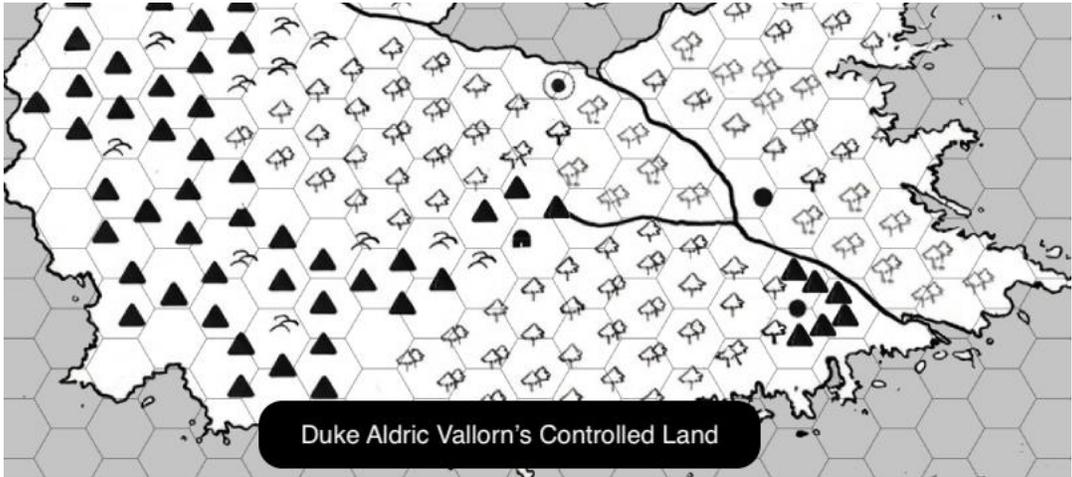
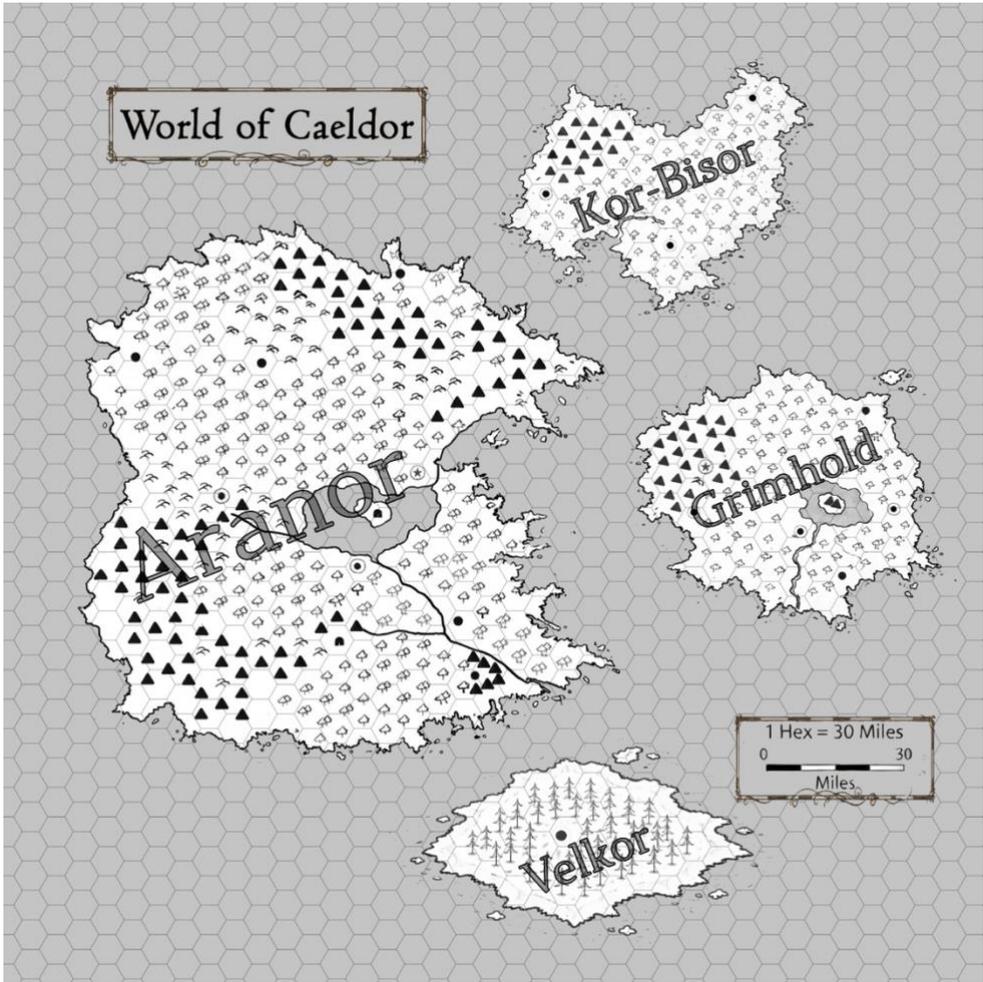


THE WORLD OF CAELDOR

Player's Primer



Basic Fantasy
www.basicfantasy.org





Starting Area of the Campaign

IMPORTANT LOCATIONS

- Lake Orwyn (5576): A mountain-fed lake that provides water and fish for the town. Villagers often gather here, and travelers stop to rest by its shores.
- The Silver Mine (5773): Rich with ore, but workers are refusing to dig deeper.
- The Old Crypt (5172): An ancient, overgrown tomb. The villagers speak of strange lights and voices at night.
- The Hillands (5575-5673): Scattered ruins, abandoned farmsteads, and lost relics of the past.
- The Goblin Encampment (5771): Small warbands have been seen moving through the woods, and their numbers seem to be growing.
- The Mountain Pass (5676): A dangerous shortcut leading into the unknown.
- Hunting Grounds (5376): Hunting grounds once used but patrols have noted signs of activity, discarded campfires, missing hunter, and whispers of outlaws taking refuge in the wilds.
- Old Farmstead (5574): The first attempt at building this town, it was abandoned, but no one seems to talk about it.



PLAYER'S PRIMER: WELCOME TO THE WORLD OF CAELDOR!

An Introduction to the World of Caeldor (Kay-la-Door)!

WELCOME TO ST. IDA

St. Ida is a young town built along the Old Long Road, an important trade route that has seen better days. People from all over have come here looking for a fresh start, farmers, miners, merchants, and adventurers. The hills nearby are rich with silver, and many hope to make their fortune. But dangers lurk just outside the town, goblins, bandits, and things even worse.

St. Ida is a place full of opportunity and mystery. The silver mine hides secrets, and an ancient crypt sits forgotten in the woods. You and your companions are tired of watching trouble grow, it's time to act. You form a party, ready to explore, fight, and carve your place in history. Of course, some treasure and glory wouldn't hurt either.

WHAT YOU NEED TO KNOW

- St. Ida is a young settlement on an old land. The region is filled with forgotten ruins, crypts, and relics of past civilizations.
- The silver mine (5674) drives the town's economy, but danger lurks below. Strange symbols, unexplained tremors, and missing workers have put the miners on edge.
- The Old Crypt (5172) remains a mystery. Some say it belonged to an ancient order of knights, others claim it holds something best left undisturbed.
- Goblins are growing bolder in the south. Travelers report ambushes in the forests, and the creatures seem to be gathering in greater numbers.
- Bandits may be hiding in the hills near (5376). Patrols have noticed signs of movement, but no one has caught them yet.
- The Mountain Pass (5676) is treacherous and rarely traveled. Some say it leads to lost places, others say it leads only to death.
- Lake Orwyn (5576) is the town's main water source and fishing spot. A peaceful place, for now.

- Adventurers are needed. The town offers coin and opportunities for those brave enough to face the dangers of the frontier.

ST. IDA TOWN LOCATIONS

- The Crooked Crow Tavern: Run by Callum Wren. The best place for rumors, drinks, and the occasional bar fight.
- Training Hall: A place where adventurers can hone their skills under experienced trainers.
- Circe's Chapel: High Keeper Elissa Varrow leads the devoted seekers of Circe's knowledge. The chapel is also home to Grand Watcher, the highest-ranking Watcher in the region, overseeing all spiritual and martial duties of Circe's faithful. The chapel provides healing, guidance, and access to rare lore—but wisdom always comes at a cost.
- Mining Guild Office: Overseer Roderic Greaves handles silver shipments and labor disputes. He doesn't believe in ghosts—but his miners do.
- The Market Square: A growing hub of trade. Basic supplies, gear, and occasional exotic finds can be purchased here.
- The Marshals' Barracks: Prime Marshal Edran Holt, appointed by Baron Aldric Thornwell, leads the town's Marshals in defense of St. Ida. While Holt commands the force, the rest of the Marshals are volunteers who sign up to protect the town and its people. They are few in number and often stretched thin, but they do their best to keep order.
- The Baron's Home: On the edge of town, mostly by itself is where the Baron Thornwell resides.





RULES OF THE LAND

- Duke Aldric Vallorn, under the rule of King Edric the Just, oversees this frontier land. St. Ida is part of his domain, though his influence is weak so far from the capital. The Duke has stationed knights throughout the land, fighting to keep order and protect settlements, but their numbers are spread thin. As a result, the town is largely left to fend for itself under the rule of Baron Thornwell.
- Every citizen that owns property within the kingdom must pay the king's taxes. Failure to do so will result in prison time.
- Every citizen must uphold the king's law.
- Every citizen must help in the defense of the king and the kingdom.
- Every nobleman must collect taxes in the name of the king for the defense and prosperity of the lands they are entrusted to administrate.
- You shall not murder a citizen of the King's land without just cause. This crime shall be punished by a heavy fine, prison time, or even death.
- You shall not steal. This crime shall be punished by a fine and/or prison time.
- The practice of necromancy is restricted by law. It can only be performed with the permission of the deceased, their family, or the king (or someone appointed by him). Unauthorized necromancy may be punished by a fine, prison time, exile, or even death.
- No one shall summon demons, fiends, or other uncontrollable creatures that may cause harm to innocents. Doing so may be punished by a fine, prison time, exile, or even death.
- Coin and steel dictate order. The law is upheld only by those strong enough to enforce it.
- Goblins, outlaws, and worse things haunt the roads. Travelers should move cautiously and be well-armed at all times.
- Some doors are best left unopened. The deeper one digs, the darker the secrets that lie beneath.

TIME AND TRAVEL

- The current year is 1100 CY (Calendar Year), starting on January 1st.

TRAVEL AND EXPLORATION

- Each hex on the kingdom map is 24 miles across, further divided into 6-mile sub-hexes.
- Travel speed is typically three 6-mile hexes per day on foot, four by horseback as long as no mules or carts are involved, but this can vary based on terrain difficulty and weather conditions.
- Each day of travel, whether inside a dungeon or through the wilderness, requires consuming one ration and one unit of water per character (animals need the same).

FORMING AN ADVENTURING PARTY

- Every adventuring party must be registered with the town.
- A party must choose a name and appoint a responsible leader.
- A tax of 100 gold pieces per month must be paid to the town as taxes.
- Each registered adventuring party is granted a guild home, a place to store items, rest, and secure their earnings.
- Training is available at the Guild Hall or Circe's Chapel depending on one's skills and calling.
- Training costs 1,500 gold pieces per level, and characters may only advance one level at a time. If a character gains enough experience to surpass two levels, their experience is reduced to 500 below the next level.
- Gold counts toward experience points, but only when it is secured in town or a designated safe location.

FINAL WORDS

St. Ida is a place of opportunity and danger. There is wealth to be earned, power to be claimed, and mysteries to be solved. Whether you are a sellsword, scholar, rogue, or zealot, your fate is yours to forge.

Will you survive the frontier, or will you be another forgotten name in the hills?

Welcome to St. Ida. Your adventure begins now.