

Races

The races of Tyarra are similar to their counterparts in the D&D world for the most part. Described below is the flavour for the races - this should be used instead of the stuff in the Player's Handbook. However, the rules and mechanics are unchanged unless specifically mentioned.

Dwarves

In Tyarra the dwarves broke away from the Great Alliance before the end of the war, and went to reclaim their lost homeland, their abandoned mines and underground cities. They fought valiantly without the other races, but eventually succumbed to an evil that seeped into their deep mines from below, from the darkest shadows. Then the Apocalypse destroyed much of the remaining mines, and sealed up those that survived. When they were finally reopened years after the war ended, they were a very different people.

Whilst they were once a mainly goodly and law abiding race, they are now corrupted - twisted by the evil they had no escape from, no defence against. They are paler and their eyes glitter. They are almost all evil, and betray others at the drop of a hat. They are sadistic, cruel, and bent on causing destruction. Those few who never succumbed to the darkness, and managed to hide their true nature from their evil kin, have now escaped to the surface. The twisted dwarves call them the Rebels - traitors to their kin.

The Rebels are mainly shunned by the other races, although some manage to gain a level of acceptance. Few ever truly trust them. Because of this, almost all Rebels are strongly good aligned - any who seem even faintly ambiguous are often turned away by the other races, or even killed.

The rest of this section will look at the Rebels, as the Twisted are unlikely to be player characters.

Professions

Most Rebel dwarves are able to turn their hand to many different jobs. Their lives are typically nomadic - welcome nowhere and trusted even less - and they need many skills to survive. Many are merchants to some degree - although this may just mean selling what furs they are able to catch themselves.

There is always work for mercenaries and body guards, and many Rebels are *fighters*. Others choose to live more hermit like lives, learning *ranger* skills. Some hope that by keeping the lands around villages free of monsters they will gain acceptance, although this is generally futile. Others become *druids*, seeking to restore the destroyed land of Tyarra, or simply to lose themselves in the wilderness, away from the hostility of the other races.

Most of the temples do not trust dwarves, but a few do become *clerics*, often with the motivation of finding a way of cleansing their Twisted brethren. Few become arcane casters, with the typical dwarven distrust of magic, although a few do become *bards*, overcoming their low charisma and making a living travelling and performing.

Barbarians are uncommon among the Rebels as it goes against the typically lawful, disciplined mindset of the dwarf. They are not unheard of, however, and a Rebel dwarf in the blood lust of a battle rage is something to be feared.

Few orders of *paladins* or *monks* will accept a dwarf, both claiming they are tainted in their souls and unable to practice the principles embodied in them. In fact, there are so few options available to most of the Rebels that it is not surprising that a fair number are rogues, using their single-minded dwarven cunning to perform astounding crimes, or simply to steal enough to live. All of this, of course, does nothing good for the Rebels' reputation.

Interactions

The following should only be considered guidelines - they will vary a lot from character to character.

Dwarves tend to be a suspicious bunch when it comes to outsiders, and the Rebels are no exception - possibly even more so. Like many humans, most Rebels dislike the elves, but they take it further. As the Rebels see it, the elves are the ones who trapped the dwarves in the dark for a hundred years - without the elves, maybe they could have escaped the evil.

They don't care much for humans they don't know, although they have no special animosity. Half-elves they treat as elves, and they're not far off treating half-orcs as orcs - evil creatures that perpetuate chaos.

Dwarves get on best with fighters, rangers, bards (so long as they don't have too many airs), and barbarians. They dislike clerics, monks, and paladins for the reasons above, and they positively hate arcane spellcasters - wizards and sorcerers - who they see as almost personally responsible for both the Blood War and the Apocalypse. Depending on their own profession they may also get on well with druids or rogues.

Humans

The humans in Tyarra are much like those in any fantasy world. Inventive, adaptable, short-lived and as varied as six other races put together. In the age of prosperity before The Blood War they were the glue that held the free peoples together, acting as emissaries between the elves, the dwarves and the other races. Using the dwarves new steam technology and refining techniques, it was the humans who created the trains, and laid the tracks from the Otsumber Mountains in the East, to the Ulien Ocean (elvish, lit. Sea of the World) in the West. It was the humans who, a few hundred years ago - a lifetime or two to the elder races - took the elves' high magic and began crafting their own spells. Most, perhaps inferior, but occasionally something unexpected - and uncountable in number.

In the humans' history, they spread to every corner of Tyarra. The elves retreated a little, but mainly remained hidden Ilyana, and the dwarves were safe in their mines. The other races though - the fey, the centaurs and the halflings were pushed further and further back, unable to cope with the humans swift expansion.

In a few hundred years, humans rose to become one of the most powerful races, and it

was human necromancers who opened the first gate, and began the Blood War. Yet only three hundred years later - a single dwarven lifetime - the humans shrug and smile. How can they be blamed for the actions of their distant ancestors.

Now in modern times, the humans are expanding again. However, they are nothing like the great nations that once made them up. Instead, communities are scattered and almost feudal in nature. In order to live on Tyarra's now bleak and infertile land, every settlement needs a cleric to bless, protect, and purify the land. In return, humans have come to rely very much on the church. For more on this, see the Religion document.

Professions

Humans, as always, can adapt to any class. Almost all *clerics* and *paladins* are humans. *Wizards* and *sorcerers* are respected, but the common people always keep a watchful eye for any hint of necromancy.

There are many humans who, regardless of class, act as scholars, trying to recover the lost past. Others have a less lofty calling, attempting to net ancient treasures from amongst the plentiful ruins.

Still others feel that the elves are wrong, and that the world is not healing gradually - that something needs to be done and they are the ones to do it. Others are motivated by all the normal things that cause people to become adventurers - a sense of justice, a search for power, and feeling of restlessness, greed, and more.

Interactions

The following should only be considered guidelines - they will vary a lot from character to character.

Many humans dislike elves. They are of the opinion that if only the war had been ended another way (and they often hasten to add that if only they had trusted in such and such a god...), Tyarra could have been preserved. The Apocalypse was not worth the price.

Most also distrust the Rebels, and, of course, are at war with the Twisted. The majority of adult humans do not believe in the existence of the other races.

Elves

The elves are famed for their grace, sense of aesthetics, and lithe dexterity. Long-lived, they acquire much wisdom, and only elves know the secret of the high magic, beyond normal spells, that allow them as a race to do what others believe to be impossible. Two examples are Ilyana, the elven kingdom and home, which has forever remained hidden from the other races, and is rumoured to have been impervious to the Apocalypse - which does nothing to endear the elves to the other races. The most famous working of high circle magic is, of course, the Apocalypse itself.

The Elves are musicians, dancers, fighters and scholars. They excel physically and mentally. They live, if not in harmony with nature, then at least in balance with it, never exceeding with their demands what the world around them can produce. They are almost all goodly aligned - but what an elf sees as 'good' is not necessarily something that other races or even other elves would agree with.

Once again, the Apocalypse is a prime example. Within Ilyana, politics were fierce as a solution to the Blood War was sought. Many dissented from the Apocalypse plan, and the vote was only barely passed. The moderates grew in number further once the elves had seen the aftermath of what they had wrought. Others still believe they chose right - what other option did they have? Stand with the humans and be overrun. Some even think that so long as the elves survived, it was justified - that their culture and people was the only one worth saving.

Professions

Whilst the elves of Tyarra can be every bit as lofty and disdainful of the lesser races as in other fantasy worlds, their performance as perfect, superior beings has been spoiled. Many were alive in the age of prosperity, and are saddened by the loss and regret the actions of their people. Elven adventurers primary motivation is often a desire to 'make amends' and try and right some of the wrongs they have inflicted. Others do not feel personally responsible, but still want to restore Tyarra to some of its former vitality.

Many younger elves, fed up with the older generation's racist attitude, want to go out and experience the world for themselves, and to befriend other peoples. Still others simply feel confined by the bounds of Ilyana, and long for the days when elves roamed across all of Tyarra.

Older elves sometimes search for the lost races, but if anyone has had any success yet, it's not common knowledge.

Many penitent elves have become *rangers* and *druids*, seeking to restore the land. Others have typical elven mastery of arcane magic (*wizards* and *sorcerers*), music (*bards*) and the fighting arts (*fighters*). Few become *clerics*, distrustful of the human religion, but a highly prized and respected handful do become *paladins*, seeking to right the world's wrongs.

Most who become *monks* are seeking to avoid the world and its troubles altogether, and so monk adventurers are relatively rare. Elven *barbarians* are almost unheard of, as are *rogues* - there is little or no crime in Ilyana, and few would stoop so low as to live off the underbelly of the humans.

Interactions

The following should only be considered guidelines - they will vary a lot from character to character.

Most elves find it difficult to lose their slightly condescending and mysterious attitude towards the other races. Depending on their political alignment, they may adopt a 'well it was for your own good' opinion to accusations regarding the Apocalypse.

They tend not to get on well with human clerics, and find bards of other races to be rather crude and inept. Many will have little patience for those motivated only by greed, or who live a mercenary lifestyle.

Halflings

Most inhabitants of Tyarra believe that the halflings were destroyed entirely in the

Blood War and the Apocalypse that followed. The shorter lived races - the humans and some half-elves - do not even believe the halflings ever existed. Both are wrong. The small folk continue to live on in their home in the far west. They fled to this remote corner at the dissolution of the Great Council, and the Apocalypse then changed the land and made their new home into a remote island. Surrounded by stormy waters, and never great shakes at seamanship, the halflings have remained, carving out a new, peaceful life.

Now, within the last twenty years, the waters have finally receded, opening up a narrow bridge of land to connect the halflings to the rest of the world. Soon the more adventurous among them will venture out into the wider world.

The halflings are much as they appear in the PHB: a good-natured people, laid back almost to the point of being lazy. Most are more keen on living a comfortable life than one filled with excitement, and they tend to prefer the old to the new, and would rather settle down than constantly travel.

This rather soft exterior, however, conceals a core of stubbornness and bravery that only shows itself in times of crisis. Halflings are dexterous, fleet both of foot and mind, and can adapt to almost anything life throws at them. What's more, they are possessed of a great solidarity to clan and kin that unites them as a race, and ensures that they will rarely if ever be split by internal conflicts as the humans are. Halflings who travel with members of other races and come to trust them strongly may also treat them with the same attitude.

Professions

Halflings are a nimble, dexterous race that lends itself well to the life of a thief, leading many to become *rogues*. Others use their natural talents to become travelling performers and *bards*. Few become *wizards*, disliking the effort and discipline involved, but they are by no means adverse to the arcane arts and those few with the inborn gift find it easy to become *sorcerers*.

The halflings worship the gods in their own ways, and believe more in simple pastoral religion that aims to help the community, rather than any large, organised and ceremonial fare. *Clerics*, therefore, are not uncommon, but no halfling will have any connection with a human temple.

Druids too are not uncommon, although they tend to be less hermit like than human and especially elven druids. They work more at making sure that the halfling communities coexist peacefully with nature, rather than simply protecting the natural habitats around them.

Fighters, *paladins*, *rangers* and *barbarians* are all fairly rare, as the halflings have little love for fighting and plunging into the thick of battle. Halfling *monks* are probably non-existent, as the monastic order simply isn't part of their society. Remember, however, that any halfling who has decided to leave their village behind and venture out into the wider world is probably not a typical member of their race by any means.

The following should only be considered guidelines - they will vary a lot from character to character.

With their squeaky voices and short stature, many first underestimate halflings. However, their sharp wit and refusal to give up quickly reveals their true steel. Any halfling adventurers in Tyarra are likely to be rather wide-eyed at the world unfolding around them. Not a particularly long-lived race, none will have heard of humans and the other races except in semi-mythical stories passed down through three or four generations.

Halflings can get on well with almost anyone, and have few prejudices. However, their laid back and frequently flippant attitude may rub some classes the wrong way - the dedicated and focused wizards, the fervent paladins. They also can be rather irreverent towards human priests and religion in general.

Unless it has been some time since they left their homeland, halflings will not know about the elves' guilt in the Apocalypse, or the corruption of the dwarves.