

# **Trimatris (Migdar) Campaign Setting**

for Simple Role-playing Game 3<sup>rd</sup> Edition

This campaign setting is set one thousand years (1487 A.F.) after the original Migdar setting for SRPG. Please refer to the original campaign setting (Dec 3, 2003 v0.2.0) for additional background information.

## **Excerpt from a Brief History of Migdar**

Compiled by the Library of Migdar  
1487 A.F.

Much has changed in the last thousand years. This update to the history of Migdar will focus on the last hundred years and the current state of the known world.

### ***The Dark Cloud***

The Council of Ranzot has long been a source of fear for all the races of the known world. In 1066 A.F., our fears were proved justified. The Council of Ranzot declared themselves the rulers of the known world, referring to it as Trimatris for the three mothers of the Children of the First Year. The three empires rebuked the Council at first. The Council of Ranzot did not send forth an army to conquer the world.

A dense shallow fog began to appear across the entire ocean. In those first days, the fog was an oddity about a foot high. Each day the fog grew higher, pouring in slowing from the ocean. No magic outside of the Tower of Ranzot could stop this dark cloud that clung to the ground. Within a year, the wall of fog was thirty feet above sea level. Coastal homes and villages were abandoned after a terrifying discovery: Grendels could survive in the fog.

Each year, the fog grew thirty feet higher. The capital city of Migdar would have been lost to the mist, but a new discovery was made. Pools of blue Grendel blood were found floating on top of the fog. Migdarian engineers found they could mix cement with the blood and create floors that floated above the fog. This began the Grendel Crusades.

While Migdar could now build floating floors, the process required large amounts of Grendel blood. Brave Migdarian warriors traveled into the fog, now referred to as the Dark Cloud. The warriors didn't need to bring the blood back to Migdar, they just had to shed as much as possible. The blood was also being used to create ships that could float along the top of the fog. These ships gathered the Grendel blood.

### ***The Known World***

As the years passed, the Dark Cloud grew higher and covered more of Trimatris. The Kingdoms of Lage, Tordin, Irengard, Wavoft, Holico, and Rilport were abandoned. Migdar was saved by the Grendel Crusades, but the wheat fields across the kingdom were being covered by the magical fog. Migdar established an outpost in the formerly barren mountains for growing grain.

The massive Fortress of Gid and Tower of Ranzot were spared because of their mountainous locations, but they lost the valleys around them. Gid also established an outpost for growing grain like

Migdar. Ranzot found a more magical means of growing food for their smaller population. Gid is once again locked in an eternal war against the Grendels who scale the fortress walls at night.

The Sylans in Rilfen called everyone back to the main tree city, and used their magic to make their tree homes grow taller. In addition, the Rilfenes found a way to make the base of their trees burn perpetually to scare off the Grendels from climbing.

The Dengarian Montas brought their slaves from Tordin and Wavoft into the capital, and dug a new city underground. Deep within the Dark Cloud, the Dengarians find it much easier to keep their slaves. Escape would require facing the Grendels in the mist.

The Goblins of Kaft migrated their tribes to the mountains in the Southern Isles. The Goblins often raid other kingdoms because they are safe from the Grendels. The Marefolk do not allow Grendels to cross the ocean. It is rumored that war rages between the Grendels and the Marefolk deep within the Dark Cloud.

In this mass disappearance of what was once known, there was a new kingdom established: Spera. The Kingdom of Spera is very diverse because it was formed by the Northmen, Humans from Lage and Wavoft, Sylvans from Irengard, and a wide assortment of refugees from across the known world. The Kingdom of Spera is ruled by a Northman king because they led the fight against the dragons that once inhabited this land, formerly known as the Dragon Isles. Spera is also safe from the Grendels because of the ocean beneath the fog.

## **Gun Powder and Other Discoveries**

In more recent years, the discovery of gun powder has had some effects on Migdar. Cannons have proven effective against sailing ships reducing the need to fight board to board. Full-scale land war is rare now, but ship engagements on the Dark Cloud are common. It is also possible to wield gun powder using a hand cannon or bomb. This is effective against armored soldiers and is reducing the value of armor.

Migdarian engineers invented the printing press and movable type. This has made the spread of knowledge and information much easier. Many Migdarians can read and it is easier to pass scientific discoveries onto the next generation.

Based on new observations of our moon using new devices like the telescope, new theories about the known world abound. It is believed that we live on a sphere like the moon as opposed to just flat land. This theory would indicate that you could circumnavigate the world, but there have not been any successful attempts as of this writing.

# Currencies

## *Migdarian*

Coin Type	Value	Name
Large Gold	100	Gold Noble
Small Gold	25	Gold Wizard
Large Silver	10	Silver Knight
Small Silver	2.5	Silver Sword
Large Copper	1	Copper Boot
Small Copper	0.25	Copper Boot Farthing

Migdarian currency names are based on daily labor rates. If you have a pair of boots, you can earn a copper boot in one day of labor. If you have a sword, you can earn a silver sword. If you have armor and experience, you can earn a silver knight. If you're an accomplished wizard, you can earn a gold wizard. If you need to hire the services of a noble, expect to pay a gold noble or more.

## *Dengarian*

Coin Type	Value	Name
Large Gold	100	Gold Crown
Large Silver	10	Silver Hammer
Large Copper	1	Copper Slave

Dengarian currency is also based on daily labor rates. To hire a slave belonging to someone else, the normal rate is 1 copper slave. Warriors and smiths are paid a silver hammer for their work. The noble rulers are compensated at the standard rate of a gold crown daily.

## *Rilfene*

Coin Type	Value	Name
Black Wooden	1000	100 Mana
Red Wooden	100	10 Mana
Green Wooden	10	1 Mana
Blue Wooden	1	1/10 Mana (Tenth)

Rilfene currency is based on magical items. The Treasury of Rilfen contains thousands of magical items acquired and created over thousands of years. In times of great need, this treasure is used to protect Rilfen. The Rilfene government has issued wooden coins that represent mana shares of the treasure. Rilfen has placed values on all of the magical items and only issues enough coins to match that total value. The Rilfene government will purchase magical items from anyone and issue wooden coinage based on the item's value.

# Equipment

## ***Sailing Ships***

Size	Cost (Blood)	L x W x D	Capacity	Passengers (Overnight)	Cannons	Weight	Crew
1	1000 (512)	13.7 x 4.6 x 4.6	12.5k lbs	16 (8)	3	2560 lbs	1
2	2000 (812)	17.3 x 5.8 x 5.8	25k lbs	32 (16)	4	4060 lbs	2
4	4000 (1290)	21.8 x 7.3 x 7.3	50k lbs	64 (32)	10	6450 lbs	4
8	8000 (2048)	27.4 x 9.1 x 9.1	100k lbs	128 (64)	24 (2 Decks)	10240 lbs	8

Each 250 lbs of cannon, cargo, or passengers requires another 50 of grendel blood. Each passenger reduces cargo capacity by 750 lbs, or 1500 lbs if provided with a place to sleep.

## ***Magical Items (Examples)***

Item Name	Cost	Limitation	Other Information
Lightning Bow	6378	Once Daily	Lightning Strike, Large Bow
Boots of Flying	12500	Once Daily	Fly
Fire Staff	18750	Once Daily	Fireball
Amulet of Healing	25000	Twice Daily	Greater Healing
Ring of Traveling	31250	Once Daily	Teleportation

## ***Grendel Blood***

There is a standing bounty on grendel blood in Migdar of a gold wizard (25) for each grendel. This is then resold for 50 and will support up to 250 lbs on the Dark Cloud.