

TWILIGHT ISLAND®

Fantasy Role Playing Game

“Some say all the Evil in the world was born on Twilight Island”

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Twilight Island is an expansive continent of sunless gloom and dark magic populated by the evil undead, where courageous captains and brash buccaneers seek their fortune and discover a new world of mystical artifacts, rampant vampire colonies, and hideous beasts.

Heroes of *Twilight Island* range from stalwart sea captains and swashbuckling pirates to clever cutpurses and wise clerics derived from the classes and races already familiar to *D&D* players. Many new Characters begin their adventure when their ship docks in Mortehaven Bay, a rugged castaway outpost.

Captain Barrick is the loyal commander of H.M.S. Venture on the Queen’s mission to conquer more bountiful territory for the Crown in the New World. (Human Paladin)

Zahlee is the mysterious First Officer with a secret knowledge of arcane magic covertly seeking to expand her occult powers as the new ruler of Twilight Island. (Female Elf Sorcerer)

Obrun is the brusque ship’s engineer and metal craftsman eager to recover ancient Clan treasures stolen ages ago by fabled ghost ships of Twilight Island. (Dwarf Fighter)

Hiedyn is the seasoned chaplain skilled in the use of divine magic with a reputation as a tough veteran of previous adventures with the Captain. (Halfling Cleric)

Cuttermaine is a former smuggler, gambler and all around scoundrel who signed on board to advance his own hidden agenda for wealth and power as a self-serving pirate. (Human Bard)

The **Objectives** of the heroes in *Twilight Island* are as varied as the goals of the player characters in a *Dungeons & Dragons* campaign. Magical oracles, enchanted weapons, ancient spell scrolls and life extending elixirs are some of the treasures that await the intrepid adventurer. *Captain Barrick* pursues glorious conquest and status in service to his beloved Queen by leading the crew on an expedition straight into the labyrinths of the island’s ancient temples. *Hiedyn* seeks to destroy the dark magic corrupting the island by using his divine magic to purge the expansive vampire colonies. *Zahlee* uses spells, deception, and dark sorcery to distract and confuse the crew while she conspires with the vampire masterminds. Each race has a stake in the campaign, from simple wealth and fame to personal duty or honor.

The **Conflicts** and **Villains** in *Twilight Island* occur within the competing members of the game party as well as spectral hosts of ghoul-infested crypts, numerous cults of ravenous vampires, diabolical sorcerers and countless grotesque creatures. Myths speak of the island’s sinister ruler, Lord Xoth, a vampire lich whose very name strikes fear among travelers and the inhabitants. More **Threats** come while navigating stormy oceans, facing spectral ghost ships, or climbing through foggy swamps, steamy jungles, lush forests and even snow-capped mountains.

The **Nature of the Magic** can be described as the permeating energy that sustains vampires, ghouls, zombies, ghosts, specters, and new monstrous aberrations from the Abyss. While arcane, profane and divine magic is prevalent, mages are uncommon. The fog-enshrouded island is also rumored to contain hoards of boundless enchanted treasures collected through the ages as spoils of war. This alluring bounty is protected by spectral legions of lost sailors, soldiers, sorcerers and explorers who fell under the island’s dark spell. *Twilight Island* is a geographic epicenter for dark magic.

So, What’s New? The exotic settings, unusual weapons (cannons and flintlock firearms), distinctive classes (Swashbuckler or Pirate) and sea-faring ship-to-ship clashes make *Twilight Island* a **Unique** experience. Together these elements invoke a grand adventure inspired by films like *The Sea Hawk* and *Captain Blood* blended with the supernatural realm to create an extraordinary new role-playing game. Imagine *Treasure Island* with monsters and magic.

Blockbuster filmmaker Jerry Bruckheimer is in talks with Johnny Depp to star in a feature based on Disney’s classic ride *Pirates of the Caribbean*, which could ignite the market for *Twilight Island*.