



Empire of the Ghouls Campaign Overview

This campaign is about a group of heroes who slowly discover a dastardly plot to end the world. The heroes travel across Midgard as they follow the threads of that scheme and uncover the story's true villains. The trail eventually leads the heroes into the Underworld where intelligent ghouls have built an empire.



Campaign Goal

Stop the ghoul threat to the surface lands.

Five Truths of Empire of the Ghouls

These five “truths” are common knowledge to your character and are intended to help you better understand the world and purview of this campaign.

1. FLAT, DIVERSE WORLD. Midgard is a flat world that is surrounded by a great serpent and floats in a vast space of living stars. Midgard is a diverse world with raiding barbarians in the north, merchants in the south, and city-states with seasonal wars in the lands between them.

2. LEY LINES AND SHADOW ROADS. Midgard is alive with magic that runs in great, invisible rivers through it. Centuries ago, the elves used these rivers, known as ley lines, to create fey roads across their vast empire. After the elves’ retreat, most of these magical roads fell into disrepair. They are now known as the dangerous and unstable shadow roads.

3. CITY AT THE HEART OF THE WORLD. The Free City of Zobeck stands at a great crossroads, south of the vampire-filled Blood Kingdom, east of the dwarvish cantons, north of the chivalrous Magdar Kingdom, and west of the ancient Margreve Forest. It is a city where adventurers, merchants, and scoundrels from all nations intermingle and a place where wondrous inventions of steam and brass are forged. It is the city where this campaign begins.

4. WITHIN THE LAST CENTURY. The citizens of Zobeck overthrew House Stross, rulers of the city for 600 years, and Zobeck became a free city, governed by a mayor and 11 consuls. The Mharoti Empire conquered neighboring territories, reminding all that the dragons of Midgard have no interest in sitting in lonely caves, counting coins.

5. WITHIN THE LAST DECADE. The vampires who rule Morgau and Doresh, known collectively as the Blood Kingdom, joined forces with the ghouls who live underground to conquer the Electoral Kingdom of Krakova, which sits a few hundred miles north of Zobeck. The surviving members of the royal family went into hiding, and the common folk now suffer under undead rule in the new province of Krakovar.





Factions and Deities

These factions and deities are adjacent to or appear at least once in *Empire of the Ghouls*, making them very easy to fold into the main campaign if you want your character to have an extra tie to the story.

FACTION: GRAVESLAYERS. These (primarily) dwarven warriors dedicate themselves to the destruction of the undead, especially those that threaten the cantons in the Ironcrag.

FACTION: KRAKOVA. Though Krakova is no longer a kingdom, many former citizens actively work against their vampire overlords. Some do so from within Krakovar's borders while others aid the Court-in-Exile as it gathers allies to take back their homeland.

FACTION: ORDER OF THE EBON STAR. This group of (primarily) darakhul (intelligent ghouls) split from the Ghoul Imperium after its allegiance with the vampires. They worship Sarastra.

FACTION: RED WINTER. This cult is a heretical sect of the Blood Goddess Marena's clergy. They seek to unseat the vampires in the Blood Kingdom, believing those with blood are superior to those without it.

FACTION: SHIELD MAIDENS OF HULDRA MOSE. These all-female, (primarily) trollkin warriors worship Sif and value strong fighters and the bonds of sisterhood.

DEITY: ANU-AKMA. The Judge of the Dead and Guardian of Tombs. He promotes purity and preserves order, watching over the timely and dignified death of all.

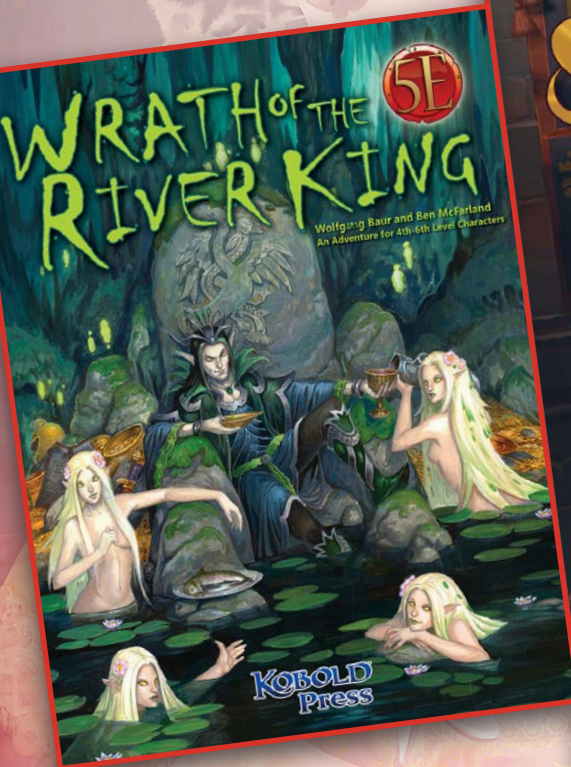
DEITY: RAVA. The Gear Goddess, Mother of Industry, and Spinner of Fate. She is the patron goddess of the Free City of Zobeck and sponsor of magic, knowledge, and industry.

DEITY: SARA STRA. The Queen of Night and Magic, goddess of the shadow fey, and ruler of the Shadow Realm. She demands her followers understand and celebrate the beauty and mystery of magic.

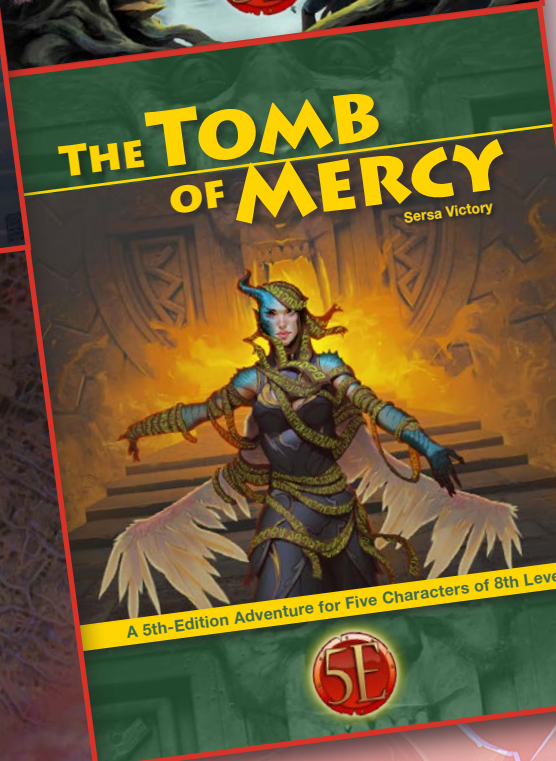
DEITY: SIF. The Goddess of Family and Marriage and Mistress of Valkyries. She is the goddess of archers and women warriors, demanding her followers be fierce and fight for what they believe in.

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