

New World- Estrella

The world:-

The globe has many islands and a larger continent where most of the “action” takes place. The islands allow for a vast amount of adventuring and surprise missions. The climate is largely temperate with polar caps, desert, and jungle, salt and fresh water.

Civilization level:-

As Greyhawk and Forgotten realms. More advanced than Dark Sun and similar to Dragonlance the world is more cosmopolitan and larger.

Races

Humans and demi-humans –

Humans: - as earth. All earth races exist in their relevant geographic regions to be decided by the world map.

Mongols---1mill

Negroes—1mill

Cauc-----10mill

Poly-----1mill

Arab/Subcon----2mill

TOTAL 15 million

New races exclusive to the world.

Elves: - There are five types of elf, differing dependent on which group of islands they come from. All are fully elven in outlook but with their own ideas and customs and personality traits.

Continental elves or Copper elves. These elves originate on the main continent. They have pale green skin with touches of copper, and copper coloured hair. Their eyes can be copper, green or gold. They are generally between 4'8 and 5'10 in height, males slightly taller than females. They have slightly fuller physiques and figures than flame and solar elves, and less muscled than island elves. They may look like forest elves but are totally socialized. They live in large elven cities deep within forests but also happily mix with humans in their cities. They are keen adventurers and take other racial companions easily. They have a ready wit and are fearless in battle. They have a well developed sense of irony due to their long life span, believing very much in what we call Karma and in the circle of life. They can be any class and are suitable at all. Though chaotic good generally in alignment they may also veer from this as much as humans from the unswerving paladinesque to the self serving assassin. +1 dex -1 con They generally live to 1000 or so and are found around up till they are around 800. Population 6million

Northern or Snow elves. Elves from the islands north of the great continent are pale of skin, almost translucent with touches of pale pink. They have snow white to silver hair and pale blue or pink eyes. They range in height from 4'6 to 5'8 with the males slightly taller than females. Snow elves are highly superstitious. They have a great number of rituals within their society generally asking for godly favours and prowess in battle. They are not suspicious of strangers; indeed many have come to the isles looking for adventure and have spent time with the snow elves, often having been rescued by them from some sort of weather storm or monster attack. They practise meditation and martial arts unlike most elves as well as swordplay. This instils in them an inner calm and strength. Though they may be any class, they are highly unlikely to be thieves or assassins as they have very close nit

communities. They may also be monks unlike other elf races. They make excellent priests and fierce warriors and are skilled in magic like all elves. +1 dex -1 int They are the shortest lived of the elves at around 800, and are found adventuring till they are 600. 2.5 million

Western or Flame elves. So called due to their bright yellow skin, bright orange hair and red eyes, these vividly coloured elves have a temperament to match. They range from 5'0 to 6'0 in height and are chaotic good in nature, even slightly towards the neutral side of good and very much the chaotic. They are highly magical in nature and very intelligent. Their society is fully interwoven with magic from the fabric of their cities to the defence of their lands. They are constantly making new magic items and spells often with disregard for the consequences of its manufacture. The result is greedy adventurers and other races have tried many times to invade their lands to try and get their hands on their items. For that reason Flame elves treat every new stranger with suspicion, even for very long periods of time to insure that they are not just after magic. They are highly suspicious of Earth Halflings. When trust has formed they make for jovial company though the companion should always be aware that magical disaster could be around the next corner! Flame elves are all mages of 1 st level, and keep this class regardless of their other class. They are not well suited to being priests though some are and make somewhat random fighters. They are best as mages where they receive an extra spell per level. +1 int +1 dex -1 wis -1 con They live for up to 1500 years and can be found right up till their "death".3 million

Southern or Island Elves. Island elves have cream coloured skin and dark brown to black hair. Their eyes range from dark brown to hazel/green. They are not the tallest of the elves but the most physical. They range from 5'0 to 5'9 in height, males slightly taller than females. They live in small towns on the islands but as the islands are not that large there is no great concentration of them in any one area. They are typically elven in outlook, and perhaps the least outward looking of the five branches. Though some are wizards they are not as interested in it as most elves preferring nature to run its course. They are highly adept as druids and rangers and are fantastic warriors. From certain islands they may be considered barbarians. They have close links to nature and all swim and ride horse back and have been known to ride other beasts such as dolphins and giant eagles. They are unlikely to be thieves, though it is known on the main continent and though no one would admit it, they are capable of becoming excellent assassins. +2 dex +1 str -1 int -1cha -1 wis. They generally live to 800, and can adventure to 600. 1.6 million

Eastern or Solar elves. Solar elves are stunningly beautiful even by elven standards. They have golden skin highlighted with violet golden hair again tinged with violet or rose and indigo, violet or deep ruby coloured eyes. They range from 4'10 to 6'2 and are generally the tallest of the elves with males a little taller than females. They live in a highly ordered society in large urban cities developed by but not reliant on magic. They have created stunning palaces and towers, ride pegasi and other magical beasts and have a huge highly regimented army. They are highly intelligent but lack the outgoing nature towards other races of the copper and flame elves. Their sense of humour is not obvious but develops as one gets to know them which can seem like an eternity to shorter lived races. They are adept at all classes but thieves do not operate on the islands and either work for the government on the main continent or are considered renegades and letting their heritage down. They have powerful mages and warriors among their ranks and many powerful magics. They are longest lived of the elves, living naturally till well over 3000 years. They are mature as 100 year olds but never seem to show signs of ageing till the very end. It is possible to meet a 2000 year old solar elf without realising it.
+1 dex -1con. 3 million

TOTAL 16 million

Dwarves:-

Thunder dwarves: - They are very heavily built, even for dwarves. They have charcoal grey skin tones, varying by around 3 shades and have wild blue grey shaggy hair that hangs down as though they have been through a rain storm and thick beards. Their eyes are deep blue or dark charcoal grey. They are serious minded as all dwarves of other primes. They are the most common on the world and mix freely with other races but have no great love for others. They traditionally live in the lower slopes of mountainous regions, in typically carved dwarven citadels. They are often found in towns and cities and make very good guards and mercenary soldiers. Their name comes from their huge booming laughter, which, during times of feasting and celebration, has been known to completely deafen many of the revellers for several days. The dwarves always recover, and hence are immune to all forms of deafening, but non dwarves are not usually so lucky and often never recover!

+1 str +2 con -1 dex -1 wis -1 cha 5 million

Lightning Dwarves: - Easily distinguished by their streak of white hair both on their heads and in their beards, and the fact their hair stands on end. They are smaller and lighter built than thunder dwarves. They may also funnel static electricity into a shocking grasp of sorts (1d2dmge) which they can do at will and channel it down metallic weapons should they use them. They also gain a +4 save against electrical attacks. They are quick witted by nature and the most sociable type of dwarf known. Though they have strongholds in mountainous regions, they travel well and enjoy seeing the world so can be found in most regions. Sea travel does present problems due to their electrical nature, often causing them to accidentally discharge, this however can make them very useful on fishing trips! They have the ability to be mages with access to up to 4 schools of magic. They have light grey skin with a hint of blue. They have piercing light blue eyes and white eyebrows.

+1 con +1 int -2 wis 2 million

Chalk dwarves: - Come from hilly areas and are not generally found in cities though they are found in rural towns. They have chalky yellow skin tones, fair blond hair and soft brown eye colours. They are softly spoken and social within their own communities. They mine and carve in their hilly areas though not deeply. They are the most spiritual of the dwarves and make good clerics and priests.

They are similar in size to lightning dwarves

+1 con +1 wis -1 int -1 dex 3 million

Granite dwarves: - Live almost exclusively underground; they are the great miners of the deep. They associate with chalk dwarves with whom they often set up trade routes to the surface.

They are the smallest of the dwarves in height, but are phenomenally wide and powerful. They have no sense of humour that any other race has ever managed to discern. They have shiny black grey skin that is immensely tough giving them a +1 AC bonus and large black eyes with 120ft infravision. Their hair is black with flecks of silver. The odd one has been known to adventure and they are scary fighters when defending their mines and property, their favoured weapons being picks and hammers.

+2 str +2 con -1 int -3 cha. 1 million

TOTAL 11 million

Halflings:-

The Halflings are divided into four races in line with the elements. Earth Air Fire and Water. Due to their somewhat powerful nature they are viewed with some suspicion by other races and there have been periods in history where there have been Halfling culls in certain regions.

The Halflings themselves are generally light of spirit and mix well when allowed to

Earth:- Have brown skin and hair. They are of usual Halfling height. They have the extraordinary abilities of shaping stone, passwall and they can summon their elemental. The most powerful can cause an earthquake, though the character must be of incredibly high level and only tales of the very greatest heroes has ever reported of this power being used. Like all Halflings they make excellent thieves, the passwall ability being particularly helpful. +1dex -1str. 1 million

Air:- White blue of skin with silvery hair. They are a little smaller and finer than normal Halflings. They can leap/levitate up where they can change direction somewhat, and featherfall down, again being able to move somewhat, but not to the level of flight. They can summon their elemental. Very powerful beings can cause a tornado to form and wreak destruction, but again this appears to be an almost mythical ability. +2 dex -2 str 1 million

Fire:- Reddy orange skin and flame like yellow to red hair. They have black eyeballs with orange or bright red irises. Contrary to popular opinion they are not the pyromaniacs they may appear to be, (though the odd one has gone down that route). They can start fires at will and create walls of flame as well as summoning their elemental. Their most extreme ability is to cause a fire storm, a moving cloud that rains small fireballs. Only once has it ever been recorded that this happened where it wiped out a small city. People are very wary of fire Halflings even though they are not in any way unpleasant. +1 dex +1 int -1str -1cha 2 million

Water :- These Halfling are best described as amphibious, being equally at home on land or sea. It makes for them highly prized companions for seafarers. They have bluey aqua skin and similar hair. Their eyes are vibrant green or teal. They can breathe water as they have gills and swim easily. They can create water either fresh or salt in almost any quantity they choose. They have been known to use this ability in vengeance by spoiling crops or flooding settlements by raising river levels. They can summon their elemental enough liquid permitting.

It is alleged that they have the ability to cause a huge whirlpool at sea, though there are no living beings able to report whether this is true or not. +1 dex -1str +1 wis -1cha 2 million

TOTAL 6 million

Summoning table:- Halflings summon with percentile dice +5% per level on the following table once /day/6levels

01-49	2HD
50-84	4HD
85-109	6HD

110-124 8HD
125-149 12HD
150-164 16HD
165-179 21HD
180-199 24HD
200-..... Special!!!

Gnomes:-The gnomes fall into two types that are utterly opposed to each other.

Light gnomes:- Live on the surface and are almost paladin like in their goodness. They are illusionists and scribes, ambassadors, priests and holy warriors. Almost unfailingly truthful and good and have the detect lie ability permanently, they still have their creative streak and invent new things often for the good of the world. They have fair skin and their hair goes white from an early age, and bald for males. They have large noses and soft blue green or hazel eyes. +1Cha +1int -1str
1 million

Shadow Gnomes:- Thoroughly evil. They live beneath the surface and would be the equivalent of realms Drow. They use their magic for evil, are excellent summoners, mostly of evil powers. They kill for fun, torture and murder. They are utterly ruthless. They would love nothing more than to destroy the whole of the upper realm. They work together better than realms drow, having a hierarchical clan system with chiefs. They are deep purple black in colour with black to light mauve hair and anything in between. Males go bald like their surface cousins. Their eyes are pitch black or rarely purple. They are sorcerers and mages of great power, stealthy and excellent as assassins. They are not great as fighters, preferring magical or more subtle methods. +2int +2dex -1wis -2 cha.
1 million

The Gods:-

The world has its own pantheon, including the demi human gods. Whether these are the same gods as other worlds just in a different guise no one knows.

Dodolis – Over lord of the gods. Without specific sphere of influence, he oversees the activities of the gods and keeps them in line. His existence is not well known as he has no known clerics or priests. He can however deliver favours upon worthy mortals. This is not an uncommon occurrence but is usually subtle such as a someone lost finding the right path or a farmer selling an animal and getting the best price to feed his family.

Greater Gods:

Lorin, the god of mages and magic. NG
Nyrex, the god of death and murder. NE
Azurial. The god of combat, and physicality. N
Keelee. The goddess of kindness, charity and hope. LG
Shontayne. The god of sun, growth and birth. LN
Bodan. The god of pain and suffering. CE
Kaspian. God of the seas and marine animals. CG
Trey. God of deception, illusion and fear. LE
Daphnia. Goddess of nature. NG
Wendle. God of justice, fairness and balance. N
Branlake. God of sky, wind and weather. CN
Yllana. Goddess of the Elves. CG
Kronk. God of the Dwarves. LG
Clovis. God of the Halflings. NG
Rundell. God of the gnomes. LG
Shylar. God of shadow gnomes. NE
Orum. God of the goblin kind. CE

Lesser gods

Tuke. God of luck and gamblers. CG
Lavinia. Goddess of love, beauty and seduction NG
Garrick. God of war and destruction. LE
Roshni. Goddess of spite and vengeance. CE
Vinikolo. God of drink and hedonism. CN
Marr. God of law and order. LG

Groups, societies, gangs, sects, guilds and important people.

The most notorious group known are the Shades. They are a huge organization which, as the name suggests involves a great many shadow gnomes, as well as corrupt surface races, notably power hungry humans. They seek to control as much of the surface world as they can and use drugs to bring the upper world to its knees. They use a powdered mushroom only grown in the very depths underground and sell it on the streets of major cities, it has temporary euphoric properties but causes long term mental and physical damage. It is highly addictive and only very powerful clerics are able to cure an addict fully. The shades involve several of the shadow gnome clans, but not all, as well as infiltrating some of the governments of the smaller nations.

The Order of Garrick. These are knights that have become disaffected and turned to the God of War. They are essentially mercenaries, but they also like to deliberately start wars and cause mass fighting and destruction all in the name of the God of War. They are well financed and have large training compounds in the wilderness where they can train for and plan their next battles. They are a growing menace and number in excess of 5000 members at present. They include antipaladins, fighters, and clerics among their number. There is a suspicion that they are bankrolled by the Shades though they are not necessarily aware of it.

The Renegades. This a small band of Halflings that are out for revenge for the crimes committed against their race. While most Halflings choose not to talk about the persecution years and wish to move on, the renegades are plotting revenge, particularly on the humans. They number around 500 and are widely scattered on the main continent, but are biding their time, perhaps for a major event. All four Halfling races are part of the group, the leader is believed to be a fire Halfling known simply as, The Red Baron.