

The New World

The New World an 18th century fantasy world of dead gods colonial empires piracy tribes and magical wonders

This creation is not a dark fantasy it is best viewed through a geopolitical economic and class struggle lense a world that is both barbaric and modern

Gameplay:

Roleplaying games are collaborative storytelling.

Each player makes a character, and each character has a race (like human, elf, dwarf, etc.) and a class (such as bard, fighter, rogue, etc.). The players then take their characters through the game, and their actions and decisions depend on their personality, background, class, etc.

The role of the DM is to guide the players through the world.

The DM describes what players see, hear, and smell and what is happening around them. Their job is to set up situation to which players can respond by making decisions. DMs usually work from official campaign books, which describe towns, non-player characters, monsters, adventures, and all sorts of things players can encounter in the world. But some DMs choose to create their own setting!

Players describe what they want to do.

If the DM describes the buildings in the town, the players can decide which one they want to go into. Who they interact with and what they want to do is up to the players. But the success or failure of certain actions, especially ones taken in combat, depends on rolling the dice!

Dice:

Dice in RPGs can be daunting because you use more than the usual six-sided die. If you don't have physical dice, you can use an online roller, like this one at DNDDiceRoller.com or this one from Wizards of the Coast.

Most dice are referred to as D + the number of sides. For example, the D4 has 4 sides with numbers ranging from 1 to 4. When playing an RPG, you'll also use the following dice: D6, D8, D10, D12, D20 (the most commonly used die), and sometimes a D100.

And check out the video below for a short introduction to polyhedral dice.

Map:

The New World doesn't have its own map it is based on the colonial era and uses the world map spanning from the United States to India if you wish to have Asia be part of your game map it's up to you

Races:

Human:

Humans while the most population in the world humans in reality have little influence on the world stage due to their wealth and lifespan they make up most armies and work forces and rarely are nobles.

Elf

Elfs are powerful immortals who hold great intellect and character they are also prone to political office and management though few live as humble craftsman and farmers.

Half Elf

Half Elfs while not immortal half elves live long lives their treatment depends on whether they own property or are part of noble families if not half elves are doomed to poverty and destitution

Dwarf

Dwarfs are small stocky and most of all capable it is rare for them to leave their lands or jobs for opportunities elsewhere they are excellent stewards and statesmen though they are also prone to hold grudges for hundreds of years

Orc

Orcs are a mix of different races and caliphate nations most are considered barbarians from small African tribes to great empires in the Middle East and India united by religion and military conquest.

Gnome

Gnomes rarely leave their island homes in the cold north they are fisherman survivalists and great brewers of mead beverages.

Lizardman

Lizardmen are the natives of the Americas their civilisations have been enslaved by colonisers from villages to islanders to empires of the sun most work on plantations others are pirates or mercenaries it is rare that any of them are untouched by civilisation.

Ogre

Ogres are big green and solitary creatures they like to live in swamps and forests away from civilisation they respect nature but often like to go to towns for a good drink.

Fairy

Fairys are small and rarely live in towns governments like to give them enclaves to live in peace.

Avian

Avians are exotic beings from Asia some are warriors others are sailors who wish to see the world.

Khajit

Khajits are cat humans they are nomads who have no nation to call there own.

Factions

Nalore (Spain) is a failing empire it is an absolute monarchy ruled by half elves it's economy is driven by slavery and taxation it constantly fights for political control of colonys overseas and religiously seeks to conquer new territory

Nan-Nalore (New Spain) is the American Colonys under the control of the Nalore empire it's foundations are of genocide and slavery and is prone to banditry by the small tribes and political enemys of the Nalore as it's citizens are not allowed to have guns

Dorean Dynasty (Portugal) much like Nalore the Doreans are failing empire ruled by elves but considered a backwater in the face of modern progress the country is undergoing reforms that pose a threat to individual liberty and academic freedom and exploits it's colonys to fund it's empire

Tholur (France) is a powerful empire and culture it's population while mostly human is mainly controlled by elf nobles who treat humans as expendable peasantry it is unknown whether this empire will meet it's downfall

Albion (Great Britain) is a human ruled constitutional monarchy it is currently uniting into a political union under one monarchy and is beginning to catch up with the military strength of other countrys

Khazar (Austria) is a nation of dwarves it is recovering after multiple wars on different fronts and a revolutionary war of independence by the Republic of Kogdan

Kogdan (United Provinces) is a nation ruled by an oligarchic cartel organisation known as charter they are considered traitors and cut throats others innovators and businessman

Athiya (Poland) is an absolute monarchy but it's king is both democratically elected and made powerless by foreign and domestic interests the people are a mix of dwarves and humans are impoverished by nobles who care little for there country

Prer (Ottoman Empire) is a nation of humans and orcs though they are ruled by elves they are considered barbarians and there empire is fading rapidly due to corruption and military inefficiency

Vreoggesha (Russia) a monarchy characterised by vast wildernesses and labouring peasantry the nation is made up of humans dwarves orcs and ogres

Awibet (Mughal Empire) is a nation of orcs and ogres it is considered a tyrannical military feudal kingdom that persecutes it's enemys

Lamid (Maratha Empire) is a nation of avians they geopolitically seek to reclaim there lands from foreign and domestic threats

Ideya (North American Tribes) are a confederation of different wild elf tribes who are very territorial and wary of outsiders

Ixutebet Dynasty (south america) is a long forgotten empire of lizardman destroyed by the Nalore it is unknown whether this empire will one day rise again

Medjai these warriors are the tribes and protectors of the Ixutebet they are monster hunters and guard the tombs of old

Arcturan Academy are a group of magic wielders who seek to counter magical anomalys and research magic

The Knights of Ositha are a group of holy knights descended from crusaders who fought against the Prer empire they are considered war criminals by those who do not share their faith

Barbary States (Libya) a nation of different fiefdoms that enjoy piracy and slavery their population is a mix of different races

Thirteen Colonies (North America) are colonies of Albion in the Americas their main export is cotton driven by slave labour fueling the industrial revolution and empire in the mainland

Qunirith (Sweden) are a great nation of gnomes who have an empire spanning almost the whole Baltic region they have a proud military history and monarchy it is a nation of inventors and philosophers

Nalux (Prussia) are a nation of elves and dwarves they are mostly insignificant compared to other empires but have resources necessary for an effective military their relationship with their former masters Khazar is neutral but frosty

Vinland (Iceland) is a small island country populated by gnomes and dwarves their main export is fish beer and precious gems

Narin (Nassau) is a pirate republic made up of leftover navies from failed enterprises the islands are prone to hunger famine and civil war

Garuudan (India) is a vastly populated continent that is heavily industrialised to the point its natural environments are now fiercely protected and any form of sacrilege against these sites is punishable by torture, they export food, spices, rare minerals and silks, and are populated mainly by khajit and avians

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Jotuss (Siberia & Crimea) a cold climate amidst an inconstant arctic landscape whose civilisation of orcs and ogres produce vast siege weapons in subterranean tunnels that stretch across the continent, usually performs sneak attacks on various nearby villages in order to spread their Territory and replenish supplies

The Internationals this class of nobles businessman kings and military generals are members in key positions of companys militarys and courts these people have one goal to evolve and control the world to there sense of whims and responsibilities sometimes through war others through politics and socio-economics

The Reapers are a fringe group of assassins who serve a fraternal brotherhood devoted to the balance of the world they choose they're targets via a mathematical system determining the fate of the world itself

Characters:

Xin Veiar (lizardman undead) hundreds of years ago was once a servant of the Ixutebet royalty until he was accused of rape by his queen mummified alive and cursed by his gods xin is now an immortal being banished from death he cannot use magic except necromancy and has nothing to remind him of his past except his double headed palm axe, Xin Veiar while incapable of dying can only regain health by consuming the souls of his enemies the lower his health the more decrepit and undead his form

Lupus: a dwarf from kogdan who escaped to

Albion the first chance he got, he's been a thief ever since the day he was born, but does not steal for survival as he is more then capable of an honest living, his want for larceny is to feed a fire inside that beckons him to rifle the minds of criminals and crime lords alike, as well as anyone else with a priceless artifact or large sum of gold, the thrill of the heist and the cold fear of the chase drives his thefts, at one point he stole a priceless amulet from a far off exotic land, having just narrowly missed being arrested he stowed away on a ship headed for quinieth when they discovered him, it was then they were caught in a terrible storm, arriving on an abandoned island and discovering the temple where xin was laid to rest, where he first met the lizard man upon his reanimating

Queen Andra Deszeld:

the ancient queen of Ixutebet she is also the one who accused Xin Veiar of rape on the outside she is a woman of virtue and responsibility on the inside however she is a vain schemer who will do anything to get what she wants that takes her fancy she is now an immortal being who waits to be awakened from her slumber

Pharoah Reoz Morn:

the ancient king chosen by the gods he was believed to be the light of the sun and the stars his kingdom Ixutebet was destroyed by plague and curses he ultimately fell ill and died to sickness it is unknown where his tomb lies

Elrek:

a dwarf from Kogdan who works as a contract slaver moving from plantation to plantation he generally doesn't like his job but needs the money which he sends home to his family he views the world as set in it's ways and that change can only come in the future and not the present

Folton:

an elf captain deployed in Nan-Nalore he generally views the country as a back water being strangled by the Nalore monarchy it is unknown whether he will side with a rebellion of independence or crush them

Salazar:

an Elf politician and judge he takes his responsibilities professionally and seeks to become governor of Nan-Nalore by any means necessary whether he or one of his family will pay for it is unknown

Ailen:

is an elf noble in Nan-Nalore he is an aristocrat by heart and keeps the common peasants at a distance he loves his daughter Bemere and would sacrifice his own life that she may live despite her lesbian relationship that could bring shame to his house

Vanali:

Is a half elf child and prostitute he is typically seen dressing up and acting like a girl to get his next meal he is well connected to the street and has a close group of friends that protect him from harm he doesn't love his work but it's all he has

Tyle:

Is a jester in a local circus in secret however he is a spy and information broker learning the secrets of Nan-Nalore he respects everyone and doesn't intrude on anyone unless necessary

Lady Bemere:

is the half elf daughter of Ailen no one knows who her mother is she is most fortunate to have not been disowned and left in the street to fend for herself she is a lesbian and her relationship is close to being discovered by her fathers political enemys

Utvei Garen is a gnome doctor and scientist who worked tirelessly to bring modern medicine to his profession unfortunately his peers disagreed with him on washing there hands and tools and threw him into a mental asylum Utvei was only released after years of abuse and torture unfortunately he didn't get his job back

Elrond Astel is an elf nobleman from Nalore he is relatively young amongst his peers and seeks to experience life's pleasures rather than be shackled down by the responsibilities of his own class he is a skilled duelist well versed in art and religion and is considered himself a patriot to the empire

Hagrid Connors is an Ogre sailor from Jotuss he considers his ship and fellow crew to be family though his longterm goal is to one day settle down and live off the land he is handy with a harpoon and knows his way around a firearm

. Usus Regi is a dwarf from Kogdan he is an investor lender and trader and manages his own small empire of businesses across different countries he is frugal and quite selfish but not a complete bastard or cut throat as the Cartel that runs Kogdan

Prince Feisel is an Orc who lives in self imposed exile from his homeland a small kingdom within the Prer Empire he is above all else a king and looks out for himself and his interests he is talented with a scimitar though he lacks ability with firearms

Ronald Frasier is a human and a former member of the Knights Of Ositha he is not a warrior but a steward most call him the Desk Killer for his work in concentration camps and managing supply lines during wars

Peter Ritchard is a human mage from Athiya the Arcturan Academy educated him and have tasked him to search for magical phenomena in the colonies that would be of benefit to them

Arjun Kabir is an avian from Garuudan he claims to be a lord of a small fiefdom but in reality he's the son of a drunkard who's mother committed antyeshti after becoming a widow of a village elder

Yadh Uma is a khajit he has little interest in anything except getting his next fix of whatever narcotic takes his fancy

Ajay Yash is a dwarf a former mercenary he served the Khazar monarchy during the war of independence his experience has made him both a cynic and an atheist

Khan Ahmad is an ogre from Awibet he was once a military captain who would morally police non-conforming minorities and religions he found no joy in his work and retired and now tries to make amends to his past

.M Amir Damsa is an orc poet from Awibet he travels the world to find inspiration and record the history of other cultures

Osama Khaled is an elf from the barbary states he was once a slaver who trafficked different kinds of slaves from different continents he is now a trader of cotton and sugar

Richard Hurst is a human from Albion he served in the navy and is now an undercover spy he regularly reports to his superiors but is considered unstable by his handler

Sara Myton is a half elf paladin from Tholur she has faced discrimination and adversity her whole life many fear the sight of her despite her incredible beauty

Diego Vega is a mysterious vigilante known as Zorro who protects the people from the tyranny of Nalore aristocrats it is said that no man can harm him stop him or break him

Andrea pendragon is the long practiced swordswoman of a noble family whose ancestors have been slaying monsters for generations, however on the day she was meant to take her families sword passed on down from one to the next a dragon raided her village and killed her father, took her arm and stole her sword, now she is silent and stoic and vengeful of anything non human, monstrous and abhorrent

Galahad von errant is the self appointed leader of the holy crusade, a supposed inquisition that has been so far vanquished by all other armies deeming it an unnecessary organisation preying on fear and misinformation and even displaying signs of cult like mentality, Galahad is self riotous in his delusion of man's superiority over all and presumes it as the gods divine will that humanity take control over every corner of the world and snuffing out anything that defies that predetermined birthright, be they witches, trolls or anyone who does not meet the true heritage of humanity, with sword in hand and spite in soul he scourges the landscape with an army of pious (and well paid) mercenaries hoping to eradicate mankind's enemies, even if they have to provoke them into coming out so they may be smiled by the errant knight

Robert Merrat is a gnome priest in a former life he was a warrior berserker his personal mission is to spread the works of compassion though he has a short temper to those who mess with him or others he cares about

The black pox, a shadow in the night and a self appointed healer of all that is blighted, in his warped mind the enigmatic plague doctor is applying methods of surgical performance on the sick, the weak and the infected, but his patients have yet to display any real signs of Disease, only that their natural anatomy and genes are faulty and must be improved lest they fall from grace and become rejects of the progeny. armed with arcane knowledge, Druidic herbology, an engenders mechanical application, alchemic concoctions and an almost encyclopaedic knowledge of every living thing here ever encountered, the black pox turns his patients into their

true forms, to him the enhancement of the natural organism, to other, abominations who have been mutated, hexed and bodily modified to the point they become raging beasts and demented wraiths, among other things. Rumoured to have one of the most brilliant minds across the world, but sadly it belongs to a schizophrenic surgeon

Paxty Merl is a fairy who left her home to become a free spirit she loves the sea and travelling to exotic places

The White Lotus is a mysterious academic who seeks to create a free world away from monarchy and religion they are hunted by assassins and businessman who wish to maintain the status quo of empires dominating the weaker races and nations some say he's a lizardman others a half elf perhaps even a dwarf

The blood eagles, a syndicate of assassins who work outside the conventional means of the law. They operate from a roving caravan of khajit gypdies and avian nomads, an alibi and a getaway all in one, leading their path to bloodshed and coin is condura, a mind full of experience and a body laden with so many scars as to mistake him for a flesh goldem) Condura has only two emotions. Psychotic ecstasy when in a fit of drug induced frenzy, and total apathy, where even the death of that which is truly innocent slide off their stone features

Heironymous plume, aristocratic business man and self proclaimed entrepreneur of the modern world, having forged an international industrial empire on the labour of the common man and at the expense of the less than common man among other races, he's procured the lifestyle men only dream of, by snuffing out others before they get the chance to even climb up to his level. Powerful, intelligent but ultimately a spineless coward who hides not only behind expensive bodyguards and political amnesty, but also a silver tongue and a begrudging philosophy on the nature of man to envy his fellow human beings for what he has not toiled for, but really this only shelters his ever growing hoard of wealth and it's means of procuring it.

Crosshammer, a dwarven blacksmith whose legendary engineering and smithing skills have put him above the rest as the artificer general in the Albion royal military, an exile from kogdan and wanted in every other civilised corner of the world, and even the uncivilised, his crimes untold and unspoken of go unpunished and unscrutinized thanks to his agreement with the royal family as their chief arms provider, with an army of metallurgists at his side and a forge that any dwarf would kill for, and most likely had, the silent, ever working blacksmith cares not for moral obligations or practical applications, only that his work continue, but not for country or coin, nor distraction or defiance, but for a more classified purpose known only to himself, if others must be subjugated by use of his knowledge for the sake of his eternal toil, so be it

Monsters:

the teething:

are a phenomena in sailor storys not many have survived those that cross them the teething can best be described as a swarm of fishmen that infiltrate vessels hulls once inside they overwhelm the crew and kill them for sustenance not many sailors sleep on the open ocean out of fear

Leviathans:

giant squids that hide beneath the surface of the ocean and hide at the deepest level they are incredibly territorial and hunted by other larger creatures some are even considered gods

Apostles:

these are demonic servants of greater unearthly and divine powers they hide in plain sight though some wreak carnage on entire villages out of hunger pleasure or pride

Trolls:

these brutes are mindless carnivores who rape or eat there victims they are actively hunted by monster hunters

Goblins:

these hedonistic creatures are considered thieves and vermin by civilised society

Hags:

these creatures are women twisted by witchcraft and necromancy that they no longer recognise themselves

Striga:

An unearthly reanimate born from a warped body and an improper burial, those who become striga will become ravenous beasts that feed on flesh in the eve of the night only to dwell below the earth on in a stone hideaway during the day

Anubis:

these guards of the underworld protect ancient tombs and are highly dangerous warriors with brute strength

Gremlins:

small diminutive creatures with exaggerated features, sharp teeth and a mischievous streak, gremlins enjoy taking things apart peice by peice which makes them a serious risk at sea, when the ship mysteriously begins to tear at the seams, a gremlin must be near

Siren:

flying creatures that shriek and swim there singing is mainly used to co-ordinate hunting pods and to attract prey

Water people:

these are deformed and mentally deranged creatures it is thought that they are produced by pollution caused by ancient civilisations

Xauthers:

these beings are sentient psionic bugs they are not carnivorous and view meateaters with tolerance but not acceptance

Infinites:

these mysterious beings from another world are able to see the past present and future they hide from the world and only interfere out of curiosity

Fishmen:

these creatures are rarely seen away from the sea some worship mysterious gods from a time imperceptible by human imagination

Demons :

otherworldly beings that when beckoned wreak chaos in the world often possessing and killing they're victims

Angels:

mostly extinct these creatures from another plane of existence wander the world seeing the best and worst of it

Thriae:

these flying bee women mostly look after there hives they treat them with religious reverance unfortunately there sovereignty is not respected and are forced to move there hives due to raids

Mana Fiends:

these powerful abominations are beings infused with magical energy and power from Mana Veins there transformations can range in variety and cause calamity

Scorpion Kings:

these beings are said to be kings reborn from the underworld with scorpion bodies they are incredibly powerful warriors and live far from civilisation

The Forgotten:

are a horde of infected diseased mutant thralls they are the embodiment of evil no one knows what curse created them only that they remain in wastelands isolating whole communities from one another

Burrowers:

are carnivorous salamanders who prey on travelers in wastelands and new settlements

Hectonaheres:

giants who roam The countryside, although their heritage is that of a generic giant lineage they are actually a cursed family whose bodies are warped into a titanic abomination that is a mess of arms and hands, some have eyes on all these hands, some have mouths, making them revenging creatures who tear up the landscape, using their many limbs to do so, thus earning the name of "the hundred handed giants"

Amphisbaenia:

serpents who stretch over 12 feet long and carry a deadly venom, they are the enemies of all land dwelling apex predators as their bite is especially deadly to mamals, even deadlier is how on either end of the serpents body is a fanged head, and they digest prey abnormally quick)

Hides:

a forest dwelling camouflage predator told as a means to heckle Tourists by huntsman, but in reality are eldritch creatures who use their flattened bodies to appear as a discarded fur coat or tanned cows hide, sometimes even a blanket of moss or grass. Keeping an eye out with watchful eyes as soon as someone approaches or touches their surface.c they envelop them in a flurry of tentacles, tissues and teeth until nothing but clothing remains, as the beast cannot digest anything but flesh and bone. The best way to tell a hide from a piece of leather or a patch of grass is by the odd colouration and placement of the surface, uneven patches of grass or moss or disfigured hides are a sure sign of a hide in hiding

Bloodsick:

long limbed, malnourished humanoids with elongated faces that end in a sucker full of teeth, their skin is a bright blood red, they are essentially man sized, walking leeches whose adhesive sweat allows them to crawl on any surface, and grab prey so they can't escape, despite how much blood they consume they seem to never be full and gain no nutrition, this is because they are humans afflicted with a disease that's spread by a demonic parasite known as the blood

worm, the worm itself is rarely encounter but it's few discoveries by humans led to the first bloodsick, cursed to wander the earth, eventually disintegrating into a red mist due to their unstable metabolism, the only way they "reproduce" is by biting, the worms offspring enter through saliva, lay eggs in the hosts gums and then die off, making killing the blood sick before they can find a victim the utmost priority in preventing more of them

Giga Scarabs:

these beetles are bigger than your average scarab rather than roll dung and eat dead flesh roll dead bodys it is often prevented by burying and cremateing corpses, They roll dead bodys

The God Hand:

these beings are reality benders who can manipulate matter and space inflict wounds that go beyond the physical and have the power to destroy the world and everything in it they are much much stronger than apostles

Vampires:

these beings while immortal are incredibly rare and powerful with magic in both age and bloodlines most are simply burned by sunlight some however are immune simply feeling lethargic during the day

Werewolves a subspecies of Vampire possessed by bestial thoughts to feed and protect there territory from outsiders they often roam in packs but some are friendly so long as violence doesn't go there way

Religions

Ositha is a faith that serves as the bedrock of the Human and Elven and some dwarf empires it is a faith that has been divided between those who believe that the church is infallible and those that believe that the church should be understood by the masses

The Reclaimers are an Orc religion that believes in a prophet that spoke the word of god and brought order and a pure society to the world that must be revered and feared by everyone the Orc's are divided between those who wish to conquer foreign lands and those who wish to maintain peace in their homelands there main source of political force right now is women's rights apostasy immigration science and nationalism

Animalism is a faith in the Americas that worships nature and beasts mainly by the Ideya who defend their territory from infiltration by enemy armies or potential colonisers they there religion often calls for the torture and enslavement of non wild elves

Polytheism is a religion in Ixutebet carried out by priests and small tribes while practices have been banned and their faith has been colonised by Nan-Nalore with the backing of Ositha they maintain the traditions they have left

Atheism while not a religion and has existed for thousands of years it is a faith mainly held by Ogres and Gnomes though some are considered orthodox ositha worshippers who believe in the values of the religion rather than the mysticism of the faith

Huroism is a religion held by the garuudan it is a faith of mythical heroes monsters and gods from demons their main belief is that all things are connected by a single reality and that the laws of nature and man must be respected in all its forms

The Magic Masons is a religion of mages that believes in a single unified creator known as the great architect who built reality their message is one of love integrity and service though not many mages treat it as gospel more like a guideline

The Rose Men are a religion of doctors who wish to heal and modify their patients they are considered heretical but close to Ositha enough to avoid persecution they mainly set up hospitals around the world to help those who need their services some however are radical and experiment with new technologies

The Humanists a religion of humans who wish to bring a fairer world to Europe and the Colonies they are students of philosophy history and science and treated as antithetical to the authority of religion and monarchs

((More to come soon))