

# SCARLET CITADEL CAMPAIGN BRIEF

The Scarlet Citadel is a deadly multi-level dungeon set in the world of Midgard. You can find out about Midgard [here](#) and locate the the Scarlet Citadel on this amazing [online map](#).



## Character Creation

We will be using the *Player's Handbook* and the [Midgard Heroes Handbook](#)\* to create characters. If you want to use any other sources, please let me know.

If you're not sure which race you'd like to play, the following are particularly suited to this campaign. There are no half-orcs in Midgard.

- Bearfolk\*
- Dragonborn
- Dwarf, Cantonal
- Elfmarked (as half elf)
- Gearforged\*
- Halfling, River
- Human (Magdar, Septime, Kariv Wanderer\*)
- Kobold\*
- Minotaur\*
- Shadow Fey\*

## Campaign Goal

Explore and loot the Scarlet Citadel, a dungeon filled with ancient treasures and secrets.

## Seven Truths

Built as the ancestral family home of **House Holzanger** some 400 years ago, the castle known as the **Scarlet Citadel** now lies in ruins and its dark dungeon has a sinister reputation. This is very well deserved, for few return from its depths.

**Gellert the Gruesome**, a powerful sorcerer, is said to dwell deep below the ruins, but no one in the nearby village of **Redtower** has ever seen him. Bandits claiming to work for Gellert frequently rob or extort tolls from travellers and merchants on the road between Schio and Peltzenheim.

The Scarlet Citadel is located in the **Magdar Kingdom**, a place rich in traditions of chivalry and warfare, ruled by the **Widowed Queen Dorytta**. The Magdar fight to defend their borders to the east against the tribes of the Rothenian Plain and to the south against the **Mharoti Empire**.

The Mharoti Empire is ruled by dragons. The dragons of Midgard have no interest in sitting in a lonely cave, counting coins. Instead, they rule vast swathes of territory and seek to conquer more with their armies of dragonborn, kobolds and drakes.

To the west of the Magdar Kingdom are the Canton of Melana and the Republic of Triolo, two of the **Seven Cities**, another region where war is a way of life. Many come to the cities to earn their coin as mercenaries when the yearly raids and ambushes turn into larger battles and sieges.

To the north, at the crossroads of the world, lies the Free City of **Zobeck**. It's a city where adventurers, merchants and scoundrels from all walks of life and all nations intermingle, and a place where wondrous inventions of steam and brass are forged. West of Zobeck are the thirteen **dwarven cantons** of the Ironcrag Mountains, while to the east lies the ancient and mysterious **Margreve Forest**.

Midgard is alive with **ley line magic**. Centuries ago the elves used this magic to create and sustain the shadow roads (also known as fey roads), making it possible to connect the far-flung cities and towns of their vast empire. Today, some know how to harness the ley lines to power spellcasting or for magical travel.