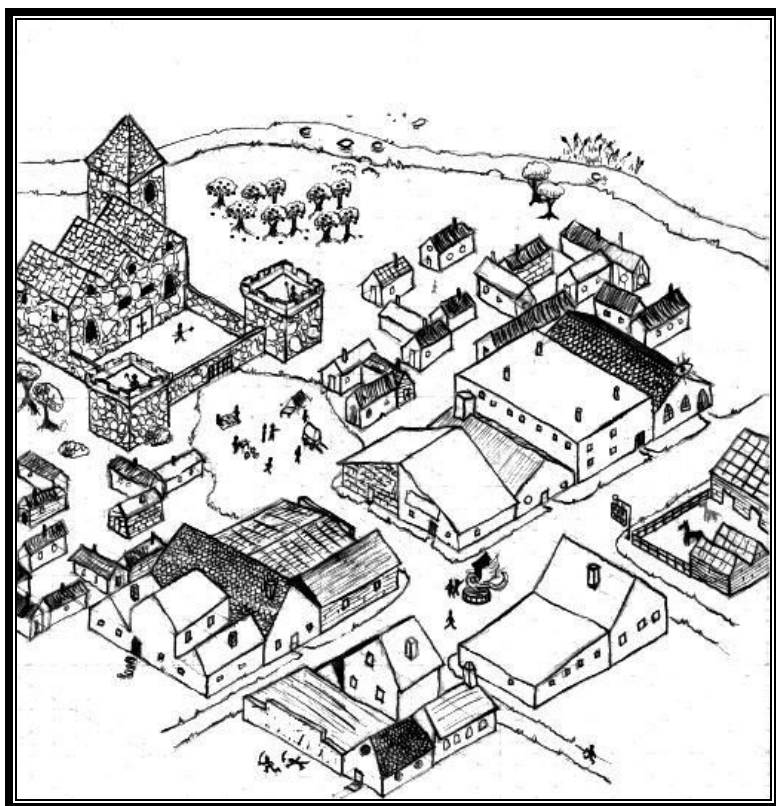


A Phoenix Barony™ Supplement

The Tathor Gazetteer



By David Bezio

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Introduction

The Phoenix Barony setting is a fairly large place. *The Tathor Gazetteer* deals with a much smaller area of the barony, the northeastern quarter around the settlement of Tathor. While this in itself is still a fairly large area, and there is plenty of open space, the gazetteer scales things down and details them a bit more.

The goal of *The Tathor Gazetteer* is twofold. First it details an adventure area that will be the location of several forthcoming adventures written by the author. Second (and most important), it is designed to give the reader inspiration, adventure ideas, and a place to locate adventures of their own creation with minimum labor. Several of

the "places of interest" mentioned in the gazetteer are not detailed in adventures, but merely hinted at here. These locations are ready for you to expand further into unique adventures.

Tathor itself provides a very good base town for adventurer. It is a convenient central location, a good place to find work and start adventures, and a safe place to rest when the work is done. Not only that, but your players characters can find most of the adventuring gear and services they may need, as well as a place to sell and trade treasure they may acquire in their escapades.

The rest of the gazetteer briefly details the locations on the map on page 10. Following this are details and maps of Tathor, Isabelle, Jub, and many of the major NPCs found in those locations (all found on page 11). Note that some of the larger land features (The Black Mts., Gloomwood, Goblin Head Lake, and King's River have already been described in core *The Phoenix Barony* supplement and aren't detailed again here).

Keep in mind that each square on the map is 2 miles by 2 miles, or 4 square miles. That is still quite a large area. Just because the map shows one terrain feature (or is totally blank) doesn't mean every square foot of that area is covered by that feature (or it is empty); It merely means that it is the dominant feature of the area. Almost anything else you wish to create in any square can exist. In other words, don't feel restricted by the locations described in this gazetteer. The Phoenix Barony is your world to tweak, expand, and individualize for your own needs...and awesome adventures!

Settlements

Tathor

Population: 750

Leader: Lord Arbottem

Tathor is a relatively small town under the protection of the Knight, Lord Arbottem. It is a popular stop for adventurers and fortune seekers heading west or south to wilder lands. Tathor is further detailed after the surrounding area is described. The adventure *Vermin of Tathor* takes place entirely in the town, while the adventure *Cats & Rats* takes place in and directly around Tathor. Most of the adventures placed in the area of *The Tathor Gazetteer* will assume that Tathor is being used as a central base town.

Isabelle

Population: 200

Leader: Lady Ida

Isabelle is a farming hamlet. The village proper has about 50 citizens with the rest living on farms on the outlying lands. The hamlet consists of a general store, an inn, a stable, a smithy, a small shrine, and a mill. The hamlet is traditionally led by the male town Elder, but is currently run by Lady Ida, the last living relative of the hamlet's founder. The hamlet trades crops and cattle with Tathor for adventurer's gold and protection. Isabelle also trades with Bordain for more practical goods. Isabelle is further detailed after the surrounding area is described.

Jub

Population: 50

Leader: None

Jub is a small dilapidated fishing hamlet known for its magnificent golden fish and little else. They trade with both Tathor and Isabelle but seldom travel much further. The hamlet consists of 20 buildings total. There are 15 hovels, a meeting and worship hall, a trading post, 2 icehouses, and a huge shed for boat repair and fishing gear. Currently the hamlet is plagued by the Monster, the Black Leviathan! See the adventure *The Legend of Jub Jub Lake* for the whole story. Jub is further detailed after the surrounding area is described.

Forests

Fairy Wood

The Fairy Wood is aptly named as it is filled with fey folk of all types, good and evil. Most shun this wood. Anyone who enters the wood is likely to get caught in the middle of the two forces at work there. The first is the clan of The Cursed Kobolds. These Kobolds have claimed the ruins of an ancient keep as their abode. The second is a band of malicious Sprite pranksters who lay claim to the entire wood. The Sprites really enjoy making the Kobolds lives hard, while the Kobolds simply want to be left alone. Little do the Kobolds know that their keep rests upon an ancient dungeon complex which holds the answer to their problems in its bowels.

Fenwood

The Fenwood is a swampy rotting wood. Run-off from the Dread Mountains gathers in the woods squishy ground rotting tree roots and fouling the vegetation. Most who travel this sickly wood stick to the fairly safe Old Tathor Road.

Somewhere in the Fenwood is supposed to be an ancient Elf fortress (that once guarded the area), half swallowed up in the muck, but no one who has gone looking has ever found it. The Elves manning the fortress were all supposedly slain by some mysterious entity. Whoever killed the elves is said to be responsible for turning the wood into the dark swampy horror it is today...or so the tale goes.

A nasty tribe of Goblins have taken up residence in the Fenwood. Led by an unusually bold leader with a Hobgoblin bodyguard they have been attacking travelers along the Old Tathor Road. This lair is explored in the adventure, *Lost Daughter*, which serves as a good introduction to the area, as well as to The Phoenix Barony as a whole.

Shorewood

This small wood is dark and foreboding plagued with swarms of mosquitoes, Stirges, and the occasional wolf pack. Movement through the wood is slow and noisy, and it is impossible for anyone to move stealthily except Thieves, who suffer a -5% penalty to their Move Silently rolls.

Shorewood is the temporary home of the Fishtail Clan Goblins. They have been evicted from their home in the Dread Mountains and have set up camp in Shorewood until they can return to their home. This area is visited in the adventure *The Legend of Jub Jub Lake*.

Effin, a Gnome, is currently hiding in the wood. Several of the woodland creatures are his friends (including a Giant Weasel) and warn him of any thing they perceive as a threat. Effin was contracted by Archbishop Horace himself to create some special traps in the lower levels of the Temple of the Divine in Sunderia. When the job was completed, the Archbishop

accused him of stealing a rare artifact and ordered his death. The Gnome escaped, and has been hiding in the wood since. He quite likes his new home, but is always looking over his shoulder for the Archbishops men. He has constructed several non-lethal traps to guard his comfortable burrow.



Effin, Gnome: AL L; MV 60' (20'); AC 5; HD 1 (8 HP); #AT 1; DG Staff (1d6); SV D1; ML 8

Dart, Giant Weasel: AL N; MV 150' (50'); AC 7; HD 4+4 (17 HP); #AT 1 (bite); DG 2d4; SV F3; ML 8

Traps: Pit Traps: These pit traps (2 in 6 chance to spring) are 15 feet deep and lined with a net that breaks the victims fall, but instantly entraps him exactly like a Web spell (page 41 of the LL rulebook).

Snare Trap: There is a 3 in 6 chance that anyone stepping in the trap will spring it. The trap grasps the victim's ankle and pulls him into an upside-down suspended position 10 ft. off the ground.

Lakes & Rivers

Lake Ire

This deep lake (over 300 feet deep at its center) is formed from run-off from the Troll Mountains. The water is fresh and clean and perch are modestly plentiful.

Deep in the lake can be found the ruin of a once marvelous Merfolk City. The city dates back thousands

of years when a deep channel joined it with the sea, but, fell long ago and only a degenerate clan of Merfolk remains. These Merfolk barely resemble their attractive brethren, being green and scaly and having seaweed-like hair and reptilian features. They stick to their city and the subterranean tunnels that lead to the Goblin Head Lake.

Recently, a trio of Nixie sisters have decided to make the city their home, and the Merfolk aren't to pleased about this.



Degenerate Merfolk: AL C; MV Swim 120' (40'); AC 6; HD 2; #AT 1; DG Trident (1d6); SV F2; ML 8

Rae, Fare, Sola, Nixie Sisters: AL N; MV Swim 120' (40'); AC 7; HD 1 (6 HP each); #AT 1; DG 1d4; SV E1; ML 6 **Note:** Although there are only 3 Nixie sisters, they still have the ability to cast a Charm spell as detailed in the monster description on page 88 of the LL rulebook. They also have the ability to summon a giant Bass for protection at any given time.

Giant Bass: AL N; MV Swim 120' (40'); AC 7; HD 2; #AT 1; DG 1d6; SV F1; ML 8

Jub Jub Lake

This is a spring and river (waterfall)

fed freshwater lake. The lake is surrounded by a sandy shore except to the north where cliffs of the Dread Mountains rise right from the water. It drops off quickly from the shore to a depth of about 200 ft. at its center, where the water becomes murky. The lake has no threats other than the Black Leviathan, which is detailed in the adventure *The Legend of Jub Jub Lake*.

River Ire

This slow river branches off of the King's River and eventually empties into Lake Ire to the south. The River Ire serves as an important source of irrigation to the Farmers of Isabelle whose homesteads line the western shore.

A roving band of Gnolls upriver have gotten it in their heads that if they poison the River Ire, they can weaken the farmers of Isabelle, and then mount an attack on them. So far, they haven't been able to come up with a way to acquire the poison and it has been causing some infighting, as one faction becomes restless and wants to attack now. Groups of 2d4 Gnolls can be encountered upstream.

Gnoll: AL C; MV 90' (30'); AC 5; HD 2 (9 HP each); #AT 1; DG Sword (1d8+1); SV F2; ML 8

Roads

Old Tathor Road

The Old Tathor Road is little more than a rough dirt path that serves as a trade route between residents of the area and those traveling from the south to the Duchy of Pellenon. Farmers from Isabelle, Fishermen from Jub, and adventurers use the side roads. While it isn't any safer than traveling cross country it is faster and accrues no movement penalties.

Mountains

Dread Mountains

The Dread Mountains that surround the northern side of Jub Jub Lake are a sheer cliff rising 200 ft from the water. A thin waterfall trickles down the face into the lake. There are all

sorts of beasties in the Dread Mountains including bands of barbarian Hobgoblins, Ogres, and even Trolls. Reports of a ruined Dwarf castle that has been overtaken by these races, and is ruled by a particularly smart Hill Giant, abound. If this is true, the threat that they pose to the surrounding communities could be very great.

The Fishtail Clan Goblin's abandoned lair is located in the Dread Mountains and is described fully in the adventure *The Legend of Jub Jub Lake*.

Swamps

Bugbog

The Bugbog is a small, but particularly dense tangle of muck and dead vegetation on the northern shore of The Goblin Head Lake. Most think the name comes from the masses of Gnats, mosquitoes, and other insects that make the swampland their home. In reality, the name comes from a formidable army of Bugbear warriors who met their doom there hundreds of years ago while fighting the Crimson Knights of Pellenon before the forming of The Phoenix Barony. The leader of these Bugbears was said to wield a magic sword of enormous power. When the battle was over, the sword was lost, assumed to have sunk to the depths of the bog.

There is little reason anymore to travel into the bog, but those nearing its outskirts have told tales of the sounds of battle emitting from the swamp. Some tell tales of finding bloodied soldiers in red armor begging for help, and then disappearing into the mist. Others have more gruesome tales of fleeing from the lumbering zombies of Bugbear and crimson garbed soldier alike.

Lizard Marsh

A nameless river branches from the Kings River and quickly drains into a swampy area of land in the northern Gloomwood designated as the Lizard Marsh. Several tribes of Lizardfolk make their home in this area, with frequent, and bloody, feuds often erupting among themselves.

Unknown to anyone, the particularly Crafty and tough Troglodyte Warlord, Gar-nuk, has been working hard to band together the Lizardfolk tribes. With his army, he has grand plans of taking over the Fenwood, which would effectively cut off the trade routes out of the barony. He already has two tribes under his command and believes he will soon command them all. On the next full moon he plans to assault Vulcoo's Eye (see *Places of Interest* below) and hopes to amass magic items that will secure his position in the area.



Gar-nuk, Troglodyte Warlord: **AL** C; **MV** 120' (40'); **AC** 4; **HD** 4 (20 HP); **#AT** 3 (2 claws, bite); **DG** 1d6/1d6/1d6; **SV** F2; **ML** 12

Lizardfolk Warrior: **AL** N; **MV** 60' (20'), **Swim** 120' (40'); **AC** 5; **HD** 2+1 (8 HP each); **#AT** 1; **DG** Spear (1d6+1); **SV** F2; **ML** 12

Places of Interest

Dragon's Head Peak

On the eastern edge of the Troll Mountains rises a monstrous peak that bares a resemblance to the head of a Dragon. This peak was once the home and mine of a wealthy Dwarf Clan. In ages past the Dwarves were attacked by a great Dragon that destroyed most of the mine and killed all the Dwarves. The Dragon usurped the peak as his home, terrorizing the surrounding countryside. The remains of the Dwarf halls are said to be cursed and haunted and many believe the Dragon still resides at the peak simply hibernating, as Dragons

are known to do. This area is explored in the adventure *Dragon's Head Peak*.

Grivel's Ferry

Grivel Grimfoots is the adventurous Halfling that runs a Ferry across the King's River. He ferries passengers and their wares across for 2 gp a head, 4 gp per Horse, and 5 gp per wagon. He is well liked by the locals of the region and none attempt to double cross him. Those who do find that beneath his harmless looking exterior is hidden an impressive fighter.

Grivel Grimfoots, Level 4 Halfling: **AL** L; **MV** 90' (30'); **AC** 5; **HP** 20; **#AT** 1; **DG** Short Sword+1 (1d6+1); **ML** 12; **Equipment of Note:** Short Sword +1, 2d10 gp.

The Howling Valley

This valley in the Troll Mountains is said to be haunted by the cursed descendents of a once great empire. The valley floor is covered with ruins, long crumbled to unrecognizable mounds. The walls of the valley, however, still retain some of their former glory. Dozens of cave entrances, windows, cracked stairways, and carved balconies line the valley. When the wind blows through these openings it makes an eerie howling noise. Some say the caves are filled with untold treasures and knowledge, while others say the valley is a place of horrors untold, where undead lords awake to feed on the blood of the living.

Lost Keep

This ancient keep is in ruins and the surrounding village has been razed and burned to the ground centuries ago. It is rumored to be haunted and the few who have been there report seeing strange lights and shapes skittering about in the dark. Most shun the place and none know its mysterious origin.

Nindooberg

Nindooberg is a small fortress built high in the peaks of the Troll Mountains. This is the abode of the powerful, and insane, wizard Nindoo. How exactly the fortress came into being, and what exactly goes on inside is a mystery. Any attempts to approach the fortress have thus far

failed. Nindooberg is detailed in the adventure *Nindoo the Insane*.

Ruins of Humble

In the foothills below Nindooberg stand the dilapidated ruins of the village of Humble. One night, about 20 years ago, almost the entire population of the village disappeared without a trace. Those left remain in humble, hoping for the return of their beloved relatives someday. To make matters worse, shortly after the disappearances, the fortress of Nindooberg was first spotted far above the village.

There are about 25 buildings still standing in Humble, although all of these are in disrepair, and several are going to blow over with the next good stiff wind. There are about 15 residents still here, all of them old men and women. Surprisingly enough, the Gulpin Goblin Tavern is still operating, run by Odious Drool, a peg legged dwarf who moves at such a slow pace it's almost maddening to any but the locals.

Spider Hall

Deep in the southern Gloomwood lurks, perhaps, one of the most horrifying places in the Phoenix Barony...Spider Hall! Once, many centuries ago, this was a wealthy and respected temple to some long forgotten god. The high priests became arrogant and blasphemous. In their lust for power, they dabbled in forbidden magics, and brought forth from another plane of existence, a great bloated arachnid of unusual intelligence. The creature summoned spiders, both normal and giant, from miles around. The swarms lay waste to the entire area, killing all in their path.

The temple became Spider Hall and all gave it a wide berth. In time, it was swallowed by the changing countryside, and gradually was consumed by the Gloomwood. It is said that all the temples wealth still lies amid the webs and dried husks of victims in the accursed place. What became of the powerful creature from another plane, or what his sinister purpose may have been, is unknown.

Vulcoo's Eye

A particularly vivid tale tells of a

large pyramid like structure rising out of the swampy earth on the full moon only to submerge again with the dawn. Since the full moon (Vulcoo's eye) is when Vulcoo is at his most powerful, many assume that there must be some relationship between the two, thus the name.

Random Encounters

There are a lot of beasts running about in the Adventure Area. Some are simply hunting for prey and others have more malicious motivations.

Wandering Monsters

For each full day of travel you should roll to see if the PCs have a random encounter. Roll 1D6; if the die comes up a 1 an encounter occurs. To determine what the PCs run into roll 2D6 and consult the chart below, or simply choose a monster from the LL rule book, or roll on the appropriate Wilderness Encounter Table on page 104 of the LL rulebook. Statistics for all the monsters below can be found in the LL rulebook.

2D6 Monster Encountered

2	Black Bear
3	Boar
4	Cat (Mountain Lion)
5	1d4 Centipede, Giant
6	1D6 Kobolds
7	1D6 Goblins
8	1D6 Hobgoblins
9	1D4 Gnolls
10	Hippogriff
11	4 Dwarf Tunnel Fighters
12	Adventuring Party

Tathor

Tathor is a Town under the protection of the Knight Lord Arbottom granted to his family 2 generations ago. Lord Arbottom and the Tathor Guard patrol the village and the surrounding area. This small town of 750 residents, including the surrounding farmlands, is a popular stop for adventurers and fortune seekers heading west and south to wilder lands.

Tathor is a pleasant town on the surface. The main streets are fairly clean and it is surrounded by a fast

flowing stream that extends from the Troll Mountains and eventually drains into the Kings River, providing drainage and a natural sewage system as well as a fresh water supply. The modest keep of Lord Arbottom overlooks the entire village. Since the village's main source of wealth is from adventurer's treasure several stores have set up shop to cater to these customers.

Even more so than most places the PCs visit, this base village should be a living breathing place. PCs will make friends and enemies of the locals. Things they do will have long term repercussions (for good or bad). Most importantly time should pass and changes should take place. The Tathor Guard are a typical bumbling city guard, but they do keep a reasonable amount of order, and PCs breaking typical laws (murder, theft, ect.) should be expected to pay the price.

While PCs won't be immediately aware of it there is something rotten in Tathor. When the PCs arrive and explore the village one of the things they may notice is that building #T10 is abandoned and the old proprietor has disappeared without a trace. This in and of itself isn't that odd. However, if you eventually play the adventure *Vermin of Tathor* you should, at some point during the intermediate adventures, have a couple other people disappear. The first is a traveling Elf who disappears one night after paying for a room at the inn and depositing his gear there. The second is a young girl named Gletta who disappears while playing down by the river (the locals assume she drowned). Don't put too much detail into these disappearances just now, simply make them gossip the PCs overhear at the Inn, tavern, or in the market place.

The description of Tathor and its residents is kept purposely brief so you can flesh it out and make it your own. The residents with classes are detailed with full stat blocks, while the rest of the citizens are detailed below. Keep in mind that Tathor is an adventurer's stop, so travelers of all types can be encountered here as you like.

Generic Tathor Adult: AL N; MV 90' (30'); AC 9; HD 1 (4 HP each); #AT 1; DG Unarmed (1d2); SV 0 Level Human; ML 6

Generic Tathor Child: AL N; MV 60' (20'); AC 9; HD ½ (2 HP each); #AT 1; DG Unarmed (1pt.); SV 0 Level Human; ML 4

Key to the Tathor Map

T1. Sir Arbottom's Keep

This small stone keep is both the home of Sir Arbottom and the town's last line of defense in case of attack. The Village has 50 2nd level fighter guards and about 40 of those are on active duty each day. 10 patrol the keep itself, 20 patrol the town, and the remaining 10 pair off and patrol the surrounding countryside on horseback.

Sir Arbottom, Level 6 Fighter: AL N; MV 90' (30'); AC 2; HP 32; #AT 1; DG Sword+2 (1d8+2); ML 8; **Equipment of Note:** Sword +2

Tathor Guard: AL N; MV 90' (30'); AC 4; HD 2 (8 HP each); #AT 1; DG Spear (1d6); SV F2; ML 7

T2. Market & Festival Square

Traveling merchants who come to Tathor can hock their wares in this large clearing. During the week there are usually a half dozen or so carts set up but on the weekends it becomes a farmer's market and there are about 20 carts. All of the town festivals are celebrated here. ON occasion, a criminal will be put in the stocks and placed on display here.

T3. Spitting Dragon Fountain

This fountain is ancient. When the first settlers arrived in Tathor the fountain was already there supplying a source of fresh water. The town grew up around the fountain but no one knows of its origin.

T4. Inn of the Sleeping Dog

This is Tathor's inn run by Gwen and Bobbert Tobit. The inn contains a

dining and tavern area (that serves good food and drink at moderate prices), a common sleeping room (where one can spend the night for 5 sp), and 6 small rooms (5 gp room and board per day). There are 1d6 random travelers staying at the inn at any given time. Create your own NPCs, or use the ones below, giving them any personality and appearance you like and having 2d6 gp on their person.

Silvertop, Dwarf: AL N; MV 60' (20'); AC 4; HD 1 (7 HP); #AT 1; DG Battle Axe(1d8); SV D1; ML 8

Bard, Elf: AL N; MV 120' (40'); AC 5; HD 1+1 (7HP); #AT 1; DG Dagger (1d4) or Longbow (1d8); SV E1; ML 8

Snivle, Gnome: AL L; MV 60' (20'); AC 5; HD 1 (5 HP); #AT 1; DG Light Pick (1d6); SV D1; ML 8

Kippy, Halfling: AL L; MV 90' (30'); AC 7; HD 1-1 (5 HP); #AT 1; DG Flail (1d6); SV H1; ML 7

Erik, Human Berserker: AL N; MV 120' (40'); AC 7; HD 1+1 (9 HP); #AT 1; DG Two Handed Sword (1d10); SV F1; ML N/A; **Notes:** Goes into rage when fighting for a +2 to hit and never has to test for morale.

Unum, Human Merchant: AL N; MV 90' (30'); AC 5; HD 1 (5 HP); #AT 1; DG Dagger (1d4); SV F1; ML 7; **Notes:** Unum carries 4d10 gp).

T5. Red Tom's Stable

Red Tom is a dwarf and retired adventurer. What is odd here is that Red Tom loves horses but has never ridden one. Horses can be lodged (1 gp per day) or purchased here (at standard prices from the LL rule book).

Red Tom, Level 3 Dwarf: AL L; MV 90' (30'); AC 9 (5 in chain armor); HP 11; #AT 1; DG Hand Axe+1 (1d6+1); ML 12; **Equipment of Note:** Hand Axe +1

T6. Church of Irnoch

The patron deity of Tathor is none other than Irnoch himself. Visitors can obtain healing and spiritual

guidance here for a modest donation. Friar Fergus, a retired adventurer, runs the church. There are 2d4 1st level Clerics serving under him at any given time.

Friar Fergus, Level 6 Cleric: AL L; MV 90' (30'); AC 2; HP 28; #AT 1; DG Mace+2 (1d6+2); ML 12; **Equipment of Note:** Mace +2, Staff of Commanding, an impressive array of Clerical spell scrolls

Cleric of Irnoch: AL L; MV 90' (30'); AC 5; HD 1d6 (5 each); #AT 1; DG Mace (1d6); SV C1; ML 10

T7. Joint Venture, Guild House

This massive building houses all the Town's guild offices. These not only include the various character class guilds, but more mundane guilds like the merchant's guild, the trapper's guild, ect. Many of these guild offices double as workshops. For example, the village's locksmith runs the locksmith guild house and runs his shop out of the office here.

The "secret" Nimble Fingers Liberation Guild's main office and training center is located in the sub-basement of this building. Flossy Guilyfoil, the guilds leader, can be found here 50% of the time, as well as 1d4 2nd level Thieves and 1d6 1st level thieves.

Flossy Guilyfoil, Level 12 Halfling: AL C; MV 90' (30'); AC 5; HP 32; #AT 1; DG Short Sword +2 (1d6+2) or Sling (1d4); ML 10; **Equipment of Note:** Leather Armor +2, Displacer Cloak (see the LL rule book page 117), Short Sword +2

1st Level Thief: AL C; MV 90' (30'); AC 6; HD 1d4 (3 each); #AT 1; DG Short Sword (1d6); SV T1; ML 6

2nd Level Thief: AL C; MV 90' (30'); AC 5; HD 2d6 (7 each); #AT 1; DG Short Sword (1d6); SV T2; ML 8

T8. Battle-Axe Forge

This is the town smithy and leather worker shop. Greyfaxx the proprietor is old and crotchety but does excellent work. When not hard at work here, Gryfaxx can often be

found at the *Dancing Troll* throwing back pints of Grog. Greyfaxx has an interesting history that will be explained in the adventure *Dragon Head Peak*.



Greyfaxx, Level 3 Dwarf: AL N; MV 90' (30'); AC 9; HP 9; #AT 1; DG Hammer, War +1 (1d6+1); ML 8; **Equipment of Note:** War hammer +1

T9. Grimlie's Gear

Grimlie's Gear is an adventurers shop. All the adventuring equipment found in the LL rule book can be found here at the same prices as listed in there. Grimlie is an overly friendly (almost annoyingly so) human who will pester any shoppers to tell him tales of their latest escapades. Of course, this makes him a great source of information, although much of it is rumors and unreliable.

T10. Abandoned Store

This building (a bakery) has fallen into disrepair. The Proprietor, a human named Arthel, disappeared without a trace about 6 months ago. In one year's time any abandoned building becomes the property of Sir Arbottom and can be sold.

T11. Tathor General Store

This store, run by Granny Ella, contains all Tathor's more mundane items. Thread, cloth, dry good food items like grains and nuts, ect. The

prices are reasonable. Though Granny Ella doesn't know it, a small warren of Ratlings has a secret entrance into her basement, which they use to pilfer food.

T12. Tathor Hall

This building is used for any town meetings, weddings, or other celebrations.

T13. Records, Taxation, and Jail

This building serves multiple purposes for the Town. The first is to house records to include all legal documents, historical records, and Tathor's modest library of books. The second purpose is to house the office of the Tax men, money changers, and bankers. Finally the building has a court room and large holding cell. This is only used for minor offenses as major offences are dealt with by Sir Arbottom himself. Dangerous prisoners are kept in the keep's dungeons, usually awaiting some form of execution.

T14. Border Guard Safe House

This building is used for lodging of any of the Baron's border guards or any other important visitors. It is kept up by Delor, an Elf and hero of past wars and has an incredible knowledge of local history and folklore.

Delor, Level 5 Elf: AL L; MV 90' (30'); AC 6; HP 18; #AT 1; DG Sword+1 (1d8+1) or Longbow (1d8); ML 8; **Equipment of Note:** Leather Armor +1, Sword +1

T15. The Dancing Troll

This is the town's rowdy tavern! How rowdy? Well, the proprietor Lotho Grubbins keeps a trained Albino Ape locked in a cage next to his bar. If he or his bouncer, Little Bill (who takes an instant disliking to the PCs), can't handle the rabble he opens the cage...and all hell breaks loose!

Lotho Grubbins, Level 4 Halfling: AL C; MV 90' (30'); AC 5; HP 15; #AT 1; DG Short Sword+1 (1d6+1); ML 8; **Equipment of Note:** Short Sword +1

Little Bill, Level 4 Halfling: AL C; MV 90' (30'); AC 2; HP 20; #AT 1; DG Morningstar+1 (1d6+4); ML 8; **Equipment of Note:** Gauntlets of Ogre Power, Morningstar+1

Ape, Albino: AL N; MV 120' (40'); AC 6; HD 4 (hp 18); #AT 2; DG Claw, Claw (1d4/1d4); SV F2; ML 7



T16. School & Orphanage

Tathor is adamant about the education of its young and the school, under the direction of Sister Abigail, is fairly advanced for the times. There are currently 6 orphan children living at the orphanage, 3 boys and 3 girls (Fredrick, Baldrick, Danny, Glenna, Daisy, and Dewleaf).

Sister Abigail, Level 2 Cleric: AL L; MV 90' (30'); AC 8; HP 7; #AT 1; DG Mace (1d6); ML 12; **Equipment of Note:** Staff of Healing

T17. Lumber Yard

While the lumber is actually collected and cut further east of the Town this building serves as an easily accessible point for storage and trade. Unknown to the local Woodcutter's Guild, the current proprietor, Lonzo, has been using goblin slave labor to cut wood in the Gloomwood to supplement his income. The wood arrives under cover of night.

T18. Fizzer's House o' Majiks

The old wizard and alchemist Fizzer Skudbaddoodle has set up this shop in Tathor to enjoy his retirement. He deals in buying and selling magical items and runs a very lucrative business. Most of the items he has at any given time (determined randomly) are far beyond the PCs budget, but on occasion they should be able to trade magic items they

don't want for something more serviceable. A modest number of scrolls and potions are prepared by Fizzer and PCs may be able to afford these.

Fizzer, Level 8 Magic-User: AL N; MV 90' (30'); AC 9; HP 18; #AT 1; DG Dagger+2 (1d4+2); ML 8; **Equipment of Note:** Wand of Magic Missiles, 1d6 random magic items at any given time.

Isabelle

The hamlet of Isabelle has a long and dark history. It is older than both of the currently active settlements (Tathor and Jub) in the area. The hamlet was originally founded by the enchantress/adventurer Isabelle of Emralla (a city in Pellenon), over 2000 years ago. Some 300 years after its original construction, the hamlet was burned to the ground by an army of undead, led by the Vampire queen Alana, who is said to be of Isabelle's family line (and some say it was her sister, supposedly long dead!).

Many decades after the destruction, the hamlet began to rebuild, funded by another supposed relative of the original founder, Isabelle. Since this time, however, there has always seemed to be a shadow of tension in the air surrounding Isabelle. It is a quaint farming and fishing village on the surface, and traders from Tathor, Bordain, or Jub seldom have anything bad to say...still, visitors feel that they are always being watched, and the men of Isabelle often act a little, well, strange.

Fact of the matter is a secret coven of witches loyal to Vulcoo has formed among a fourth of the farm wives, led by the oldest living relative of both Isabelle and Alanna. Most of their husbands are under inconspicuous charm spells. The coven is biding their time till their number grows, or they get some sign from Vulcoo. Currently their practice is restricted to rituals and meetings in a secret location just in the Gloomwood to the east.

Generic Isabelle Adult: AL N; MV 90' (30'); AC 9; HD 1 (4 HP each); #AT 1; DG Unarmed (1d2); SV 0 Level Human; ML 6

Generic Isabelle Child: AL N; MV 60' (20'); AC 9; HD ½ (2 HP each); #AT 1; DG Unarmed (1pt.); SV 0 Level Human; ML 4

Coven Member, Level 1 MU: C; MV 90' (30'); AC 8; HP 4; #AT 1; DG Poisoned Dagger (1d4 + save); ML 10; **Equipment of Note:** The coven members carry daggers dipped in mild snake venom. The first time they hit the victim must save vs. poison or suffer double the damage. After the first hit, the dagger is normal.

Key to the Isabelle Map

11. Smithy

Isabelle boasts a fine smithy run by Black Balco, the brother of Red Tom of Tathor. Black Balco is a bit of a loner, but he has still noticed that the people of Isabelle have been acting a bit "funny" as of late. He has been relating news of this to his brother in Tathor. The coven has been watchful of Balco, as they don't care for the way he looks squinty eyed at them.

Black Balco, Level 3 Dwarf: AL N; MV 90' (30'); AC 9 (5 in chain armor); HP 15; #AT 1; DG Hand Axe+1 (1d6+1); ML 12; **Equipment of Note:** Hand Axe +1

12. Stable

The stable has become very run down, and any casual observer can tell that the horses aren't very well taken care of. This is odd as Tanner Finch, the proprietor used to be very meticulous about his grounds and caring for the horses in his charge. Tanners wife, Lisa, is a coven member second only to Lady Ida (and a member of the Inner Circle), and her husband is under the charm spell of the coven.

Lisa Finch, Level 3 MU: C; MV 90' (30'); AC 7; HP 8; #AT 1; DG Poisoned Dagger +2 (1d4+2 + save); ML 10; **Equipment of Note:** Lisa's dagger is dipped in poison like all the coven members, but hers is a Dagger +2.

13. The Old Mill

This mill is Isabelle's pride. This is where all of their grain is worked and packed for trade with Bordain and Tathor, and on occasion Jub. This is run by Lady Ida's cousin Fennis, who knows of the coven but isn't under its charm spell. As long as his mill is profitable, he doesn't care what his relative's intentions for the hamlet are.

14. Genral Store

Isabelle's General Store carries no adventuring gear. This store sells only household items and farming equipment. Lady Ida makes sure that the proprietor, Mama Marl, doesn't have any weapons on hand. This keeps the men of the hamlet relatively unarmed and discourages adventurers from staying too long. Mama Marl likes to gossip and spread rumors, but, sometimes she is privy to a bit of truthful news.

15. Keyhole Inn and Tavern

The Keyhole Inn and Tavern is run by One-eyed Bob, perhaps the ugliest Elf in the entire Phoenix Barony! The name of the tavern itself comes from one of Bobs escapades in his short lived adventuring career, when he looked into a keyhole only to have his eye poked out by a stiletto wielding Kobold.

Bob is none to happy with the goings on in Isabelle and he and Black Balco have many conversations long into the night about what to do about it. So far both are at a loss, but they know that they will have to do something soon, as no one else seems to care.

Bob is very friendly to strangers, and particularly heroic looking types. He is more than happy to engage in conversation and share gossip.

If asked about adventure in the local area, Bob will direct the players to Krazy Karl, the "village Idiot" who wanders about town and the local countryside babbling wild stories. Krazy Karl used to be a respected citizen of Isabelle, and a suitor of Lady Ida in her younger days, but, then he just disappeared one day. 20 years later he reappeared,

babbling about fish-men, mermaid enchantresses, and underwater cities. The women of the coven avoid Karl like the plague either because Lady Ida has commanded it, or for some more meaningful reason.

One-Eyed Bob, Level 3 Elf: AL N; MV 90' (30'); AC 6; HP 14; #AT 1; DG Sword (1d8) or Longbow (1d8+1); ML 8; **Equipment of Note:** Leather Armor +1, Longbow +1

Krazy Karl: AL N; MV 90' (30'); AC 9; HD 2 (9 HP); #AT 1; DG Unarmed (1d2); SV 0 Level Human; ML 4

16. Worship Tower

This is the small tower shrine to Irnoch. A good portion of the populace pays the deity respects here, but strikingly less than other villages or towns. The chapel is maintained by Father Artimus, a burly bearded cleric who has only been in the village a few months. The last 2 clerics of Irnoch who manned the tower have disappeared under mysterious circumstances.

Father Artimus is actually an "under cover" Templar of Irnoch. He was sent here by Sir Duncan to try and find out what is going on in Isabelle, and what happened to the 2 former clerics. So far Artimus has found only dead ends, but he is coming close to putting clues together.

Father (Sir) Artimus, Level 5 Fighter: AL L; MV 90' (30'); AC 2; HP 25; #AT 1; DG Warhammer+2 (1d6+2) or Crossbow, Light (1d6); ML 12; **Equipment of Note:** Warhammer +2



I7. Lady Ida's Manor House

While it certainly shows its age, the grey brick Manor House of Lady Ida is still the most impressive building in Isabelle. This ancient building is rumored to have been built on the ruins of a dungeon complex cleared out by Isabelle of Emralla before founding the village here. Rumors also say that perhaps Isabelle didn't destroy all the evil that lurked in the place, merely sealing off dark and unexplored passages into Irnoch-knows where!

Lady Ida is the leader of the coven of witches in Isabelle. While cult meetings are generally held in the Gloomwood, she does sometimes entertain the "Inner Circle", four of her most trusted conspirators, at the manor house. In the gloom of one of the basement chambers lie the remains of her ancient ancestor, Alanna, whom she someday hopes to revive and learn dark secrets from.



Lady Ida, Level 6 Magic-User: AL N; MV 90' (30'); AC 7; HP 13; #AT 1; DG Staff+1 (1d6+1); ML 12; **Equipment of Note:** Ring of Protection +2, Staff of the Serpent (see page 114 of the LL rule book).

Inner Circle Member, Level 3 MU: C; MV 90' (30'); AC 7; HP 8; #AT 1; DG Poisoned Dagger (1d4 + save); ML 10; **Equipment of Note:** Members of The Inner Circle carry poisoned daggers like all the other coven members.

Jub

Jub is a small fishing village named for the lake it sits next to, Jub Jub Lake. Calling it a village is actually a compliment, as it consists of 20 ramshackle buildings that look as if they will fall apart if one sneezes too hard.

Not long ago (about 150 years) the village wasn't even there, instead there was a lone homestead led by Jed Grumchawder. Living with Jed was his nagging wife, his two sons with half a brain between the two of them, and his grandma. He had a daughter named Erial, but she left long ago to slay dragons and never returned...either she met a cruel fate or simply had the good sense to stay away from her family. In any case, Jed and his sons weren't the brightest, but they could certainly catch the fish of Jub Jub Lake. In fact, it almost seemed as if the fish wanted to be caught. And what strange fish they were, so golden that when they sparkled in the sun one had to shield their eyes, and the taste was so succulent you could eat them for every meal. Even those who didn't like fish, or were allergic (and can handle the itching and swelling) loved the fish of Jub.

Once word of the good fishing and tasty fish got around, other people started to come and stay. Before long a little community formed. The folks of Jub are a good down to earth lot. They aren't big on education, but have strong family and religious values. There are currently 35 residents in the village, 16 women of varying ages, 10 children, and 9 older men. All the other men have disappeared on the lake!

Not much happens in Jub, until recently, when the Black Leviathan of Jub Jub Lake Legend suddenly appeared! The Gigantic fish has been swallowing the fishermen of Jub faster than a Halfling downs a seedcake. The residents don't really know how to handle this new problem and really need some heroes to come to their rescue. This story plays out in *The Legend of Jub Jub Lake* adventure.

Jub has no real leader, although Bevits is probably the most respected, powerful, and intelligent man in the village. As town trader, he loads up the fish and ice and hauls it to Tathor, and sometimes Isabelle to trade. He is capable of taking care of himself and protecting the shipment on the road, and has a good reputation with Gwen and Bobbert Tobit of the Sleeping Dog Inn in Tathor as well as One-eyed Bob of the Keyhole Inn.

Bevits, Level 3 Fighter: AL L; MV 90' (30'); AC 4; HP 18; #AT 1; DG Sword+1 (1d8+1); ML 8; **Equipment of Note:** Sword +1

Generic Jub Adult: AL N; MV 90' (30'); AC 9; HD 1 (4 HP each); #AT 1; DG Unarmed (1d2); SV 0 Level Human; ML 6

Generic Jub Child: AL N; MV 60' (20'); AC 9; HD ½ (2 HP each); #AT 1; DG Unarmed (1pt.); SV 0 Level Human; ML 4

Key to the Jub Map

J1. Jub Jub Hall

This large log building is used for all of Jub's major events, including church, lessons for the children, weddings, celebrations, and village meetings.

J2. Ice Shacks

These two insulated buildings are lined with large troughs of Ice that keep the entire building cold at all times. This is where the village stores their fish for later consumption or trade. Once per day the strange Hermit, Fraank, comes into town and casts a *Wall of Ice* spell inside the building. While the duration of the spell itself is limited, it effectively keeps the more mundane ice frozen. This has been going on as long as any living member of the village can remember. Fraank keeps to himself, and the villagers respect that.

Fraank, 7th level MU: AL L; MV 90' (30'); AC 9; HP 20; #AT 1; DG Dagger+3 (1d4+3); ML 12; **Equipment of Note:** Dagger +3

J3. Boat Shed

This shed is used to store the various fishing equipment and boats not in use or being built or repaired. While the villagers seem to know where every nail and net is in the place, to anyone else the place looks like a total disaster area.

J4. Trading Post

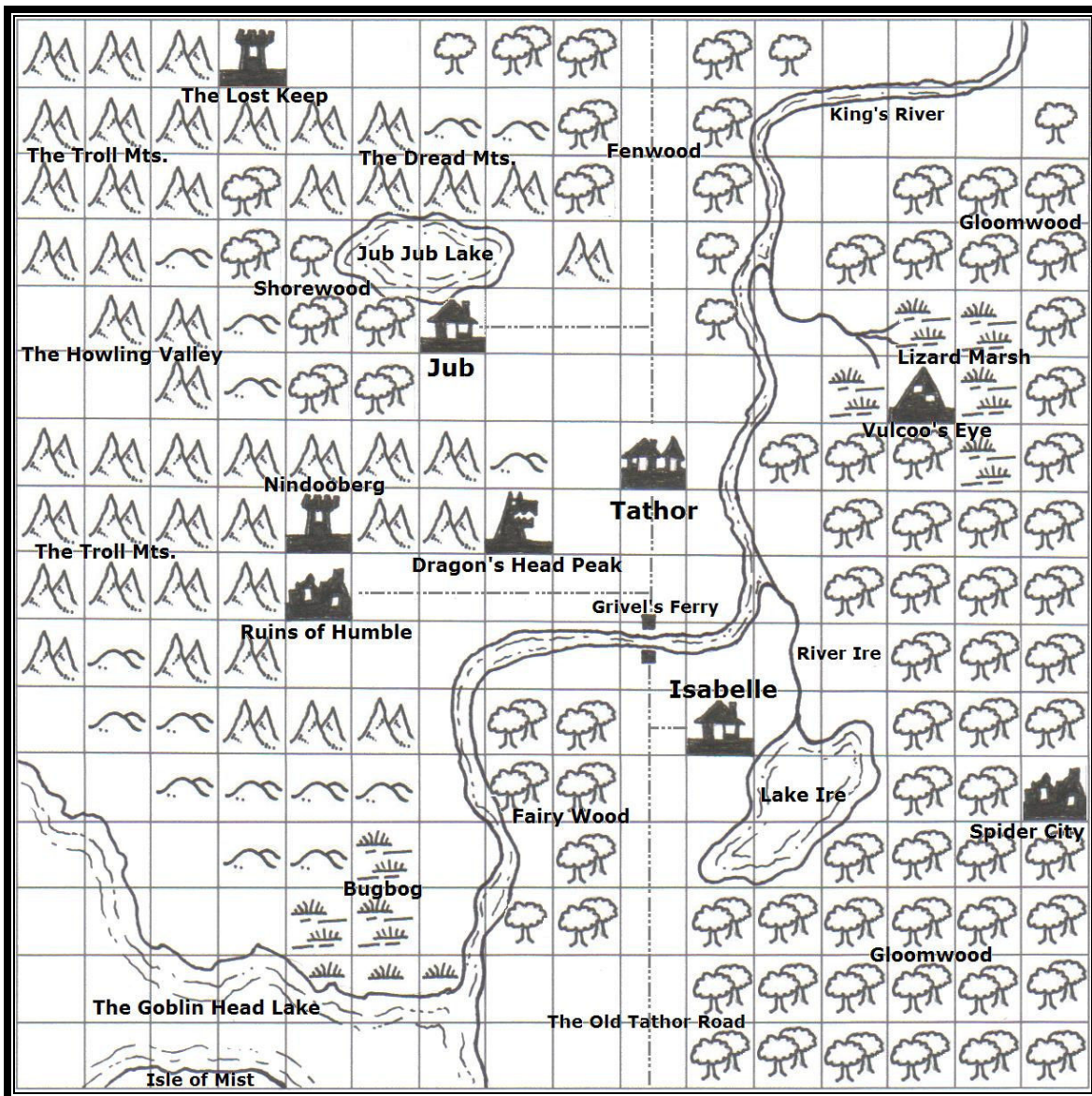
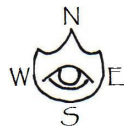
Jub does have a very modest trading post run by the good natured Shilo. Shilo spends most of his time sitting on the front porch, and the trading post is fairly dirty and in disrepair. Still, there is a 30% chance of finding anything, even weapons and armor, listed in the LL rulebook at any given time.

J5. Grazing Pasture

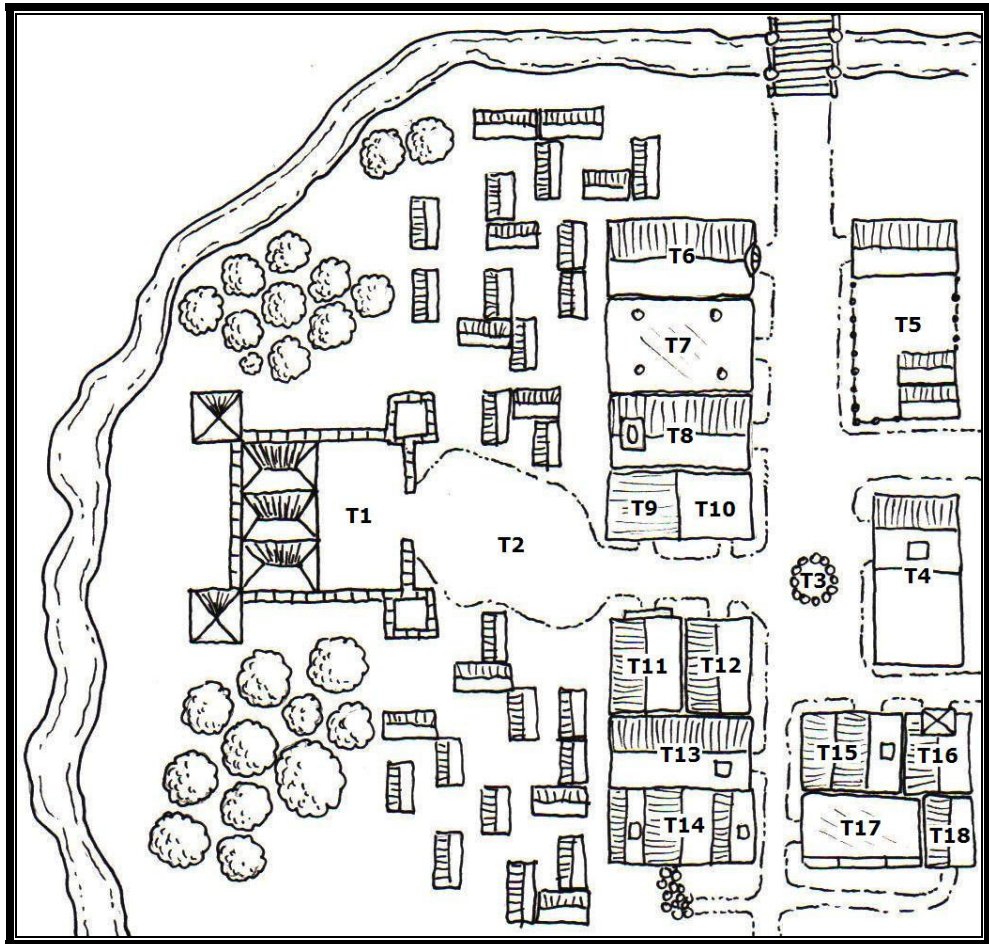
One large fenced in grazing pasture houses all the farm stock of Jub. 6 cows, 23 chicken, 7 pigs, and a mule wander around the pen.

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□=2 square miles

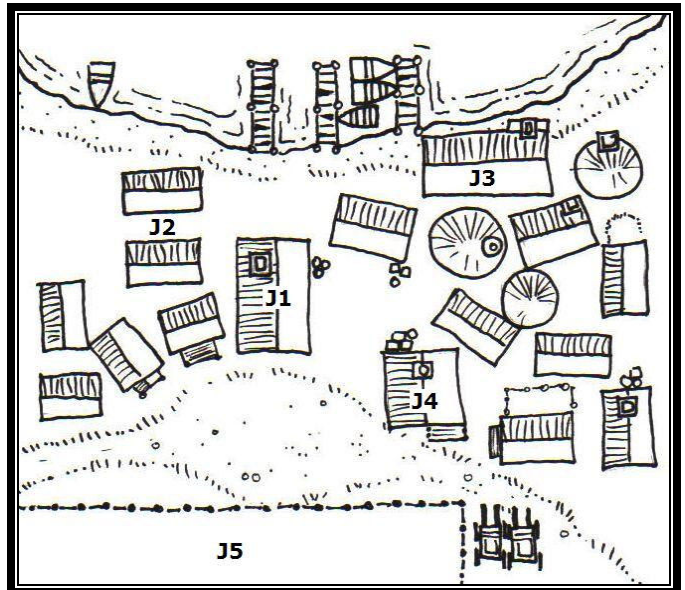
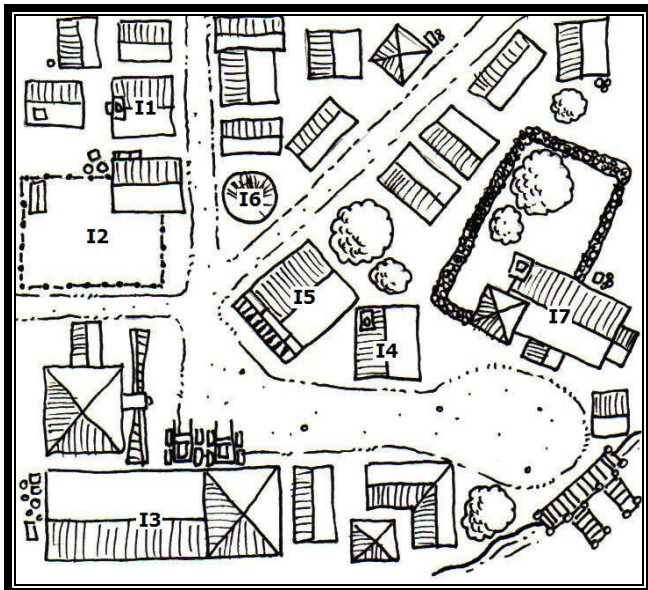


Tathor



Isabelle

Jub



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