

Simple Stuff

Note: For most information I am using a base, look at the website of <https://5e.tools/> Classes, Species, and Background information for what is allowed.

Starting Level: 3

Stats: Point Buy

Homebrew? I prefer to keep things official, but anything homebrew should be discussed.

Alignment. I don't want to define to not define alignment, but it's going to be an adventure of heroes or people that don't cause harm. AKA: Good Campaign

No 'starting' Magic Items or free EXTRA Level 1 Feats.

Species: These species are **not** allowed

- | | |
|--------------|----------------|
| ● Aarakocra | ● Lizardfolk |
| ● Autognome | ● Loxodon |
| ● Deep Gnome | ● Minotaur |
| ● Dhampir | ● Owlin |
| ● Duergar | ● Plasmoid |
| ● Firbolg | ● Reborn |
| ● Giff | ● Shifter |
| ● Gnome | ● Simic Hybrid |
| ● Hadozee | ● Thri-kreen |
| ● Hexblood | ● Turtle |
| ● Kalashtar | ● Triton |
| ● Kender | ● Vedalken |
| ● Kenku | ● Verdan |
| ● Leonin | ● Warforged |

All other species are allowed.

Note: These are just not planned to be in my setting or I haven't fit them in as of writing the module

Here are the species that are allowed/exist in the world

Note: For the Material Plane. If they have **Feyborn** then it means their ancestors were from the FeyWild at one point, but they are common enough in the Material Plane to be recognized. If they have **Tribe** it means they are common species in the Material Plane, but will find them in a Tribe of “MOSTLY” their own people.

Added: All races age to max 150 years old

Material Plane

- Elf
 - Astral
 - Sea
- Bugbear (Feyborn) (Tribe)
- Dragonborn
 - They have the same stats. But in-lore, they are different ‘subspecies’. First is Scaleborn: which are the traditional Dragonborn of Dungeon and Dragon setting. Second are the Wyrmtouched which are humanoids
- Dwarf
- Genasi
- Githyanki (Tribe)
- Githzerai
- Goblin (Feyborn)(Tribe)
- Goliath (Tribe)
- Half-Elf
- Half-Orc
- Halfling
- Hobgoblin (Feyborn)(Tribe)
- Human
- Kobold (Tribe)
- Orc (Tribe)
- Tiefling
- Yuan-Ti (Tribe)

Fey Local (Meaning these are races local to the Fey and very rare to the material plane)

- Changeling
- Harengon
- Satyr
- Tabaxi
- Eladrin Elf

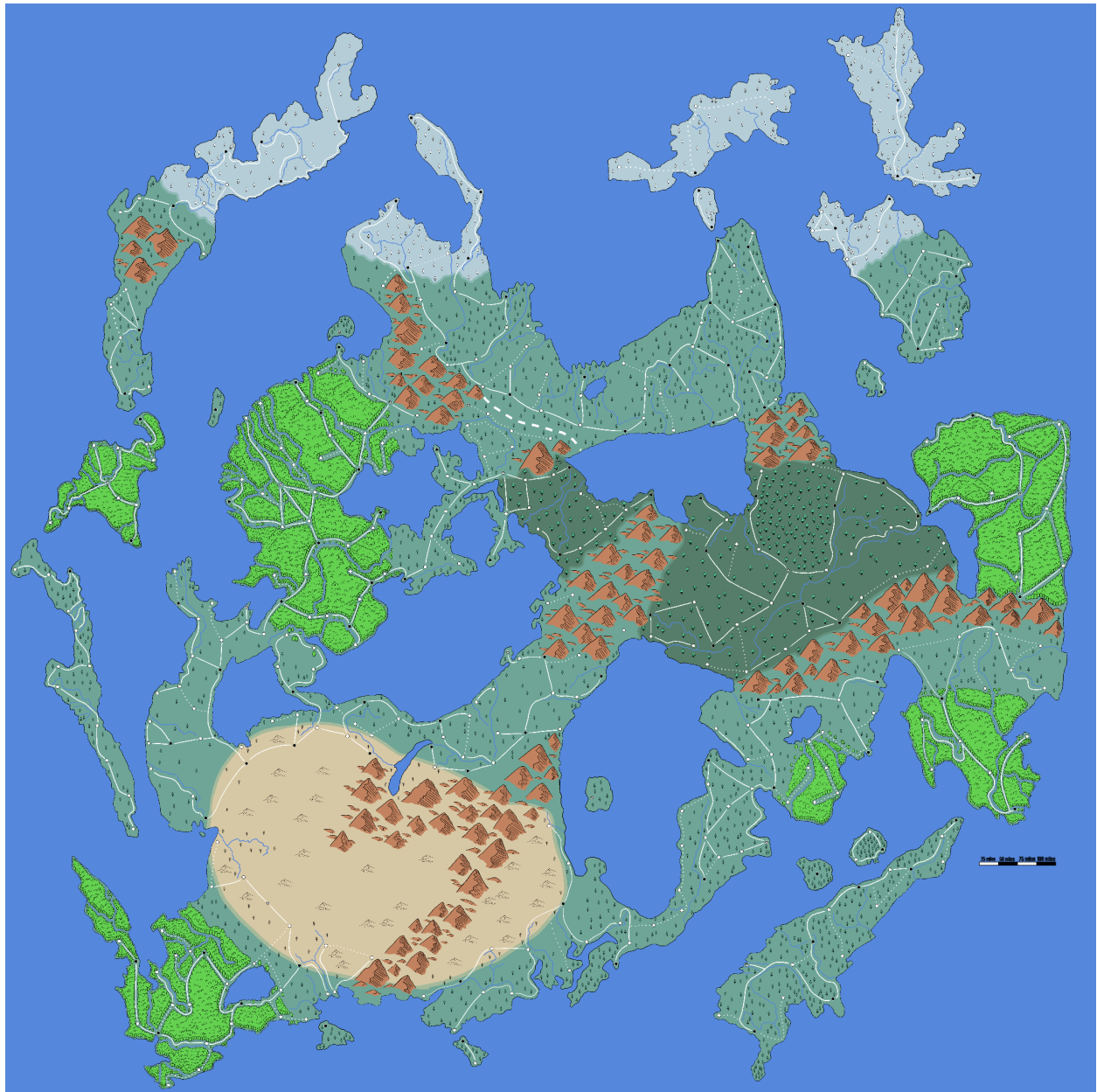
Nerfed (Meaning species allowed in the game, but must follow the necessary nerf)

- Aasimar - Celestial Resistance is Necrotic or Radiant & it’s not a race, it’s a humanoid with holy powers in world
- Fairy (Fey Local)- Size is similar to dwarf or Halfling

House Rules

- Flanking is +2 to attack rolls, not advantage
- Silvery Barbs and Shield are level 2 spells
- You cannot teleport into a enemies stomach no matter the size
- Spells (especially things like verbal component) will work differently outside of combat than in combat. Aka Passive Ruling
- Criticals only apply to attack rolls. But I will allow critical save. Meaning if you a saving throw was DC 22 Wisdom and your character has a +0 to Wisdom saving throw, they will have a chance to save by rolling a natural 20.
- Rule of Cool/Party Vibe will apply.

Simple Map of Nueven. Note: This 'module' won't take place in the whole world, this is just to introduce the setting.



Pantheon

The Nueven Pantheon is split into three parts. The Greater Gods, the Lesser Gods, and the Sin Demon Gods. The Greater Gods are the ones who found 'value' among many in the world. The Lesser God are deities that do not have the influence of Greater Gods, but powers similar to theirs. And the Sin Demon Gods are the seven sins represented as gods.

All Greater Gods and Lesser Gods live in the Divine Plane. While the Sin Demon Gods live in the Deep Crimson Plane.

There are 8 Greater Gods. Technically an endless amount of Lesser Gods, but have yet to be worshiped. And of course, 7 Sin Demon Gods.

Chroma

Alternative Name: The Chromatic Queen. She is the youngest of the Nueven Greater Gods. She has the aspect of Trickery, but also cares for family. She is known to be an evil god by many, but some view her as a neutral god. She is the only god to have said to visited the Deep Crimson and returned. She is the mother of Chromatic Dragons (her Forgotten Realms or official source equivalent is Tiamat). She has a long time feud with Platin

Platin

Alternative Name: The Platinum Father. He is the older brother of Chroma. He represents the aspect of Honorable. And is the father of the Metallic Dragons. (his Forgotten Realms or official source equivalent is Bahamut). He has a long time feud with Chroma.

Veeda

Alternative Name: The World's Heartbeat. She is the oldest of the Greater Gods. Her aspect is of Life. She tends to be the kindest of the gods.

Sentus

Alternative Name: The Father of Chaos. Although depicted as chaotic and destructive, Sentus is much kinder than most expect. His aspect is of Emotion, but due to Emotions being able to be negative, some may not view him fondly. He is also known as the main god of the FeyWild.

Valant

Alternative Name: The Unbroken. He is the god that represents the aspect of Bravery. Being the only god to have stood up to and repel Azen during the Divine War, Valant status came from his hard work. Valant is not fond of Chroma.

Evanyx

Alternative Name: The Last Mother. She is the god that represent the aspect of Death. Many fear her, but she is not the bringer of death, but instead the one who cares for the dead. Despite this, her followers and Veeda's followers tend to clash in ideology (even in violence). Evanyx will never speak ill of Veeda though.

Ulas

Alternative Name: The God of Monsters. Although not the youngest Greater God, one of the most recent (comparatively). This god is the aspect of "monsters" or the ones viewed as monsters like goblins, orcs, etc.

Magen

Alternative Name: The Lord of Magic. His origins are unknown. It was said in another universe, Magen was a mage who properly ascended and decided to come to Nueven to give them the power of magic. Some say he is a true trickster and is an arch-mage playing as a god. Magen does not like any of the other gods. He views their aspect as preachy while his is the 'laws of magic'.

The Lesser Gods

At the moment, no named Lesser Gods in Nueven. Feel free to make your own.

Velorin - Pride - The God's Sin

Velorin is the first God to be created by the Almighty *Above All*. Velorin was said to have been loyal to his 'father' and showed great potential. But he did not agree with the gods all the time. He viewed their pride as their greatest weakness. Insulting all the gods, Velorin was casted to the Deep Crimson as divine punishment. Becoming a demon god in the process. Velorin swore the gods will create the ultimate weakness, Sin.

"I go by many names... I go by many titles. You may call me whatever you wish. Devil. Demon. Bastard. Asmodeus. Velorin... or you can call me by birth name... Pride."

Miraval - Lust - The Disgraced Sin

No one Miraval's true name or gender... Miraval was known to be an angel ('children' of gods). But Miraval was different... when they were born, they successfully 'seduced' their own creator. Miraval in the Divine Plane basically fulfilled the desires of many angels and even gods, angering those same gods afterwards. For Miraval's exploitation of desire to the gods, they were casted to the Deep Crimson where like other angels before them, would become demons. But that did not happen, the Sin of Lust was instead born. No one knows what Miraval actually looks like, the Sin God of Lust takes the form of what a person mostly lusts for. Those who do not feel any lust say Miraval looks like a reflection of themselves.

"I can't even see my own reflection. Not that I need to. I've seen the faces of those who looked at me. I don't need to know what I like cause I know what I am when others look at me, desirable."

Azem - Wrath - The Apocalypse Sin

The Deep Crimson was once invaded by rageful gods and angels. Looking to put an end to Velorin and Miraval. But their anger was their undoing. A Demon God was born during that war, one of pure destruction. Azem arose from the depth of the Deep Crimson and killed a lot of gods in his wake. Azem even did the impossible and entered the plane of the Divine and killed most of the gods, something deemed impossible by gods themselves. Azem was only stopped when *Above All* called for an end of the conflict. They say Velorin never even fought in the battle, simply rested until it was over. Azem is said to not speak, only awaits when to erupt once again.

"..."

Abirux - Envy - The Worst Sin

It was born for one thing, chaos. For a long time Angels wanted to be like gods. And gods wanted to be like *Above All*. When the mortal plane was made and mortals were introduced, she descended down. Hidden for so long, Abirux did the unthinkable and spread the worst sin mortals could have. The envy of wanting to be gods. Even Velorin regrets allowing Abirux to invade the mortal plane. And because of Abirux, the gods were not allowed to directly influence the mortal plane. Abirux is hated by the Divine and Deep Crimson alike. She thrives from this though.

"Why am I at fault? I was as simple as dirt... demons and devils stepping on me. I just didn't want to be stepped on. Then I didn't want to be looked down on... then I didn't want to be the one below Above All... Why am I being punished for not having what others do!?"

Trazon - Greed - The King's Sin

To want it all. Gods and Angels had it all in the Divine Plane. They never considered that making humans 'lesser' would mean they value having it all. No, valuing is not sin. Obsessing and desiring it all is. Trazon was born from these circumstances.

"It's strange isn't it... how 'avarice' and 'greed' are used as insults... especially when attacking those who managed to have it all by those that want it all. Quite hypocritical if you ask me... yet it continues."

Mazkor - Gluttony - The Natural Sin

It's the excess. When people couldn't have it all, seeing someone get an excess of what they needed was frowned upon. Even the gods couldn't help to get disgusted by the excess. At first they assumed that Trazon was influencing the world differently. Very quickly they realized that it was its own sin. Gluttony. Mazkor, much like Azem, barely spoke. He was just left to want to consume and his influence to those who would fall for the sin. By all means, Mazkor was a weaker influence than Trazon before him. Weirdly enough, depictions of Mazkor is quite ironic. Although tales say it's a fat bulbous beast, many who laid eyes on Mazkor described him as a extremely malnourished demon with saliva always foaming out.

"... ... I need to eat... I'm hungry... I need to eat..."

Noll - Sloth - The New Sin

Noll is actually not as hated by the Divine Plane as the other Sin Gods. She is the youngest Sin Demon God so far and even the youngest God. When she was born, she was born from the anger felt by those who didn't try. Whether it was a god to its followers or a god to angels or angels to gods or any combination... Everyone hated the lazy one that made them do more work. Noll was born from that. She is often described as the least dangerous sin. But also is said to have the potential to make the Deep Crimson and Crimson go to war. Be thankful she rather spend her time resting.

"No, I don't feel like it..."

Planes & ‘Areas’

There are multiple planes in this universe. Some with ‘names’ for the people that have been born in these planes. (For example: A Elf born in the crimson would be Ashen Elf or Ashen-born Elf. This doesn’t do anything mechanical, but only further world building).

Mortal Plane

This is the plane that Nueven takes place in. (The Material Plane of this universe). People born in this do not refer to themselves of a special title, but other planes MAY refer to people from these people are “Ori” or “Ori-born” (Example: an Elf of the Fey may call an elf from the Mortal Plane an Ori-Elf.)

Underdark. Not a plane, but this place that is a set of caverns and tunnels so deep down that nature itself changes. Species born in the Underdark are referred to as Umbra (i.e. Umbra Elf, Umbra Halfling, etc)

Astral Plane

This plane rarely have any person born there are is known to be treacherous. Although if anyone is from there they are known as “Astral” or “Astral-born” (i.e. Astral Elf, Astral Halfling)

Elemental Planes

There is four distinct realms to the Elemental Plane of Earth, Water, Air, and Fire. Although not as treacherous, these planes usually do not have a distinct society, but tribes. The Elemun (“Genasi” of this universe) originate from here.

Each Elemental realm has a name for the people from there.

- Earth - “Terran”
- Fire - “Ignan”
- Water - “Aquan”
- Wind - “Auran”

Shadow Plane

A literal dark and eerie counterpart to the Mortal Plane. A horrible plane where it is said that evil originates. The people from this plane referred to as Dusken (i.e. Dusken Elf).

Fey Plane

The complete opposite of the Shadow Plane. This plane is the emotional and bright counterpart to the Mortal Plane. Although not safe, many described the Fey as a dream-like land. The people of this plane are referred to as just Fey (i.e Fey Elf, Fey Halfling).

There are a few regional distinctions. The Fey Plane has more places where it connects to the Mortal Plane than any other plane (which usually require an opening to be made). At times, people are not referred to as 'Fey', but simply identify as 'Fey-born' or 'Fey-folk'. The Eladrin Elf finds saying Fey Eladrin Elf redundant too.

Crimson Plane

The Crimson is essentially this universe's equivalent to "hell". The plane is home to mostly demons and the souls of the damned meant to atone for their transgression. That said, the Crimson houses many cities within the hells. It's dangerous for someone from the Mortal Plane without a guide or knowledge to go, but the plane is liveable. The species born from the Crimson are referred to as Ashen (i.e. Ashen Half-Orc, Ashen Half-Elf, Ashen Humans).

Divine Plane & Deep Crimson Plane

It is quite literally impossible for anyone to be born from this plane and enter the Mortal Plane afterwards. The Divine Plane is where angels and gods are born and usually stay, they can make avatars' through a complicated process to walk in the mortal plane, but the deity itself can never. The Divine Plane is too complex to any non-deity mind to ever reach

The Deep Crimson is actually much easier to get to than the Divine Plane, but any books or people, even followers of the Sin Demon Gods, will not recommend going to the Deep Crimson. It is dangerous because it is in 100% influence of the Sin Demon Gods. As comparison, the Sin Demon Gods have so little influence compared to Greater Gods yet have indirectly caused more destruction than anything else. The Deep Crimson has the opposite problem of the Divine Plane. As the Divine Plane is impossible to get in, the Deep Crimson is impossible to get out.

Most damned souls are sentenced to the Crimson for the chance to atone and one day be in 'paradise' after the punishment. If a soul is EVER sentenced to the Deep Crimson, it is meant to stay there forever and even the harshest of deity wouldn't even threaten sending souls to the Deep Crimson.

Distinction & Differences

Now to get this out of the way once again, this world is inspired by official Dungeon and Dragons lore details. Although not everything is one to one. Currently I do not want to write out all the differences in lore and detail from official works. Mostly because I am just starting. I do not want to chain myself in creativity for a detail that I may later regret or want to expand more with a module or as other modules go on. The distinctions or differences I will emphasize are what I feel is necessary for proper world building.

“Demons” & “Devils”. If you know Forgotten Realms or any Dungeon and Dragon lore, Demons are from the Abyss and Devils are from the Nine Hells. In this universe, the Abyss does not exist and the Nine Hells has been heavily altered to being what the Crimson is. That said, Devils and Demons do not exist separately, they are just 'Demons' in this world or if you want to be more specific 'Fiend'. If you want to be a bit technical and rather not have the confusing distinction. MOST demons from this setting are Forgotten Realms equivalent to what Devils are.

Dragons. There are Chromatic, Metallic, and Gem Dragons in this setting. But all dragons do not follow exactly the same alignment as their official counterpart. At least not all on an individual level. For better clarification. Most Gem Dragons are Neutral, Most Metallic are Good, and Most Chromatic are Evil. Another way is to understand this concept “not all Chromatic Dragons are evil. But an evil dragon is most likely Chromatic”. Although exceptions will always exist.

Dragonborn. For this setting there are two types of Dragonborn. Although both mechanically the same. The two type of Dragonborn are Scaleborn & Wyrmtouched. Scaleborn are traditional Dragonborn. While Wyrmtouched look human, but have small dragon features like patches of scales and dragon horns, maybe sharp teeth. In lore, these two do not get along and there is discrimination, mostly from the Scaleborn towards the Wyrmtouched. The tribalism only being further if the Scaleborn are 'religious'.

In lore, Scaleborn believe that if they are worthy enough, they will be reborn as dragons. Extremists believe that Wyrmtouched do not get the same benefit even if they are pious.

There are more details on species that I could get into. Just understand that most have inspiration, but not be directly linked to detail. For example, Nueven's Githyanki: Astarin may not have a deep connection to Illithid compared to Forgotten Realms lore, but Astarin may have traits similar to the Githyanki in lore.

Events & Other

The world is brand new as I am making it and details are still being added when I come with it. As of now leaving it open ended to not have any creative restrictions later on with details.

That said, a few things I have decided to have happening around the world in order to make it feel alive is...

Northern Celestial & Fiend War. In the northern regions of Nueven, there are clashes with Celestial, Fiends and the people of that world. Being mostly isolated and cold regions, this isn't viewed as a threat, but many people describe the battle as complicated, brutal and unending.

Arch-Mage's Tyranny. In the west and south west region of Nueven, there are eight arch-mages, each with speciality in a distinct type of magic have decided to take towns and cities. The people have either been subjugated or rebelling against the Arch-Mage attempted rule.

Sibling Fight for the Throne. In the East and South East Region Nueven (close to where this adventure takes place), a king from the Highward Region has passed. He left an son and daughter. Son being the eldest has the right to the throne, but revelations that the son is not a descendant of the king, but the daughter is has come up. Creating a dispute between the two. Throwing the most rich region of Nueven into conflict, many figure heads of different regions nearby picking sides.

Regions of Nueven



Story Details:

There are 2 towns and 1 city in the homebrew module. There are some pre-set organization, interactions, shops, NPCs, and side quest. Item distribution etc. But the pre-set isn't the entire adventure or OUR game to be specific. Your personal stories can influence how things go.

The best example I can give is Baldur Gate 3. No spoilers just in case, but if you know about the game and the city of Baldur Gate, the story felt grand and amazing, but if you know anything about Faerun and Forgotten Realms, you know that Baldur Gate 3 is just ONE big city of many and its tale is one of many. Same with this

All that said, the two towns and 1 city is simply the 'designated' setting. There can be an option to go farther. Also there are technically small villages here and there, but not named or labelled in any map to allow creativity from you all.

To give some detail about the three towns

- **Primere** is a slightly poor town just close to the cost of the sea. It was once a village, but due to an unfortunate event involving the destruction of the once famed Rivergate town ten years ago, it has since turned into a town. Due to it not being conveniently near water, Primere has struggled, but with the construction of a new road, it is on the upswing.
- **Whitespire** is the famed city of the Pathmere Region. Whitespire is well known for its progressive values with accepting all worship of the Greater Gods and its acceptance of many diverse species. It has beautiful whitespires & a well known academy for students of the arcane to learn. It is also known for its rich history in the past involving a Brass Dragon.
- **Orruccan** is a well known town. Mostly well known for being one of the few towns in the actual Maelstorm Desert. Its placement near a river and its circuit of nearby caverns have allowed it to thrive. Although it is also famous for having the occasional raids of goblins and orcs.
- **Species.** For transparency. Just because I am doing this world for the first time and so it doesn't feel to complex, this 'area' of the adventure is very diverse of all species except for a handful (like the Githyanki, etc)
 - Common - Means that no one bats an eye, Uncommon means some people may stare, but they know of the species, mostly accepting. Rare means never seen and barely heard of.

Making your character close to the town and city listed helps but is not required.

Background

Five hundred years ago, there was a worldwide event called The Descension Event. The event was said to have had angels and devils enter and warred in the Plane of Mortals for years. But a spell, said to have been casted by the gods, closed the gates and erased the memory of all beings. After the memory wipe, a new civilization arose and people were trying to find their place in the world, this would lead to the name 'New World' being coined. But evidence of the 'Old World' still lingered...

Recently in the year 500 AD (After Descension), in the Storm Desert outskirts of the Pathmere region, a rumor began: The dungeon of a powerful mage of the Old World exists within said region.

The rumors spread and caught the attention of a noble, Salvatore Wintershard. Second son of the infamous Wintershard family.

With prospects of fortune and possible fame, Salvatore aims to hire a group of *expeditioners* who will help discover whether or not the rumors are true and what other secrets lie ahead.

Adventure Hook

You can let your players invent their own reasons for wanting to join Salvatore Wintershard's goal.

At least, make sure the characters have a desire for fortune. Whether it is to help their village or family escape to a more lavish life or for their own self gain.