

# Migdar Campaign Setting

For SRPG

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# **A Brief History of Migdar**

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## ***World Overview***

The world of Migdar is divided into three empires. The greatest of these three is the Migdarian Empire. The second empire is an ally of Migdar, the Empire of Rilfen. The third empire is not openly engaged in war with Migdar, the Dengarian Empire. The three empires are divided by large mountain ranges, which is the primary reason of the current imperial borders. This is a brief history regarding the formation of the nations of the known world up to the current year: which is 487 years after the founding of the Kingdom of Migdar.

## ***Migdarian Empire***

King Adam Migdar IV formed the Migdarian Empire in the year 187, and became Emperor Adam Migdar IV. The Kingdom of Lage was requesting military assistance to defend against the Nortmen. The City-State of Gid was begging for help against Grendels from the South. The Migdarian army marched north and fought the Nortmen back into the mountains; meanwhile, a large number of Migdarian officers went to Gid to organize and train a new army. The Gid army, under Migdarian leadership, pushed the Grendels nearly a hundred miles South and expanded the holdings of Gid. With the added territory, Gid declared itself a kingdom. In exchange for Migdar's aid, Lage and Gid swore fealty to Migdar and, while autonomous, pay annual tribute to Migdar.

## **Migdar**

Duke Adam Migdar I expanded the Duchy of Migdar to its present size in the year 0, and declared himself king. The current calendar uses the founding of the Kingdom of Migdar as its starting point. Migdar's military might was without equal on the East side of the mountains, and no nobles or royalty challenged Adam Migdar's declaration.

As described above, Migdar became an empire in 187. This made Migdar one of the most powerful nations in the known world. Since becoming an empire, Migdar has not expanded its territory directly; however, Migdar uses its military might to defend its allies and prevent the loss of land.

## **Lage**

James Lage organized the city of Lage as a minor trading port 238 years before the founding of the Kingdom of Migdar (B.F.). The Barony of Lage remained small and peaceful for 243 years. Shortly after Migdar became a kingdom, Lage expanded into the surrounding forests and declared itself a duchy in 5 A.F. (After Founding).

As the population of the Duchy of Lage grew in size and wealth, raids by the Nortmen grew. By 187 A.F., the raids had grown so fierce that the lands outside of the capital city were destroyed. Homes and fields burned, and those that could not flee perished. The Duke of Lage pleaded with the King of Migdar for help. The Migdarian army drove the Nortmen back, and the Duke used the opportunity to expand his holdings.

In the same ceremony, the Duke of Lage declared himself king and pledged allegiance to the Migdarian Empire. The Kingdom of Lage dismantled its pitiful military and paid increased tribute to Migdar for permanent troops to protect the entire realm of Lage. As a result of this arrangement, the people of Lage have returned to their peaceful beginnings. Lage rightfully claims the title as the safest and most peaceful kingdom in the known world.

## **Gid**

The City-State of Gid has existed for hundreds of years. Its origins are mostly unknown. At some point, citizens of a mountain village began building walls. Over the course of centuries, this evolved into one of the largest and mightiest stone fortresses in the known world. Gid's military strategy was always very defensive. It did not take much to defend the mighty fortress against any foe, until the Grendels came. In 87 A.F., Grendels did not lay siege like so many other enemies; they entered the city. With their powerful hands they scaled the stone walls at night, always at night.

The defenders of Gid fought valiantly for a hundred years. The Grendel raiding parties were growing larger and harder to withstand. The Council of Gid sent a small band of warriors to Migdar to request aid. The King of Migdar refused to send his soldiers to die at the hands of these new, powerful creatures. A large group of officers were organized and returned to Gid with the original band of warriors. These Migdarian officers organized and trained volunteers from the citizenry of Gid.

The new army marched out from the safety of the walls in search of the Grendels. The Grendels were easy to defeat during the day. At night, the army would light bonfires in the entrances to the Grendels' caves. The army wiped out all of the Grendels within a hundred miles of Gid. As the army approached the underground stronghold of the Grendels, the enemy became more numerous, and more deadly. The army returned to Gid victorious, but they had not exterminated the Grendel race.

Following a few assassinations and other intrigues within the Council of Gid, Jared de Gid claimed the land surrounding the city, declared Gid a kingdom, and himself its king. He also pledged fealty and an annual tribute to the Migdarian Empire in 187.

## **Montaigne**

The County de Montaigne was founded by a group of adventurers in 439. Michel de Montaigne reclaimed a small keep overrun by Dark Sylvans, and declared himself a count. Count Michel de Montaigne was the third son of a Migdarian duke. Michel de Montaigne's father was the second son of the King of Migdar. Over the next several years, the County de Montaigne attracted adventurers and pioneers from all over the Migdarian Empire.

By 461, the County de Montaigne had grown to fill the unclaimed territory between Migdar, Wavoft, and Grendel. The Count declared the area the Duchy de Montaigne, and signed a mutually beneficial alliance with the Migdarian Empire. The Duchy de Montaigne officially became a member of the Migdarian Empire, but its only tribute is the buffer it creates between Migdar and Grendel.

In 478, Duke Michel de Montaigne II expanded his holdings to include the road between Migdar and Gid, and was granted the title of prince from his cousin, the Emperor of Migdar. This move improved trade in the region and the new Principality's coffers.

Those brave Migdarian souls who seek danger travel Southeast to enlist with the Montaine rangers. The Principality de Montaigne is always working to defend Migdar's Southeastern border and drive the Grendels back to the hills from which they came.

## **Empire of Rilfen**

The Empire of Rilfen was created in 189, in response to the formation of the Migdarian Empire. The Sylvan Kingdom of Rilfen signed an agreement with its neighbors for mutual defense. The member kingdoms send troops to the imperial capital each year. The troops train and drill for a year, and then return home once a new batch of soldiers arrives. As a result of this system, the Rilfen military is generally inexperienced. Its redeeming quality is that it has a high concentration of magical talent. Emperor Standing-Oak was the ruler when the empire was formed, and he is still the ruler today. The Emperor is a Sylvan, and expects to rule the empire for another two hundred years or so.

## **Rilfen**

The Kingdom of Rilfen is very old, and it may be the oldest kingdom in the known world. According to legend, the god Sylva founded Rilfen in the first year of the world as a city for his children, the Sylvans. The Sylvans have held Rilfen ever since. The kingdom originally was limited to the old forests surrounding the capital city. During the second millennium after the creation of the world, the kingdom was expanded to include much of the grasslands surrounding the forests.

The Kingdom of Rilfen is considered by many to be the magic capital of the world. The use of magic is encouraged in Rilfen, and there are numerous magic schools. Rilfen mages are hired by all nations in the known world.

## **Rilport**

The Principality of Rilport was established in the first millennium after the creation of the world. Rilport was established as a trading port for Rilfen. Rilport owed allegiance to Rilfen long before the Empire of Rilfen was established.

Prince William the Shrewd rules Rilport along with the Council of Rilport. The prince forms the executive branch; meanwhile, the council is elected by landowners and carries out legislative and judicial duties.

## **Irengard**

The City-State of Irengard was founded in 190 to protect Rilfen, Rilport, and Holico from enemies to the west. Between 214 and 221, Irengard expanded its territory, and the Empire of Rilfen recognized it as a kingdom. King William Irengard III ruled at that time.

The navies of Irengard protect merchant ships from the Guerrier pirates. The sea routes between Lage and Irengard are safe to a precise percentage. The Guerrier pirates successfully block any attempts by other pirates to interfere with the trade route. The Guerrier pirates have established policies on what percentage of ships they raid and what percentage of the cargo they take. In the end, only about 5% of the cargo shipped from Lage to Irengard is lost to the pirates. The merchants have come to think of this as a random toll for use of the sea route, and there is rarely violence involved in the piracy.

From time to time, a merchant who is new to the arrangement will be attacked by the pirates and defend his ship, unaware that the pirates only intend to take 15% to 20% of the cargo.

## **Holico**

The Kingdom of Holico was founded by Jonathan Evergreen about 400 years before the founding of Migdar. Jonathan Evergreen still rules Holico today, but he is growing old and preparing to hand the kingdom over to his son, Jonah Evergreen.

## **Ranzot**

The wizard Chalem Silvio used magic to build a mighty tower in the first millennium after the creation of the world. In the second millennium, the Council of Ranzot was established to rule after the death of Chalem Silvio. To gain a seat on the council, a hopeful must slay a sitting member in an organized duel, or a council member may resign from his seat and pass it onto the man of his choice.

Ranzot is known for its dark magic. Fear of the council is what keeps Dengaroth and Gid from attempting any military operations into Ranzot.

## ***Dengarian Empire***

The Dengarian Empire is the only empire created by conquest. Twenty-three years after the founding of Migdar, Dengaroth pushed the Grendels from the south back into the hills and forced the Goblins of Kaft back to their forests. After these military victories, the army of Dengaroth then marched on Wavoft. The defenders fought hard, but they could not compare to the well-trained, experienced forces of Dengaroth. Once Wavoft surrendered, Dengaroth granted it back most of its sovereignty; however, Wavoft now holds an annual lottery to send free people to Dengaroth as slaves, and Dengarian soldiers are permanently stationed in Wavoft.

In 48, Emperor Throm Dengaroth IX decided that the arrangement with Wavoft was working well. He abolished the treaty with Tordin and invaded. Once again, the Dengarian army easily overcame the resistance, and Tordin was forced into the same arrangement as Wavoft.

## **Dengaroth**

The Kingdom of Dengaroth is almost as old as Rilfen; however, the legends say Dengaroth was founded by mortals, not the god of the Dengarians: Monta. The kingdom was founded by Throm Dengaroth in the first millennium after the creation of the world. Dengaroth's society has four castes: aristocracy, military, slave, and Grendel. The aristocracy consists of all of the descendents of Throm Dengaroth. They live in luxury and control the military.

All Monta citizens of Dengaroth are forced into the military; however, military life is not terrible. The soldiers primary responsibility is to manage the slaves. The soldiers capture new Grendel and Goblin slaves and oversee the slave lotteries in Wavoft and Tordin. The Grendels and Goblins are treated roughly and do hard labor, primarily mining. The slaves from Wavoft and Tordin are treated well and are assigned duties such as baking, sewing, farming, and smithing. If a Wavoft or Tordin slave works hard for a few years, they are released and transported back to their home city.

## **Wavoft**

Duke Gred Thunder, a Monta, raised an army and expanded his territory the year after Migdar became a kingdom. Duke Thunder declared himself king, and enraged the nearby Grendels and Goblins with his new lands and title. For twenty-two years, King Thunder's army fought to hold back the raiders from Grendel and Kaft. The Dengarian army stepped in, defeated and pushed back the raiders, and moved onto the conquest of Wavoft.

King Gred Thunder surrendered to Dengaroth and agreed to the slave lottery and the permanent presence of Dengarian soldiers. Dengarians heavily patrol the northern border of Wavoft to prevent emigration. Most citizens have decided the possibility of slavery for a few years is preferable to a violent encounter with Dengarians, Grendels, or Goblins. In any given year, about 15% of the adult population are serving as slaves in Dengaroth. Slaves are allowed to bring their families, and the families are only required to work enough to provide for themselves.

## **Tordin**

Baron Tadrík Tordin claimed and settled the present day location of Tordin in the third millennium after the creation of the world. Tordin thrived by facilitating trade between Dengaroth and the nations that would become the Empire of Rilfen. It is believed that each generation expanded Tordin and claimed a greater title. This ended seven years after the founding of Migdar, when Duke Tadrík Tordin V declared himself king. At that time, Tordin had reached its present size.

The navies of Tordin were strong; however, the king unwisely trusted the majority of the land defense to a treaty with Dengaroth. In 48, Dengaroth abolished the treaty and invaded. Tordin surrendered and agreed to the same arrangement established between Wavoft and Dengaroth. Dengarian soldiers heavily patrol the large northern border of Tordin to reduce emigration. Anyone traveling by land into or out of Tordin along the northern border is executed on the spot.

King Tadrík Tordin V apologized to his people, exiled himself to Lage, and handed the kingdom to his son, Tadrík Tordin VI.

## ***Other Nations***

### **Grendel**

The origin of the Grendel Nation is unknown to outsiders. It is believed that Grendel is ruled by a tribal council. Great Chief Stands-In-Sun leads the council. Grendel expansion is greatly hindered by the fact that Grendels turn to stone in the Sun. The Grendels do not appear to conduct trade with any other nations. Raiding parties will often venture far from the capital to seek glory and riches.

### **Kaft**

The castle of Kaft was built in the second millennium. From this stronghold, Goblins pushed out to the surrounding lands in that same millennium. King Grund the Axe rules the Kingdom of Kaft. The Goblins of Kaft form raiding parties like the Grendels, but they can travel much farther without the Grendels primary weakness.

# Races of Migdar

## ***Humans***

In second year of the world, the god Pater created humans to appease the gods of war and luck. As part of Pater's agreement with the gods of war and luck, humans live for one hundred years.

Humans are very diverse and versatile. Humans can be found in nearly every major city. Most humans reside in the Migdarian Empire.

Humans come in a variety of colors. Their skin varies from in color cream to dark brown, with peach being among the most common colors. Their eyes can be gray, blue, green, or brown. Their hair can be various shades of black, brown, red, yellow, gray, or white. Humans are generally between five and six and a half feet tall.

Humans are the average character; as a result, humans receive no special attribute adjustments during character generation.

## ***Children of the First Year***

In the first year of the world, three races were created by the gods to take care of the planet. These three races were named the Children of the First Year. All Children of the First Year live for a thousand years.

## ***Sylvans***

Sylvans were created by Sylva to care for the forests. In general, they try to live in harmony with the vegetation around them. This is most obvious in their homes. Sylvans live for a thousand years, and so they have time to tend and shape trees. Sylvan homes are very old trees that have been shaped into floors, walkways, windows, doorways, and ceilings. Sylvans enjoy watching things grow, and will often use magic to assist with the growth and shaping of their surroundings.

Sylvans enjoy using and studying magic. They are also very dexterous. Sylvans enjoy archery tournaments, and non-lethal magical duels. Sylvans tend to be physically weaker than humans are. Sylvans live primarily in the Empire of Rilfen, but they can be found in the Migdarian Empire.

Sylvans are usually between six and seven feet tall with slender builds. Their ears are pointed slightly, not rounded like human ears. Their skin varies from cream to peach. Their hair can be various shades of red, yellow, or white. Their eyes can be gray, blue, or green.

Sylvans add one to their magic and dexterity attributes. They subtract one from strength and constitution.

## ***Montas***

Montas were created by Monta to care for the mountains. Montas revere the mountains as special friends. Montas believe the mountains enjoy it when someone is digging in them. Montas are gifted stoneworkers. Montas live either in skillfully cut caves or in stone buildings.

Montas are short and stocky. They stand between four and five feet tall. Their skin color varies from cream to light brown. The hair can be various shades of brown or red. Their eyes can be gray, blue, green, or brown.

Montas are stronger than humans are. They are surprisingly fast runners. They tend to have better endurance, as well. Montas enjoy wrestling matches, and foot races. Montas are the dominant race in the Dengarian Empire. Montas who do not agree with the rulers of Dengaroth can be found in almost every city.

Montas add one to their constitution and strength attributes. They subtract one from magic and dexterity.

## **Marefolk**

Marefolk were created by the goddess Mare to care for the lakes, rivers, and oceans. Marefolk can breathe above or below water. They love to swim. They do not attempt to interfere in the lives of other sea creatures, and they treat all of the other sea creatures with respect. They eat fish and underwater plants. They build homes by using magic to weave plants and rocks in beautiful patterns. Marefolk sleep with their eyes open, and are dimly aware of what is going on around them as they do so.

Marefolk look very similar to humans. They do not have gills. They do not have fins. Their feet and hands are slightly webbed and are twice as long as human feet and hands. They are between five and six feet tall. Their skin color varies from light green to dark blue. Their eyes are either green or blue. No hair grows on their bodies.

Marefolk hate going above water. They can breathe, but it feels uncomfortable. They do not interact much with the other races. Marefolk live in the oceans, and will sometimes travel up rivers to visit lakes.

Marefolk add two to the magic attribute. They subtract two from constitution.

## ***Children of Ultio***

In the third year of the world, the god of revenge, Ultio, created evil versions of the good races. The four races were named the Children of Ultio. All Children of Ultio live for five hundred years.

## **Grendels**

Grendels were created by Ultio in response to humans. If direct sunlight touches a Grendel's skin, that Grendel will instantly turn to dust; as a result, all light makes Grendels nervous. They have an irrational fear of fire. Grendels' eyes glow slightly, and this gives them enough light to see colors in pitch dark.

Grendels are tall and stocky. Their ears are slightly pointed like Sylvan. Their skin varies from light gray to dark blue. Their eyes are glowing black. No hair grows on their bodies.

Grendels regenerate. Severed limbs and such do not grow back. Wounds on parts of the body connected to the Grendel's head and heart, do heal quickly. Grendels gain their constitution score in life points every round, unless they are killed.

Grendels enjoy fighting and digging. The fights usually end when one opponent or the other is unconscious. Grendels live in deep caves. Grendels do not need to eat or drink. They absorb moisture and nutrients through their skin.

Grendels live in tribes. Each tribe has a chief who is on the tribal council of the Grendel Nation. The chief is the dictator of his tribe. When the chief dies, the most powerful Grendel in the tribe takes his place. When this is disputed, the matter is settled with duels to the death.

Grendels are raised to hate humans and the Children of the First Year. Grendels hate Montas more than the other races because they encounter them most often and because the Montas use them as slaves.

Grendels add four to strength, dexterity, and constitution.

## **Goblins**

Goblins were created by Ultio to destroy the Montas. The Goblins are trained their whole lives to hate Montas above all other races. Goblins make huts out of wood, mud, and stone. Goblins enjoy wrestling and raiding.

Goblins are five to six feet tall with a slightly stockier build than humans are. Their skin varies from light green to dark brown. Their eyes are green or brown. They wear their brown hair long. Their lower canine teeth are enlarged enough to stick out of their mouths a half inch.

Goblins add one to their strength and constitution. They subtract one from dexterity and magic.

## **Dark Sylvans**

Dark Sylvans were created by Ultio to mock the Sylvans. They enjoy magic like Sylvans, but they prefer rock and sand to trees. They have non-lethal magical duels regularly, and lethal duels for special occasions. Dark Sylvans enjoy archery contests.

Dark Sylvans are usually between six and seven feet tall with slender builds. Their ears are pointed slightly. Their skin varies from brown to black. Their hair can be various shades of black or brown. Their eyes are brown.

Dark Sylvans add one to their magic and dexterity attributes. They subtract one from strength and constitution.

## **Frogmen**

Frogmen were created by Ultio to harass the Marefolk. Frogmen can breathe above and below water. They do not experience the same discomfort breathing above water as Marefolk do; however, Frogmen prefer to stay near water. They love swamps and muddy riverbanks.

Frogmen are humanoid; however, as their name suggests, they look like frogs. They are between three and four feet tall, when standing. They often travel by hopping, but usually fight standing. Frogmen's eyes are dark brown or black. Their skin may be spotted, and may be various shades of green, brown, and blue.

Frogmen enjoy hunting and use crude weapons such as stone knives, spears, and slings. Frogmen speak their own language only and enjoy hunting Marefolk above anything else.

Frogmen add one to their constitution. They subtract one from strength, dexterity, and magic.