

## Towns

The Apocalypse devastated the population of Tyarra. As such it often seems as if the world is made up of no more than small farming villages struggling to survive. But towns still do exist, if none of the mighty cities of the earlier age. One or two new towns have been founded, as villages have naturally grown. Most, however, grow up on the outskirts of the **ruined cities**.

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### Ruined Cities

Dotted around the landscape of Tyarra these imposing constructs rise high into the air. Ancient, crumbling spires stab at the sky, and impossible bridges trace arcs of stone across rivers, or simply link buildings. These were once the bustling metropolises of Tyarra. Now they are graveyards - and worse. These cities are mere shells of what they were previously. Most have been wracked with meteors, earthquakes and other weapons of the Apocalypse. Huge rifts gape in streets, and some buildings are strangely melted by magic that is fearsome to some, and awe-inspiring to others.

These are dangerous places, but also rife with opportunities for those willing to take the risk. The taint almost always hangs thick in the air, and fell creatures lair in many of the cities. But there is always the promise of fantastic treasure from an earlier age...

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### Limpet Towns

Limpet towns are the towns that grow up on the outskirts of the ruined cities. The townsfolk calmly live in the shadow of the ancient structures, going about their day to day activities. Some even use the old city buildings that are in better condition, although many build new homes. There's always a healthy population of hangers on: those who attempt to salvage valuables from the wrecked cities, and call themselves 'treasure hunters'.

They rely mainly on farm produce from surrounding villages, but priests are still needed to cleanse the streets and make them safe. And even then, the nameless evils within the ruins still sometimes overwhelm these defences. This is why, in addition to having larger populations, towns often have actual temples with several priests, and even a paladin or two.