

JUNTVYYF

A TIME OF CELEBRATION IS AT HAND, BUT THERE ARE DARK FORCES WITH OTHER PLANS ARISING.

THE LAND OF JUNTVEYF

Welcome traveler to Juntveyf! Raw magic courses through the air and all sorts of ancient mysteries lie just beneath the surface you walk.

You have arrived in the port city of Cragwake just in time to join the caravan master Iestyn on his way to the town of Rizenfel for the festival of Summer's zenith and Autumn's wake - a yearly celebration that attracts crowds from all around and travelers from across the world. Every spot of light has a dark side to it however, as rumors of the presence of those devoted to an ancient horror can be overheard wherever you go.

But before you depart, let me first get you up to speed on the world around you!

AN ANCIENT HISTORY

Juntveyf is old, and its history is divided into two major eras: the era of chaos and the era of order. The time between these eras is known as the Cataclysm, and began on a day on which the sun never shone, having been blotted out by the black moon Naveh. That day the borders of the world crumbled and an eldritch horror known as the Behemoth tore its way into Juntveyf.

NAVEH, THE BLACK MOON

On a clear night one can look up to the heavens and - with some searching - find the hole in the stars from which no light passes. This black spot is Naveh, known more commonly as the black moon.

Not much is known about its purpose, though most followers of Giadasa consider it a blight placed in the heavens by the Behemoth.

Whenever Naveh passes in front of the sun, the borders between worlds will weaken and waver and things that don't belong may creep in. While this omen can occur regularly, though never for long, once in known history a total eclipse occurred that lasted the whole day. That was when the Cataclysm began.

A FOUNDATION OF CHAOS

Most information about the time before the cataclysm has been lost. What is known is that there existed a race known by scholars as the Shapers. There are few alive who can understand their magic and devices found in buried ruins across the world, and none who can understand the twisting runes they left behind. Most of what is known comes from religious sources. The Shapers are described as beings who could carve the land into whatever form they desired, even creating life such as humans, elves, and dwarves. The shapers however lacked the capability to believe. Their living creations did have this ability though, and through their belief spirits began to be formed from the chaotic vis. As these newborn deities gained followers, their power grew.

Eventually, these spirits and their followers sought to bring order to the chaos wrought by the Shapers. To do so required the removal of the shapers.

INVASION

With the sun blotted out and the boundaries weak, a massive creature from the outer realms entered Juntveyf. Twisting and devouring the land, many of the gods banded together to drive it back, and many were destroyed in the attempts - or driven mad, like the god of fate now known as Thresher. In the end it was a plan by a goddess named Ninusa that led to the sealing away of the Behemoth.

In the aftermath of the invasion, the final remnants of the shapers were swept from the earth.

AN ERA OF ORDER

With the Shapers gone and the Behemoth sealed, 13 gods rose to become the head pantheon of Juntveyf. Worshipers of them can be found throughout the world. Other deities do exist, though never with as widespread a following. One such example is the goddess Flamouria, the patron deity of a nation by the same name in the far north.

CENTRAL PANTHEON

Diety	Alignment	Domains	Symbol
Rett, god of good and justice	LG	Forge, war, order	Blade wreathed in light
Vondur, god of evil and forbidden magic	LE	Arcana, war, order	Wand wreathed in shadow
Summer, elemental god of fire and time	NG	Forge, light, nature	Three spheres inside a sun
Autumn, elemental god of air and time	CN	Grave, nature, tempest	Three spheres inside a storm
Winter, elemental goddess of water and time	NE	Death, nature, tempest	Three spheres on a snowflake
Spring, elemental goddess of earth and time	LN	Life, nature, peace	Three spheres entwined in vine
Cufi, goddess of the hearth and hospitality	NG	Life, light, peace	Handful of glowing embers
Viridi, goddess of agriculture and storms	CG	Life, tempest	Rain falling on a field
Urtarr, god of creation	LN	Forge, knowledge	Crossed hammer and tongs
Ninusa, goddess of magic and memories	N	Arcana, knowledge, twilight	Silver insect on an onyx pendant
Giadasa, fae goddess of travel and the silver moon	CN	Trickery, twilight	Silver crescent moon
Nether, god of death and the byways	NE	Death, grave, twilight	Urn with a path on it
Thresher, mad god of doom and insanity	CE	Death, life, trickery	Twisted knot around a skull

MAGIC AND TECHNOLOGY

The world of Juntvyf is high-magic with a technology level reminiscent of the renaissance, though in recent years breakthroughs in the study of creations left behind by the Shapers has lead to advancements in blending magic and mechanics. Ninusa, sometimes referred to as the witch goddess, is the central diety when it comes to magic, especially magic relating to dreams and memories. Other minor dieties of the arcane exist and vary from place to place.

WORLDVEINS

The worldveins are a network of leylines that are the source of all magic power. In the physical world there are 6 major worldveins, each one originating from a massive obelisk covered in shaper runes. Invisible to the naked eye, they cover the world charging the air with the potential for magic.

PSIONICS

Be warned: practicing psionics is a dangerous thing, especially around those with a strong devotion to a god. Psionics are the domain of eldritch beings like the Behemoth, the power to impose the rules of an outer realm where they do not belong. Rarely will you encounter those who are accepting of this. Fear and persecution await those caught tapping into the behemoth's power.

HERETECH

Heretech is the more commonly used term for Shaper technology. These rare devices can be extremely dangerous if they are working, but also worth quite a lot even if they are not. Ruins left by the Shapers litter the land, home now to monsters in addition to their ancient defences.

THE EPHERIA CONTINENT

Epheria is the continent on which the Behemoth was sealed away, its petrified remains having now become the Azure Crag. The continent is crescent-shaped, with a large central sea the result of the Behemoth's rampage. The outer coasts of Epheria are typically jagged cliffs or spots of volcanic activity, either one difficult to cross. On the tip of the southern arm are the Twyrlode mountains, highest in the world and the location of the pillar of storms - one of the six obelisks.

THE KINGDOM OF MORGEN

Along the northern edge of the central sea, bordered on the north and west by the Azure Crag, lies the kingdom of Morgen, established by Morgen Luxana and ruled by the Luxanas since. The majority of Morgen (including its capital Sonnen) lies within what is known as the Ancient Field.

The plains are filled with patches of low hills, and many ruins and tombs lost to time. The Limeth highmarsh and lake border the kingdom to the east, and beyond that lies the highlands.

The Limeth river runs from the lake into the central sea to the south, joined by the emerald river to the north. The more coastal portion of Morgen has patches of forest and small lakes.

SONNEN

Known as the city of lights, Sonnen is located along the emerald river, near the center of the ancient fields. It is from here that the Luxana family, powerful sorcerers of light, rule the kingdom. At night the reason for Sonnen's nickname becomes apparent, as hundreds of dancing lights emerge and illuminate the streets.

SHADOWTOWN

Underneath the foundations of Sonnen lies the ruins of an ancient city, long buried in the earth. The excavated upper portions of this city are known as shadowtown, and serve as the ghetto of Sonnen. The many dark corners make it easy for authorities to look the other way, so a thriving black market where trinkets excavated from all around are bought and sold.

The deeper parts of shadowtown are inhabited by only the most desperate, as disappearances are far too common. Often attributed to rumored horrors like the faceless wraith, it is for this reason that excavations stopped after reaching a more intact section of ruins.

CRAWAKE

Located at the entrance to the emerald river, the port city of Cragwake is the main trading hub in Morgen. Many who travel to Morgen first set foot in Cragwake.

RIZENFEL

A few days travel north-east of Sonnen, Rizenfel serves as a trading hub for several surrounding farm towns. It is also home to the daystone vault, a structure that contains the twelve daystones - holy artifacts of the Seasons. The three daystones belonging to the current Season are displayed on the vault and the other daystones kept within, all while protected by powerful divine magic.

Four times a year on the solstices and equinoxes, Rizenfel is host to a special ritual where the three daystones of the current Season are exchanged with the daystones of the next. Festivals are often held around these times.

THE CAMPAIGN

This is my first time DMing a campaign, so feedback and constructive criticism is welcome and appreciated. Ask me any questions you have as well!

Everyone has gathered - for one reason or another - at the port city of Cragwake with the goal of attending the Autumnal equinox festival in Rizenfel. You have all joined Iestyn's caravan for the journey. Maybe you were hired as an extra guard against increased bandits targeting travelers on their way to the festival, or maybe you joined to have a safer journey.

The plan is for this caravan journey to serve as a way to get the characters involved in the overall main conflict. Afterwards, things should be more open-ended as to where you will go and what you will do.

THE FESTIVAL

The Autumnal equinox - known as Summer's zenith and Autumn's wake - is typically accompanied by a massive harvest festival that attracts visitors from across the land, and even world. The central point of the festival is the daystone ritual. The fields surrounding Rizenfel become full of stalls, tents, and activities in the few days prior.

THE CARAVAN

Often, the safest way to travel is in a group. Especially when so many juicy targets are all traveling with goods and riches to exchange at the festival.

LESTYN WINDRIVER, THE CARAVAN MASTER

A seasoned trader, Iestyn knows his way around Morgen and the surrounding lands. He visits Rizenfel regularly, but on his annual journey to the festival he takes on other merchants, travelers, and hires extra guards to protect him and those with him. Better to be prepared than to be dead. And who would target such a large group anyways?

CREATING A CHARACTER

Everyone will be starting at first level. Any official source book is fair game for creating a character, as well as most unearthed arcana (Just ask me. it's a safe assumption that it's okay so long as it hasn't been officially printed. Just be aware that I may buff/nerf UA content). A couple other guidelines:

- Use point-buy for your character's starting stats.
- No evil-aligned characters please.
- No races with a level 1 flying speed (Aarakocra, winged tiefling).
- I am 100% down for reflavoring/reskinning things! Want your barbarian to be a warrior who enters a state of extreme focus or meditation rather than rage? Go ahead! The mechanics don't change, but the flavor does.
- Please communicate with everyone your plans/ideas for your character. Everyone's characters should be able to work together (but don't have to get along perfectly).

Some things to think about for your character's background:

- Is there a special reason you are attending the festival?
- Do you maybe already know some of the other PCs?

- Do you maybe have ties to the area?
- What reason may you have for forming a party with the other characters after the festival? (Some form of opposition to cultists may help here)

OTHER NOTES

- PLEASE talk to me if you have any issues or concerns
- I will generally stick to RAI, though the rule of cool is a thing.