts are purely for those kopa who have proved themselves, Kapas will sometimes allow the more dominant sempa to join them as draals when responding to Dhogu raids or fending off devanu who have ventured north of the Naralon Forests.

Draal literally means fishwife, and is derogatory. The Engu are a bit sexist / ageist / stageist. Those who choose to remain in the sempa lifestage and stay home with the kids are thought of as cowards.

Source: Chronicles of Anyaral

Warriors of Engu

The Engu have a stronger view of the roles of sempa and kopa than other fubarnii races. The Engu place great pride in making the transition from sempa to kopa, which is perhaps linked to the physical changes they go through at that time. These are more extreme than seen for most other fubarnii races, with the kopa rapidly growing and bulking out so that within a few painful months they are towering over their sempa.

These huge warriors carry mighty axes they have carved themselves, or wield weighty harpoons, strong enough to pierce the thick skins of the droba.

Source: Chronicles of Anyaral

Kedashi

Bagrun Bomb Carrier

Alternate spelling: Bagrun Bomb Carrier

Perhaps the most ingenious of the trebarnii creations has been the bomb-carrying bagrun. The trebarnii brave the nests of the deadly ishkaru garkrid to steal handfuls of their grubs. The grubs are placed within a small piece of rotting meat that are then sealed within a thin clay parcel. The ishkaru are left to grow and mature, feasting on the decaying meat, but trapped within their clay cages.

The trebarnii carefully load the bombs into baskets that

are hoisted up on the back of the thick skinned bagrun or strapped onto the doughty tohka.

The poor beasts are led towards the enemy, tormented by any ishkaru that escape the bombs. Once they are close to their enemies the frenu can pick up the bombs and drop them onto their targets. The thin shells crack and the irate occupants erupt from their cage to devastating effect.

The howlers have even been known to venture close enough to pick up and throw the bombs, but their skins are certainly not thick enough to deter the ishkaru!

Source: The Compiled Twilight Traveller Issue 1

Society (Religion)

Casani

Casani Way Stones

Alternate spelling: Way Marker

“Way Marker” and “Way Stone” are two terms used interchangeably to describe groups of stones that can be found all across the Empire, but are more prevalent in the south. Although they sometimes consist of a single stone, they typically appear as an arrangement of multiple stones surrounding a notably taller one.

The most well known are the Casani way stones. It is believed that the Casani give much weight to how these stone groups are formed or chosen, before they are carefully marked with symbols in a number of colours – mostly yellows, reds and blues. It is widely considered that these are representative of the different tribal colours often worn as body art by both the warriors and the ferals.

Most Empire scholars agree that as well as denoting tribal alliances, the patterns of the markings are likely code for identifying both places of safety and danger. Alas, to date no scholar has been able to make sense of them...

As a further complication, a number of traders have reported that the symbols change position and colour over time. Some have suggested this means the Casani tribes use the stones as a way to quietly communicate between themselves – although it is more widely believed that instead scouts and on’saa runners are used to relay messages and news.

How the Casani are able to modify the symbols remains a mystery, as the pigments appear to easily withstand the attacks of the weather and cannot be erased even with vigorous scrubbing.

When journeying across the south, the more practical traders and travellers hire Casani scouts in part for their skill at using the stones as navigational points. Encountering stones during a journey is considered to be a good omen, and caravans will often make camp close to them. It has been claimed that the stones radiate an aura that put travellers at ease and keep predators at bay. Rumours of a “Great Stone” engraved with a great many symbols arise from time to time. This is usually dismissed as pure speculation, and if the stone does exist its location is one of the Casani’s closely kept secrets.

Author: Martin Clark

Peloan Spirits

Alternate spelling: Paloan Spirits

In the Casani Territories, these are spirits who live

throughout the lands and who will protect those who honour the land but curse and bring harm upon those who would threaten it.

The Casani shamans will carve spirit symbols into stones for protection and to communicate with those who pass that way. The symbols are filled with carefully prepared mixtures that are believed to attract the peloan and these faintly glowing symbols can be seen where the Casani tribes have passed.

The Feral fubarnii believe in spirits that live throughout the world, and that can provide protection to those that know them. They try to attract them with symbols painted on stones, or on their skin.



The casani scribe these symbols into rocks for good fortune and to protect their borders.



Authors: Mike Thorp, Painted model by Martin Clark

Source: Twilight Traveller Issue 9

Shaman

The Casanii hold great faith in the powers of the peloaan, spirits who live throughout the lands and who will protect those who honour the land but curse and bring harm upon those who would threaten it.

There are those who are blessed to follow the path of the shaman and walk with the spirits. They are treated with cautious respect by their tribe-mates, but are still expected to join the hunts and prove themselves.

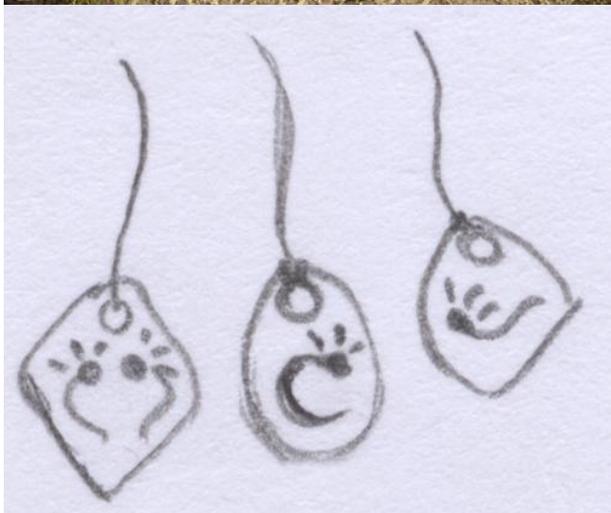
The shaman will carve spirit symbols into stones for protection and to communicate with those who pass that way. The symbols are filled with carefully prepared mixtures that are believed to attract the peloaan and these faintly glowing symbols can be seen where the Casanii tribes have passed.

The shaman trade small carved spirit stones with travellers to protect them on their way.

Across the different fubarnii races there are eccentrics. For the Casanii those are often the shaman. As with all Casanii they will have spent their time as ferals, but they would find their own way to prove themselves. On return to the tribe they may be recognised by an older shaman and given the focus and the training to 'commune with the peloaan'. Acting as healers and guides, they are part of the family/tribe, but slightly separate.

Author: Mike Thorp

Sources: Conversation with Mike Thorp, Twilight Traveller Issue 9



Delgon

Delgon Temple

Although most temples will never be visited by the Enarii, all arte built extravagantly, designed to accommodate both fubarnii and the Enarii, with a large central throne for Garlon and a series of chairs for each of the pantheon.

Food is presented for each of these, and is then burnt. The amount is specified and must be provided regardless of other considerations.



A Delgon Temple

The Enarii

Each Enarii is mighty and powerful, surrounded at all times by loyal priests and bodyguards who serve their every whim. At a word great armies will move and vast temples will be built. The Enarii are only rarely seen

outside their magnificent halls in the Delgon territories. Very few of the Enarii have thus far chosen to join their forces on the field of battle, but those that do are truly terrifying. They tower over even the greatest devanu, cutting a swathe through all in their path with their thick skins deflecting all but the most powerful blows.

Source: Twilight Chapter 2 - of Gods and Demons

The Gods of Delgon

A letter from Arlon

The following letter was sent by one of the few of the Emperor's spies who was successfully working within Delgon. It was accompanied by a lengthy report covering details of the Delgon military. No news has been heard of Arlon since this letter reached the Empire.

My Lord,

There are many rumours and tales of the so-called Delgon gods, but much of it is hard to separate from myth, particularly with their claims that these "Belog" (as our Royal Engineers refer to them) are actually the Enarii from our ancient tales.

It seems known throughout Delgon that there were seventeen who came to Delgon all those years ago. Several of these Belog are now leading the "Retribution" attacks against our lands, while others appear to be choosing to lead a less violent life.

The Belog known as Garabon has been their leader since before their arrival. He has set up his home in the capital city of Peygarl. He spends most of his time within his palaces, but has addressed the Delgon through his attendant NuraGan Largos on a number of occasions.

I have only heard tell of four of the Enarii directly leading the military to date:

Tales of Jamor describe him as the largest of the Enarii and he has taken the role of General for the Delgon armies. Under his leadership the forces have grown to a level that we had never predicted. The only occasions that he has been reported as taking to the battlefield have been devastating, both in terms of his presence and the size of the forces that accompany him.

Dehran has been reported commanding several of Jamor's forces on the front lines and personally overseeing many of the Retribution attacks to the West of Delgon.

Roban is a mighty warrior, driven by his hatred of the devanu and leading great hunts to eradicate the demons from all Anyaral. We have heard many reports of his hunts beyond the Delgon borders over the last years.

I gather that Malog was once a peaceful Belog who spent his time in the libraries of Peygarl, but suffered a violent attack at the hands of a pack of devanu. He was crippled, but through the ingenuity of the Delgon engineers he now strides through the halls of his home in Gan on powerful artificial legs. He is now the patron of all Delgon engineers and at his command the Delgon armies have been augmented with many inventions, not least of which are the KalMalog.

The other Enarii seem less directly involved in the attacks against the Empire, but I am unsure if this will

change.

Egolan has embraced his godhood, living a decadent life in the city of Deris, waited on by hordes of priests who ensure his every whim is met. Eldeyn has set up his home in a small city to the south of Delgon, growing ornate gardens in spite of the cold weather and long winters. Aaral the Wanderer chose a life of study, fascinated by all parts of Anyaral that he read about in books. He went against Garabon's orders and set out to explore the rest of the continent, but he ventured into the depths of the Naralon forests and has never been heard of again. Only one other Belog has been reported to have left the lands of Delgon for a prolonged period. Alaim, the Outcast, had a mighty argument with Garabon and left Delgon on his own. I have previously heard rumours of a giant who has been seen across Anyaral, most recently I heard tales of a giant that now runs amidst the Ferals who shepherd the great migrations. I can only assume that this is Alaim.

I shall seek to continue my mission, but it is proving ever more difficult to evade notice. The unwavering loyalty of the Delgon to their gods is a terrifying prospect but I trust that the Emperor has a plan and that my report shall prove useful.

Source: Twilight Chapter 2 - of Gods and Demons

NuraGan

The High Priests of the Delgon.

Source: Chronicles of Anyaral

NuraKira

Most acolytes that survive their first battles rapidly seek promotion to a more protected role away from the front ranks. However, some acolytes are chosen to remain even once they are promoted to be NuraKira. These experienced acolytes are considered to be slightly more valuable, and are often blessed with bodyguards.

The NuraKiras aren't great military minds - they've just been pushed into that role. As the war has progressed, some have demonstrated their capabilities, however as the Delgon army structure's is very static it is a slow process.

Author: Mike Thorp

Sources: Chronicles of Anyaral, Conversation with Mike Thorp

NuraLehn

Young Nura acolytes are known as NuraLehn and those whom the Gods choose to serve in the military are expected to take their position on the front ranks of the Delgon armies so that they might learn quickly. They play a valuable role relaying orders or leading small units of troops.

Source: Chronicles of Anyaral

NuraSen

Also known as: Sen

The NuraSen are senior priests who act as commanders

for the Delgon armies, overseeing the larger scale troop movements and attacks. They are never seen without a well trained group of bodyguards who are tasked with

keeping the NuraSen alive at all costs.

Sources: Chronicles of Anyaral, Twilight Chapter 2 - of Gods and Demons

Empire

Religion

Religion for most fubarnii is a fairly pragmatic affair. They believe their gods and ancestors live on the moon of Enar, but don't expect them to actually get involved with day to day life. They hold a faint hope that if they are cremated then some of their essence might be lifted away to Enar to be resurrected and live with the gods.

Priests are rare, but will spend their time writing messages to the gods (in big letters on the ground or on buildings that could be read from the moon) and presiding over cremations.

In most parts of the Empire they are treated with similar respect to engineers - they are mostly harmless and there is a faint possibility they might be useful in the future so there's no harm in leaving them to what they are doing.



An Empire Priest

Source: Inktober 2019

Stories From Anyaral

Danakan's Letters

26th Day of Kar, 7th Katoam

From Danakan

Humble greetings Ardín,
Enar has risen many times since I wrote to you last but there has been much going on in Teral. The recent election following my Lord Domar's retirement has seen Lord Emíil somehow promoted to the head of the clan. Though sworn to serve my people I must admit a certain regret that such an open-minded fubarníi has travelled so far amongst our number. We of the Teralín have always been of a practical minded stock, not given to the foppish nature of those from the Central Empire. While I agree that the uniting of the clans has always been advantageous to all, I've always shared your view that we should keep to ourselves. This leads me to my first piece of news that I must share; Lord Emíil has bestowed me the dubious honour of being dispatched under the writ of my Clan Lord to travel the lands of Anyaral as a diplomat, reporting on all that I see. I may have been a bit forth right in a recent council meeting and in the 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 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 Emíil 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.

In a few days time I shall set out on travels beyond the lands of my clan to the cities of Orel and Genera before passing through to Eyglar on the edges of the Central Empire. Our records of the Empire's cities become somewhat clouded beyond this point, but I shall be continuing north to the lands of the Delgon and onto the Engu realms. I am then to suffer the indignity of returning to Teral by sea ship. I am sure that I need not say I shall endeavour to negotiate a homecoming via the trader routes, 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 shall endeavour to continue this letter soon though I hope my mood will improve at least long enough not to inflict my problems upon your patient self.

Oh that I had just the common sense to remain silent.

Source: Chronicles of Anyaral

35th Day of Kar, 7th Katoam

From Danakan

We secured travel with this caravan after negotiations with Tonri, the leader of the caravan. A great and bellicose kopa, he has an easy-going attitude that would normally rile me... yet I cannot help but like the fellow. Not that I would admit it to Muri.

I gather from some overheard conversations that I may have paid slightly more than a fair price for the journey, but I will admit that I am just relieved to be surrounded by so many well-armed guards! I have hired a bodyguard, Kale, for the first stretch of this cursed journey. He is an imposing and haunted character. I gather he has served for many years as a Reyad and never seems to go anywhere without his slingstave. The owners of the caravan are Galan and Mahal Telonan, brood siblings who have spent a lifetime travelling the Empire. As with many traders, they hail from the distant clan of Larigal. They are clearly skilled and wealthy and the caravan contains a large collection of beasts including some great hulking belan that I understand to be quite a status symbol. While they own the caravan they appear to be more than happy to let Tonri make all the decisions leaving them to spend their time casting stones and imbibing from various potent smelling snuff pots.

We passed through a small village recently and it was then that I saw them come to life, trading trinkets from Teral for valuable fabrics far beyond their worth. One of our travelling companions is a most eccentric fellow! I have been raised to revere those who are afflicted with the calling to become an engineer, but for the most part I have just avoided the peculiar characters...

Gil refers to himself as a "Travelling Biologist". I made the mistake of asking him what exactly that entailed and he spent the next few hours regaling me with tedious tales and even insisted on showing me his rather extensive collection of creatures that he carries in small metal cages on his back or perched atop his personal baruk. I'm certain that one of his critters has set up home in my tent, but I seem incapable of finding and removing it! As if the indignity of sleeping in a tent wasn't bad enough, I now have to put up with irritating scratching and squeaking noises every night.

During his travels Gil appears to have had the good fortune to acquire a Casaníi scout to act as his guide and bodyguard.

While I was most impressed with this exotic fellow I found his gabbling speech beyond my understanding.

How these two strange characters became nigh inseparable is beyond me!

Source: Chronicles of Anyaral

18th Day of Amon, 7th Katoam

From Danakan

After what seemed like an age the unforgiving mountains gave way to the city of Orel. Rising from the edge of the Argoran Wastes like a final peak, it is a watchtower against the ever-present threat of the devanu and the other foul beasts that inhabit this desolate region.

I have heard this inhospitable environment has forged the Orelan into hardy and militaristic fubarnii but nothing could prepare me for what confronted me as we strolled through the city's streets. While the exterior of the city is predictably heavy in its architecture, being that it must withstand the apparently ferocious sand storms of the region, what lies within is both grand and haunting.

Much of the centre of the city is made up of the usual habitation, courts, markets and other such buildings but the outer reaches of the city are given over to immense open spaces. Whereas in Teral any such space would be bedecked in ornate gardens, temples or open air sculpture galleries, in Orel these areas are used for military training and parades.

Orel is one of the largest exporters of mercenaries in the Empire. It is quite apparent that such a profession is commonplace and a source of great pride amongst its citizenry! Even highborns have lost all sense and throw themselves and their families into such aggressive pursuits.

Though such a show of strength may not seem shocking, indeed even unsurprising given the clans' nigh constant threat from the devanu it does, I fear, bode ill for the Empire at large should such scenes become common place. For should we not have risen above the cruel and brutal ways of the devanu who once enslaved us? I for one hate to think that my beloved Teral should fall victim to an obsession with martial values. I do not say that a clan should not be able to ensure their fellows are secure and safe but that seems a far cry from the war obsessive nature of the Orelan. Is this not why the knightly orders were created?

Another aspect of this martial city that strikes an unsettling chord with myself is their obsession with the graku. These ferocious little beasts are everywhere in the city, they scamper about freely snapping at the heels of any who passes by. Apparently there are even some fubarnii who train teams of these little fellows to hunt down and destroy devanu nests; such a thought sends a shiver down my spine!

The Orelan obsession with the graku does not end with them living alongside one another; stylised carvings and paintings of these creatures seemingly adorn every surface in a gaudy display of favour. In fact I have been told the Argoran Wastes approach to the city is a great avenue of sculptures, noted Lords of Orel riding larger cousins of the graku but I can only hope

that such creatures are due to artistic licence gone mad, for who would be crazy enough to ride them!

Source: Chronicles of Anyaral

6th Day of Del, 7th Katoam

From Danakan

Several weeks have passed since I last wrote. During these weeks it feels like we have wandered blindly through the Argoran Wastes. This seemingly endless region is stark and barren of any worthwhile life, with little water on offer except to those with the earthy knowledge to locate it. We have acquired a new guide, a hunter from Orel, who is one such individual. I do find it difficult to associate him with decent fubarnii being that he keeps a pair of vicious graku as pets! Clearly he is a queer sort.

I was also most astonished to see a Lord of Orel riding atop a huge grakukan. There I had assumed those statues to be of mythical creatures. It was a most disturbing sight and I am glad that he is not accompanying us.

I had heard of the dangers in the wastes but nothing prepared me for what was to come. We passed through a narrow valley when we were beset by a pack of devanu! The monstrous horde struck suddenly and without warning with a huge beast with a long whip-like tail and an enormous jaw killing several pack beasts before Kale's righteous sling arm and a ferocious charge from the Knights of Orel slew the monstrous creature and sent the miscreants packing!

It was some time later and only after many assurances from my protectors that I let them lead me to the still twitching bodies of our attackers, affording me with a better view. I'll admit that my stomach rebelled at such sights but Muri fervently trotted from one specimen to the next making notes, sketching and even taking measurements! She is strange and her low breeding clearly shows. Once we had resumed our course Muri and the captain of the Orel knights took great pleasure informing me of the local attacks that are a common occurrence here. Apparently the hulking beasts that waylaid our group were merely jenta and their gangs have always been the cause for much concern in this lawless land. These "outcasts" often capture and bind beasts to their whims and Muri tells me that the large creature was a kelahn! I remember stories of them as a jenta, but I never expected to see one! I will admit, though not to my companions, that I find my heart warming slightly to these beastly knights now I have seen them in action. I am however sure that this weakness will pass once the memory of the last few days has passed. I can only hope that we manage to pass through this horrid landscape without further incidences for I do not believe my constitution can take much more!

Source: Chronicles of Anyaral

3rd Day of Jelan, 7th Katoam

From Danakan

Greetings once again my friend,
Though I am not one for gossip I feel I should pass on some troubling news. I have yet to hear anything solid but like a constant nagging drip, drip, drip we hear ever more rumours of trouble in the north. The content of these rumours has varied wildly but one aspect is common in all, the Delgon and the Empire are posturing like two graku fighting over nesting territory. I doubt that most of the rumours are true but I shall do my best to discover more on this troubling news. I am sure that much more information will present itself as we travel north.

Source: Chronicles of Anyaral

5th Day of Jelan

From Danakan

Time has passed since I started this letter, but these last few nights I have learned more about this posturing I mentioned from one who is actually involved! We were heading towards the grand city of Gar Loren when we came across a terrible sight. A group of grishak was busy feasting on the carcass of a dead belan. It took me a while to spot another group of the wild beasts who had a small band of fubarnii trapped amongst some nearby ruins.

Kale and our guides leapt into action; before those beasts knew what hit them the air grew dark with sling stoned and thrown spears.

Even after all my travels I still have not grown used to such action and to remember it now, even as I write, makes my heart thunder!

Once the grishak were driven off I was surprised to discover that the fubarnii who were under attack were Delgon travellers, a black robed priest and her bodyguard. They were shaken and some of the bodyguards had suffered grievous wounds, but the priest was uninjured and introduced herself as NuraKira Obal, a lowly acolyte. Their caravan and guides had perished in the attack but it still took much convincing before Kale agreed they might join our party as we travel together towards the capital.

I have been taking every opportunity to converse with this Obal to try to discover something of her people before we travel to the north. I have also been in communication with the court of Gar Loren, stating my intention to travel there and requesting an audience with our most noble Emperor. To think that one such as I should have a chance to stand in his presence is beyond words!

Source: Chronicles of Anyaral

11th Day of Jelan, 7th Year of Katoam

From Danakan

I have finally arrived in what is apparently the centre of the Empire. I must admit that the city of Gar Loren is truly without comparison and I am consistently awed at its immense scale. Both above and below ground the city positively buzzes with activity, with thousands of fubarnii rushing about their lives,

trading and working. Truly there must be no greater gathering of civilisation in the whole world!

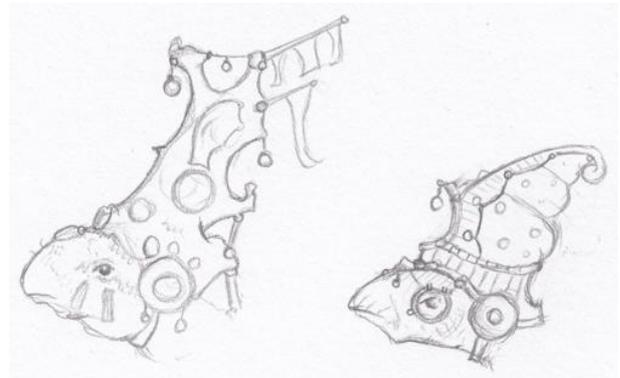
Muri has secured us accommodation in a rather insalubrious part of the city, in rooms that are somewhat smaller and less well furnished than I would have expected back in Teral. They are however a vast improvement to sleeping in caves or in a tent as we have become so accustomed to!

Source: Chronicles of Anyaral

15th Day of Jelan

I have spent the last few days since I started this letter in the outer buildings of the royal palace. This monumental building grows out of the centre of the city, displaying an astonishing variety of engineering and architectural styles. The outer parts of the palace are given over to the machineries of bureaucracy. Rather than the royal welcome I had assumed would await me I have spent my days with petty bureaucrats, filling in forms such that I might meet more senior, but no less petty bureaucrats who provide me with yet more forms to fill in.

During this process I have had the displeasure of meeting the so called "Nobility" of Gar Loren. These extravagantly clad individuals are always accompanied by lackeys and guards and seem to perpetually look down their noses at all those fubarnii who they deem inferior, while flaunting their opulent outfits and ridiculously oversized hats. I had wondered at the long tails they seem to have, but Muri informs me that these are just another fashion accessory, based on the tails of the devannu. Having met devannu in my travels I find this to be more than a little distasteful!



Samples of Nobles headgear

From Danakan

I tried to set aside my initial dislikes and mingle with these pompous fools, but was met with a less than friendly welcome. I bore the initial insults stoically, but after repeated disparaging comments about my homeland and mockery of my Terali accent I decided to leave. I get the distinct impression I heard them laughing as we walked away.

I do hope we can see the Emperor soon so we can continue our travels as I am beginning to tire of the city.

Source: Chronicles of Anyaral

7th Day of Distor

From Danakan

Apologies, it has been many moons since my last letter and what I can only describe as a disastrous visit to the capital. I am continuing with my journey and am currently crossing the Setir Mountains to the lands of the Delgon. But, while the mountain views of the Empire are awe-inspiring I find my mood heavy with what occurred in the once great city of Gar Loren. I had been most eager to meet with the Emperor but was utterly dismayed that after several nights of form filling I was to be fobbed off with a distant and out of favour wife! I should have thought that a representative of my noble birth and standing would be treated with more respect! I am the first courtier of my clan to travel to Gar Loren for many years and had, perhaps foolishly, assumed I would be greeted with much pomp and ceremony to better recognise the bonds of fealty we in the Empire share. To top it all off, my honourable travelling companion NuraKira Obal was actually invited to stand in the Emperor's presence; that I should be treated with less respect than a foreigner! Forgive me, but as you can tell this rankles me still. I cannot fault my honoured friend Obal for she was blameless and utterly unable to turn down the invitation despite her gracious gesture to do just that, but I would not hear of it. I can assure you that I am much relieved to be rid of the whole squabbling and pompous lot of them!

But I digress... Following her meeting with the Emperor, Obal was granted a military escort out of the city. It was a small group of heavily armoured knights riding what I understand to be a rather magnificent breed of enuk. We were only with the unit briefly but during that time I saw very little of the captain. He looks very much to have come from the fair lands of Teral, but he showed little recognition of our common ancestry. He treated Obal with barely concealed dislike and seemed to treat us with an unpleasant level of contempt. They rode with us to the small town of Esonto where we slept, but as of twilight the following evening I was glad to see that they had left us behind. That was a few days ago and would you believe it we have now paid for passage aboard a boat! I never thought I would do such a thing, but we have made more rapid progress than I had ever hoped. The boat has paddles powered by beasts walking on a turntable but by swapping the beasts the boat can travel day and night.

Source: Chronicles of Anyaral

1st Day of Gamor

From Danakan

Would you believe we have now been travelling for almost half a year. It seems so long since I was at home in Teral.

We are now heading further north along half hidden tracks, deep through the mountains led by a band of

fur clad guides and the honourable Obal. Muri seems to distrust Obal but I must admit to finding her to be quite charming, in spite of our different backgrounds and her lowly upbringing. Our Dhogu guides were found by Obal when we stopped in the town of Dolran. I gather that this town was only recently occupied by the Delgon, and the town's occupants did seem rather jumpy. The Dhogu were quite at home though, having a great party in the local drinking hall, singing songs in their coarse language until late into the morning. Muri mentioned that there was some altercation later on, but I was safely tucked up in bed by that stage. Once we pass north into Delgon, the honourable Obal assures me that I will get the chance to meet with one of her great Enarii! What an honour! But, as we get further from home all lands only serve to remind me of what we have left behind; we were foreigners in the Empire so what does that make us here? Oh I do so dream of gazing upon the lush green valleys and the blue ocean of my home.

Source: Chronicles of Anyaral

20th Day of Gamor

From Danakan

These past few days have been most eye opening! As we traversed through the last pass to Delgon I had expected to see a cold and desolate land but was surprised to see a great valley every bit as lush and green as those surrounding Teral. I stood there like some slack jawed, low born hatchling as the honourable Obal chuckled at my surprise. As I regained my composure she soon answered Muri's fervent queries; these lands were under the care of an Enarii, one that I would soon be meeting; at least someone respects myself and the Teralin!

We travelled for another night and saw all manner of plants, flowers and trees, many dwarfing the few buildings scattered across the lightly snow covered landscape.

Obal informed me that these were the gardens of Eldeyn! Apparently this Enarii wanders his gardens continuously and our hosts had to first locate him before we could meet.

While Obal left to locate Eldeyn, we were invited to speak with Plutom, the Delgon Chief Engineer who is also visiting this region. Now, I have met a great many Engineers over the years and have become used to their... eccentricities but this did not quite prepare me! Plutom is, in appearance, every bit as eccentric as his Empire counterparts but he has a fearsomely sharp eye. I can only assume that he has an unusually disciplined and focused mind or at least the Priests have taught him such for he displayed none of an Engineer's typical erratic behaviour except for a tendency to overly blink and a twitching of the head. At first this was quite distracting but as a courtier it would not be right for me to stare, I shall leave that to Muri!

While much of our meeting with Plutom was taken up by a torrent of engineer jargon that washed over my

head we did have occasion to witness a most impressive display of one of the Delgon inventions... a Kalgush. A young fubarnii waddled up in a strange outfit that reminded me of a Frugin farmer but carrying a strange device. With little pomp or ceremony the device was activated and a great goosh of flame shot out and erupted forth to envelope a pile of decaying plant matter! Well that's one way of tidying up! We were then subjected to a tour of Plutom's workshop, which we politely accepted and I ensured I nodded in all the right places but to be honest it was a bore and I so looked forward to my meeting with the Enarii.

After what seemed like an age Obal returned and led us across a small bridge to an impressively sculpted hedge where we passed through to an exquisite flower garden but despite the firebursts of colour that erupted all around my eyes were drawn to the figure carefully attending his blooms with a slender necked watering jug... oh, what a sight! For the first time ever I can truly say I was lost for words. Standing at over twice my height and dressed in a simple silk robe and apron he stood; the Enarii, Eldeyn.

Eldeyn and I were chatting together for hours, fluidly translated by Obal who seems to have an almost perfect grasp of the ponderous language of the gods. Eldeyn spoke of peace between our peoples, trade and cooperation. He told me of his admiration for me and my travels, what I had seen, apparently he has long mused over the southern lands and all manner of wonders he is yet to witness. As we wandered amongst the blooms he told me of his wish to visit my homeland to stroll through its green valleys and speak with its people, though he was not sure who would look after his gardens... such humility!

Soon we will be leaving Delgon and heading for the lands of the Eragu before our voyage home but I find my head only thinking of the future of our clan and how wonderful it would be to have this peaceable god as my personal guest.

Source: Chronicles of Anyaral

2nd Day of Frey

From Danakan

I am going home! My prolonged travelling exile is

nearly at an end. I just need to survive this dreadful sailing and I will be home. I cannot express the sense of relief I am going through, though this is tempered somewhat by my forthcoming travels over the sea.

After my memorable journey to Delgon I was left with much to ponder as we crossed back over the Setir Mountains. We passed south to Galin then west along the trading routes to the harbours of Tonueil. It took much bargaining before we could convince an Engu captain to take us so far south and much gold before he would agree to transport Obal and his bodyguards; honestly I do not know what these fubarnii hold against the Delgon! The fubarnii of Clan Engu are huge, though they are nowhere near as impressive in stature as the Enarii. They are all fur clad and ill tempered and on more than one occasion a great lummoX would almost walk straight through me as we passed through the cold and windy clifftop streets of Tonueil.

Before leaving Delgon I convinced the honourable Obal to accompany me to Teral. We shall present a proposal to the Lord of my Clan for I now see that the Empire has lost its way, well perhaps not lost its way but rather forgets clans like the Teralin or the Engu who are so far from its beating heart. I see no reason why we cannot maintain a friendship with the Delgon; maybe in time we can provide an example of peaceful coexistence that can inspire others and these skirmishes between our peoples can be a thing of the past. I know that some may be wary of this but I rather think that a small party of Delgon explorers would bring more benefits than problems and the Emperor pays little heed to activities so far from his precious throne. On a personal note, I have a great desire to help Eldeyn fulfil his wish to see my homeland.

To think that I've spent all my life in a port and until now I have avoided ever setting hoof on a boat. This time tomorrow I shall be trusting my life to these Engu barbarians, I have asked my good friend Obal to ensure that my papers are given to a passing trader and I hope that they will reach you even if I do not. I hope that you will see each other soon, such that I might tell you more stories over a bowl of granthi.

Your brother,

Source: Chronicles of Anyaral

Ora Chey & Dravu Raya

A Quiet Life on the River

"I hate these soft-hooved, skerrat-spawned Dhogu...", Ora Chey spat angrily as he ducked back behind the low wall.

His old friend Dravu Raya looked down at him with a sardonic look, "Now Chey, you do realise the irony in that statement?"

"Drellin' aye, but you know where you stand with me. If you pay me to do a job or to act as a drelling guide then the job bloody well gets done. I don't go and stab

you in the back just for the pissing hell of it!"

"There you go again, making crass generalisations about a rich and varied people..."

"But they just drelling stabbed you in the drelling back!"

"Well, you do have a point on this occasion," Dravu winced, casting his head over the wall, before pulling it back sharply as a short dark arrow narrowly missed his thick skin.

"I did tell you we shouldn't drelling trust the drelling

Dhogu."

"That you did, but it's not like we could rely on your innate skills to navigate these gods-forsaken frozen lands. Possibly you shouldn't have promised the captain we could?"

"If you'd just looked after that blasted pet back home we could've collected the ransom. But no, you had to give it drelling cora berries, didn't you?!"

"It wasn't my idea to try and ransom the Count's beloved PreePree, and how was I to know the result would be quite so explosive? I think it might be a while before we can brave the streets of Gar Loren again. I do miss the cobbles though."

Dravu took that moment to duck around the wall swinging his heavy axe deep into the chest of a Dhogu that had been attempting to sneak up on them. As the stocky would-be attacker sank to the ground Dravu lurched back, slumping against the wall with a pained grunt.

"I have to say, it's a good thing that knife didn't go a little deeper, but it is a tad uncomfortable."

Chey looked over at his oldest friend, uncharacteristic doubt suddenly crossing his pale brow as he noticed quite how much blood was blooming across his friend's jerkin.

"Don't you worry mate, let me look after these 'nakspawn. You just catch your breath and we'll be treading those cobbles again in no time." He glanced over the wall, weighed a small dagger in his hand before ducking out and deftly casting the sharp blade into the chest of another foolhardy Dhogu.

"Right then. I think it's about time to get this over and done with before they work out quite how badly they outnumber us. Just keep a firm grip on that old axe of yours and we'll give them a good story to tell." Gripping a blade tightly in each of his strong fists he drew a deep breath, turned and leapt heroically over the wall. "Come on then you snivelling bunch of pissing

hatchlings let's get this..." was all he managed to spit out before a flash of blue, white and shining silver blunted his tirade.

"Oh bleeding depths..."

"Ah, good friend Ora Chey. I hope you mind not if I help?" Tal Dolani's elegant blade seemed to sing as it danced through the air, smoothly removing the fur-coated arm of one of the gruff attackers. The Pallirnai carefully sidestepped the dark fountain of blood, his startling blue shield deflecting the poorly timed spear thrust of a second attacker. Pulling back his sword he tripped a third attacker with his scabbard and gave a harassing skerrat a firm kick into the river. While the two uninjured attackers tried to right themselves and the first attacker whimpered at his bloody stump, the Pallirnai paused and spoke gently in his strong Kohebi accent. "I think you will see now that you should withdraw. There is no need for more blood to be shed."

The Dhogu seemed to be considering their options until Chey barrelled into the nearest of the attackers, burying his knife deep into their ribs, then kicking them firmly in the snout as they fell to the ground. The last of the Dhogu turned to flee, but found herself looking up into Dravu's impassive face before crumpling to the floor with a large axe embedded in her chest. The massive Engu pulled back his axe with a pained grunt.

Chey bent down to clean his blades in the long grass. "Nice words there Tal, but not a good idea to let these two drellers out of our sight - damned furry-hooves aren't known for forgiveness and that'll just give us trouble down the road", he explained, trying to keep any sounds of relief out of his voice. "Now I'm really hoping you are ready with some of that fancy foreign medicine - our friend here could seriously do with your help."

Source: The Twilight Traveller - Rivers of Anyaral

Technology

Delgon

Belderak

An indirect-fire cannon, i.e. a mortar (as opposed to a garderak)

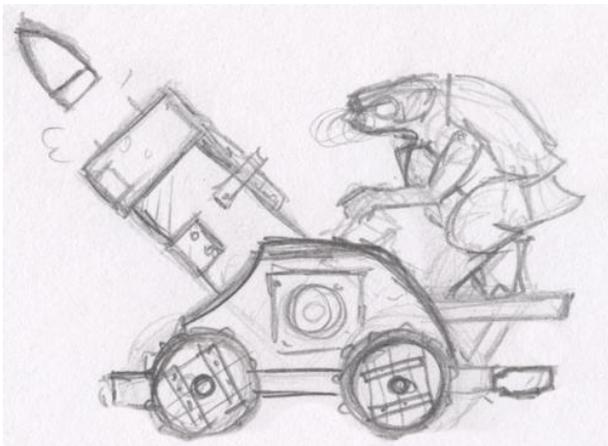
Belderak Bombard

Large artillery weapon (from bel-derak).

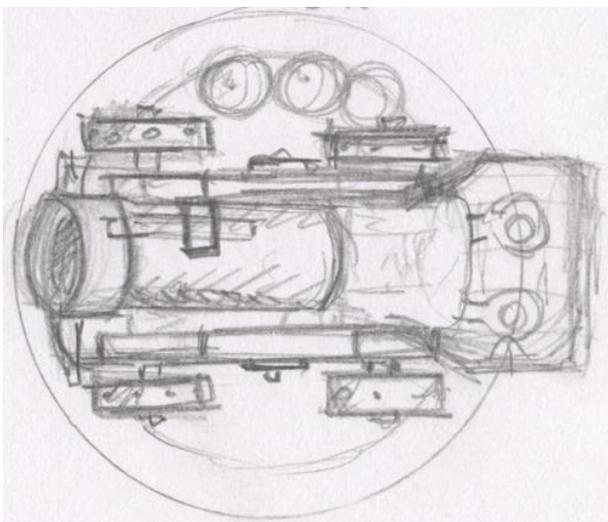
The delgon make most of their equipment out of strong, light weight resin, so the belderak aren't as heavy as they look.



A belderak pulled by a yirnak



An early belderak prototype



An early belderak prototype

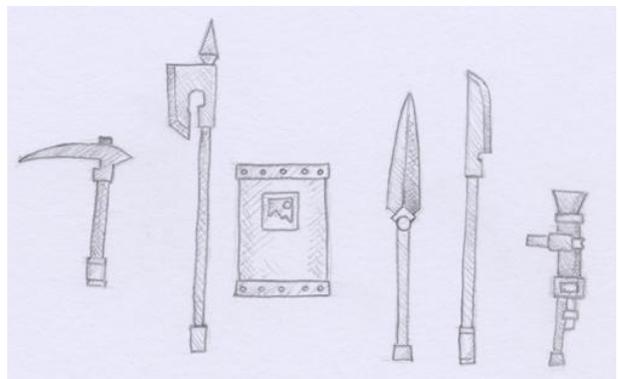
Delgon Armour

Also known as: DSA; Delgon Standard Armour

Although it appears bulky, the armour worn by the KalDreman and other troops is composed of garkrid resin combined with strong fibres, which makes it deceptively light and easy to wear for long periods of time.

Source: Chat with Mike Thorp

Delgon Weaponry



Derak

Pronunciation: deh-rak (the Delgon tend to pronounce this "dru-ak")

Projectile weapons, similar to guns or cannon, used particularly by fubarnii engineers.

Derakar

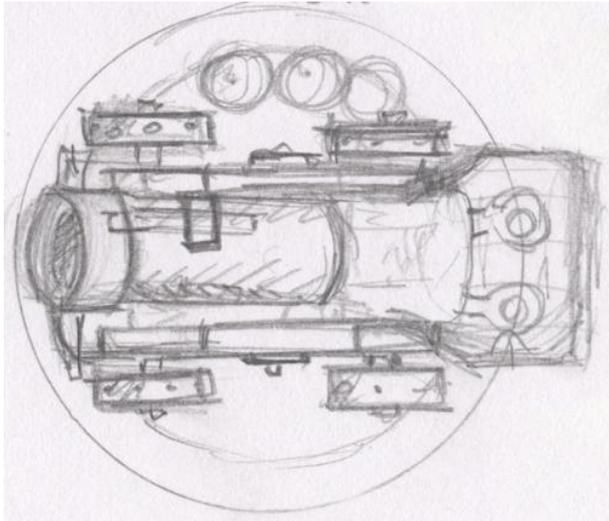
A weapon invented by NuraSen Plutom, as an riposte to the Empire's slingstaves. The derakar is capable of firing rapid volleys against the enemies of the gods, and is born into battle by the KalDruKar.

Although the full details of the technology remain unclear, it is known that the bulb holds the ammo and accelerator. Superheated gas feeds in, triggering a controlled reaction that propels bursts of projectiles down the barrel (the longer barrel on the ones fitted to the Heavy KalMalogs improving the range when compared to the smaller derakar).

The Delgon haven't got the hang of rifling or anything that sophisticated, they are very brute force approach - more like fireworks than mini guns.

Sources: Discord comments by @Danakan, The Twilight Traveller Issue 6

Garderak



An direct-fire cannon (as opposed to a belderak)

Gushrak

Alternate spelling: gushak (Delgon dialect)

A sort of hand held flamethrower. The bearer has a large tank of chemicals on his back, these feed through into an underarm sack, thus by squeezing the sack the flammable chemical is forced out through a nozzle, where they react.

The gushrak is seen throughout the empire and is generally used for applying noxious fertilisers to farm crops.

Author: Mike Thorp

Source: <http://forum.worldoftwilight.com/index.php?topic=290>

Devanu

Devanu Tower

The Devanu tower look very different and much more organic compared to the fubarnii ones. They have raised platforms that the Devanu can survey their lands from,

but only limited shelter. The fubarnii slaves lived in small tunnels within the towers while the Devanu would just climb up the exterior.

Author: Mike Thorp

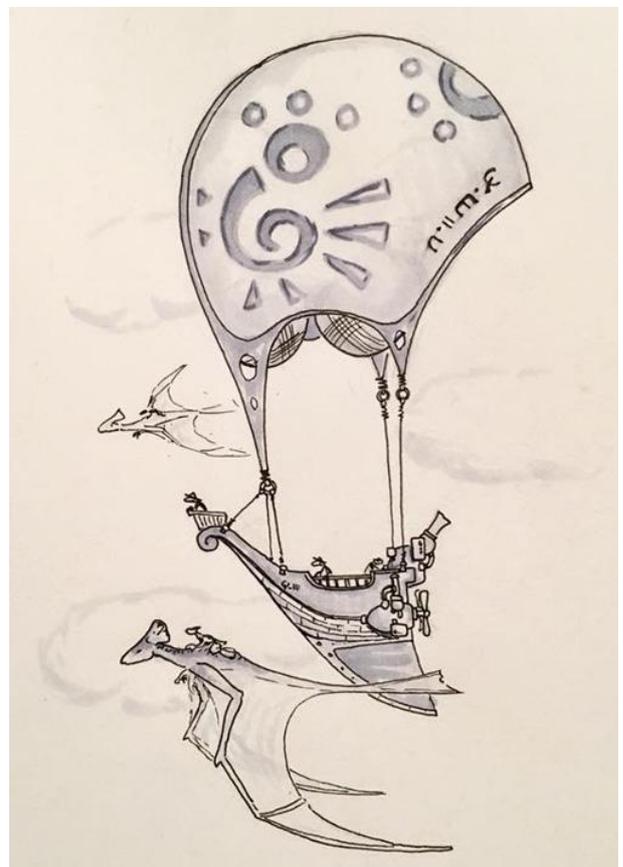
Source: <http://forum.worldoftwilight.com/index.php?topic=1962>

Empire

Airship

In recent years airships have become a popular form of transport across the Empire, with the finest ships being built in the Moerasi region.

Members of the Order of Tomaan are spread throughout the Empire, acting as messengers or protecting travelling airships from attacks by kosok or other airborne aggressors.



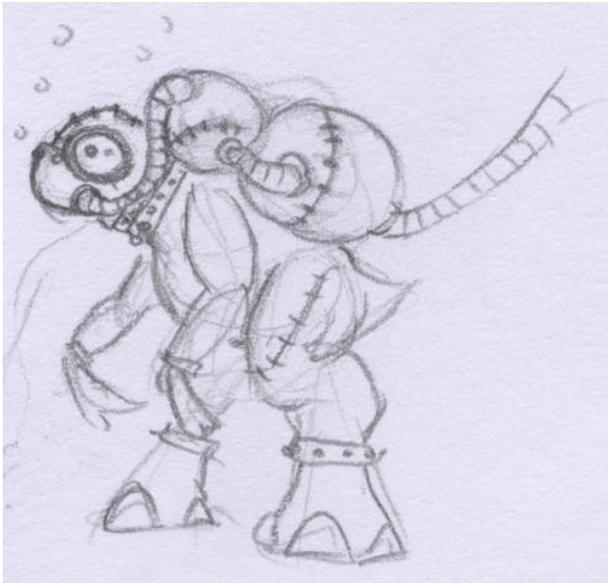
An airship escorted by knights mounted on Ilsiins

Source: Inktober 2017

Aquanaut

Also known as: Diver

The fubarnii are not good swimmers, but they are creative.



A fubarnii in a diving suit



Source: Inktober 2022

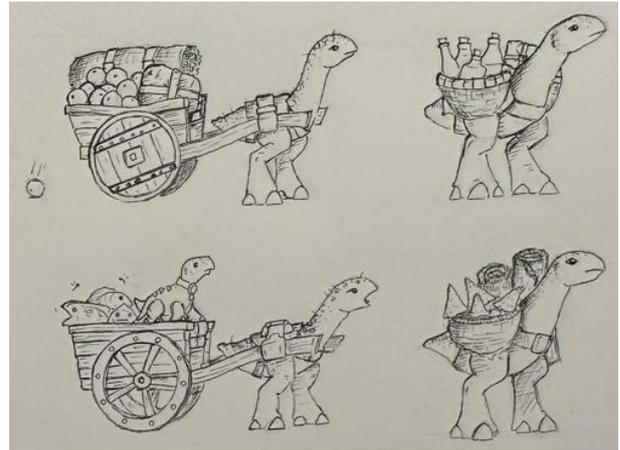
Barge

Barges and rafts are small, unpowered vessels that are either towed, or paddled along by their crew.

Source: *The Twilight Traveller - Rivers of Anyaral*

Cart

The enuk carts give a notoriously bumpy ride.



Source: Inktober 2023

Coracle

A coracle is a small one-fubarnii vessel.

Coracles are powered by a single, broad-bladed paddle. The paddler faces the direction of travel and uses a sculling action to propel the boat forward. The paddle is dipped into the water in front of the coracle and then pulled back, describing a figure-of-eight pattern. This creates a smooth, continuous motion that helps to keep the coracle on course.

The sculling action is a very efficient way to propel a coracle, as it allows the paddler to use their full body weight to generate power. This makes it possible for a single fubarnii to paddle a coracle quite quickly, even in shallow water.

In addition to the paddle, coracles can also be propelled by a pole. The pole is used to push the coracle along the bottom of the river or lake. This is a slower method of propulsion than the paddle, but it is also quieter, which can be an advantage when fishing.

Coracles are not very maneuverable boats, but they are relatively stable. This makes them ideal for fishing in shallow water, where there is a risk of the boat tipping over. Coracles are also very lightweight, which makes them easy to carry and transport.

Overall, coracles are a simple, but effective way to travel on shallow water. They are easy to build and maintain, and they are very maneuverable. This makes them a popular choice for fishing, hunting, and transportation in many parts of Anyaral.

Sources: *The Twilight Traveller - Rivers of Anyaral*,
bard.google.com

Counting and Numbers

The fubarnii count in base 8. Using the three fingers of one hand, they can easily count from 1 to 8 (a close fist representing 8, and the three fingers using binary counting to represent 1 to 7). Using both hands, they can quickly count to 64.

Source: *Conversation with Mike Thorp*

Credilion Oil

An oil used to preserve perishable contents. It has also been used as a coating on captured akitiin eggs in order to prevent them from hatching in transit. The secrets to its production are now lost, as the lone credilion oil maker perished during the Kedashi attack on Entolia.

Author: Mike Thorp

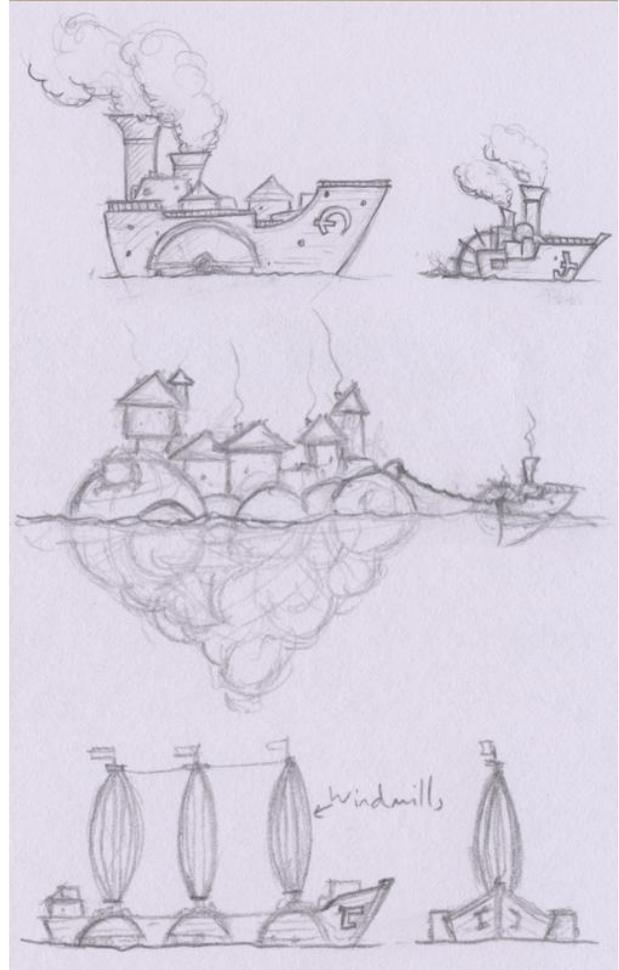
Sources: World of Twilight Day 2022, conversation with Mike Thorp

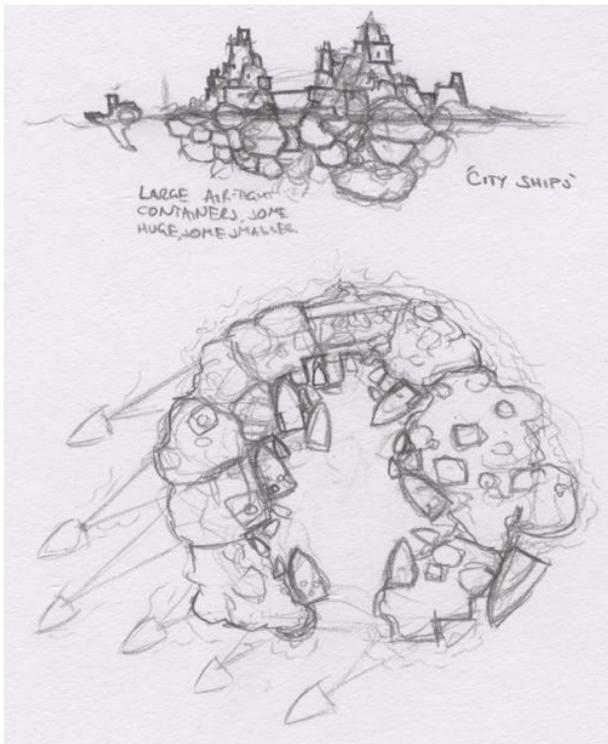
Empire Weaponry



Noble spear and shield

Floating Cities





Source: Chat with Mike Thorp

Frugin Flinger

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...

Tinkerer that I am, a little waxy candle self-ignited in my mind on seeing the noxious mischievousness that is the Frugin pod.

Some sketching later, I have devised a new device to keep at bay nasty things, with the power of noxious nasal nausea inducing knowings, behold! (Whips off dusty rag from artboard)

How to proceed Flinging Frugin pods

Gathering the Frugin pods, I deftly roll them in a clay paste, fired briefly at high temperature to create a brittle but stable casing. Once gathered with suitable precautions, these are then placed into the spring loaded Flinger, a hide bound funnel of two halves, with recovered strider spring at its base. Within the Flinger is the Shunter, a plate sized device for thrusting the encased pod upward and away.

Hopefully if aimed right and the spring is properly wound, the result should be the flinging of a Frugin pod to break at the feet or talons of your target after being flung!

My current success rate of flinging is about three in five, or one and a bit in two, wherein I am of course counting the pods which are flung upward, but land to close to me rather than the intended, or the wind changes direction. But as I am prepared for such nastiness! I thus count it as a success.

Those of a military bent or investigative nature like myself, can freely discuss or tinker further with this idea I am currently building in my abode outside of town, down wind. - Taelan

Priming & Loading

So far a ratcheted pulley system to wind the coil downward, lowering the Frugin pod case into the funnel. Once set, a quick release catch lets the spring uncoil and do its work, within reasonable predictability. At best this is a one shot deterrent from being eaten, when you spy the threat from afar and you don't rush the loading process. Oh and at some point either you or some friends have come across Delgon springs from a Strider assembly to assemble the Flinger from my sketchings.

Traded a few Eruk for my present coil, so the price is steep. Then again, less skittish animals about the testing field makes for quiet tinkering.

There might be something to the angle of the Funnel, the wind and possibly the spring tension, perhaps even the weight of the Frugin pod. But that's all rather boring, I prefer working the problem till it feels solved. - Taelan



The Frugin Flinger

Author: Taelan

Sources: *The Twilight Traveller Issue 1*,
<http://forum.worldoftwilight.com/index.php?topic=812>

Glosji stick

A stick used to manipulate the ball in the sport of Enush.



Authors: Mike Thorp, Serin Jr.

Source: <http://forum.worldoftwilight.com/index.php?topic=1640>

Granthi

A range of mushroom-type plants, related to the frugin. Easily hybridised, they are commonly farmed in Teral, with many distinct varieties being produced. The

connoisseurs however insist that only the ones that grow in the wilds of Chobana are worth their consideration. When placed in tepid water, the spores release calming vapours, which the fubarnii then inhale. This is a relaxing, communal activity, similar to the sharing of a good wine with friends in our own world.



A partaker of granthi

Kadrigan

Lord Caldirayan Delison's pride and joy, an old steamboat that he has owned and maintained since his youth, and that still happily travels the rivers of Anyaral.

Source: *The Twilight Traveller - Rivers of Anyaral*

Mekkalook

Tiny exploding automata in the shape of a jalook, created by Jomdi.



Author: Joey Mordecae Dimmock

Mekkalora

Tiny automata in the shape of an alora, created by Jomdi.



Author: Joey Mordecae Dimmock

Ornithomata

These are small mechanical flying darts that an engineer designed after observing a small flying garkrid successfully preventing a Devanu jenta from gobbling it by charging it and scratching at its eyes.

Author: Jubal

Source: <http://forum.worldoftwilight.com/index.php?topic=35>

Resin

Both the empire and the Delgon manage garkrid farms, where the critters are bred and their secretions harvested. These are then refined to produce a strong, light weight resin that is used to build a wide range of equipment. The Terali have built most of their wealth from their garkrid farms.

Source: Conversation with Mike Thorp

Steamboat

Steamboats are commonly used by riverfolk across the empire to pull trains of barges carrying goods for trade.

Source: The Twilight Traveller - Rivers of Anyaral

Wheels

Wheeled vehicles are fairly rare in large parts of the empire where the devanu are a more common threat - it has proved difficult to maintain good quality roads, so most long distance travellers prefer to use beasts that can comfortably take a detour if need be! Around Lanakar and in other cities where the devanu are seen as a problem for the "uncivilised country folk" the roads are better managed and there are all manner of carts and wheeled vehicles. The lowly handcarts are often employed by poorer workers to transport their goods to the bustling markets as they are much cheaper to maintain than the likes of the baruk. Some of these carts are tethered to the much unruly denuk, but their owners often find life is a lot easier if they just take the burden themselves!

Source: Anyaral: Civilians of Lanakar Kickstarter, Update 6