

Players Guide to...

The Phoenix Barony™

An Adventure Setting for the Labyrinth Lord™ RPG



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Introduction

Nestled uncomfortably between the Gloomwoods and the Black mountains is the remote Phoenix Barony of Baron Marshall.

Your GM is about to run you through some high fantasy adventures using the exciting *Labyrinth Lord* RPG rules. He has chosen to place these adventures in *The Phoenix Barony* setting. This document gives you, the players, a brief overview of that setting.

Geography

This setting is a relatively small area about 64 miles square. The Phoenix Barony is located in the Southwester most corner of the Kingdom of Eagris and borders the wild unexplored lands to the west.

The world itself is, physically, very similar to our own. It is about the same size, has one moon, and rotates at about the same distance from its sun. To this end, many of the mundane details, such as calendar and climate, comfortably resemble our own Earth.

History

The Phoenix Barony is set in an ancient world. Civilizations are built on the ruins of ancient fallen civilizations that have been built on similar past civilizations. The most important event in the history of the Phoenix Barony is the coming of the Demigod Irnoch to the land thousands of years ago.

The Phoenix Barony was a selfish land of clan wars, adventurers, and rogues. It wasn't until Sir Marshall was granted the Barony, and awarded the title of Baron, that the Phoenix Barony became a truly unified holding. The current year, according to scribes, is 3,212 AP, the 50th year of Baron Marshall.

Politics

The Phoenix Barony is ruled by Baron Marshall. Directly under him are the High Wizard of the Order of Sunderia and The Archbishop of the Church of Irnoch. Together they form a ruling council known as the Phoenix Triad. Towns and smaller settlements are ruled by trusted lords and ladies.

Religion

The Holy Church of Irnoch has dictated the religious beliefs of the area since the early days of the Age of the Phoenix.

Irnoch came to earth in the lands now known as the Phoenix Barony over 3,000 years ago. He came in the form of a man and spread civilization, peace, and knowledge. Irnoch is the patron deity of the barony. Irnoch also came to warn of the coming of Vulcoo, the Demon, and embodiment of all that is evil.

Civilization

There are 7 major settlements in the Barony. Sunderia is the seat of the government, as well as the church of Irnoch and the Order of Sunderia Wizards Guild. Tathor is an adventurer's town with a good mix of all races. Bordain is a rugged town guarded by impressive horsemen, Deledon is the forested realm of the Elves, Frunders Rest is a quaint Halfling settlement, and Kragogor is an underground Dwarven Kingdom. Geltsberg is the evil domain of Geltrod, the Vermin Lord and arch-nemesis of Baron Marshall's and the entire barony. The land is patrolled by the Barons Border guards, unique soldiers recruited from each of the major settlements. Still the land is vast and wild.



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