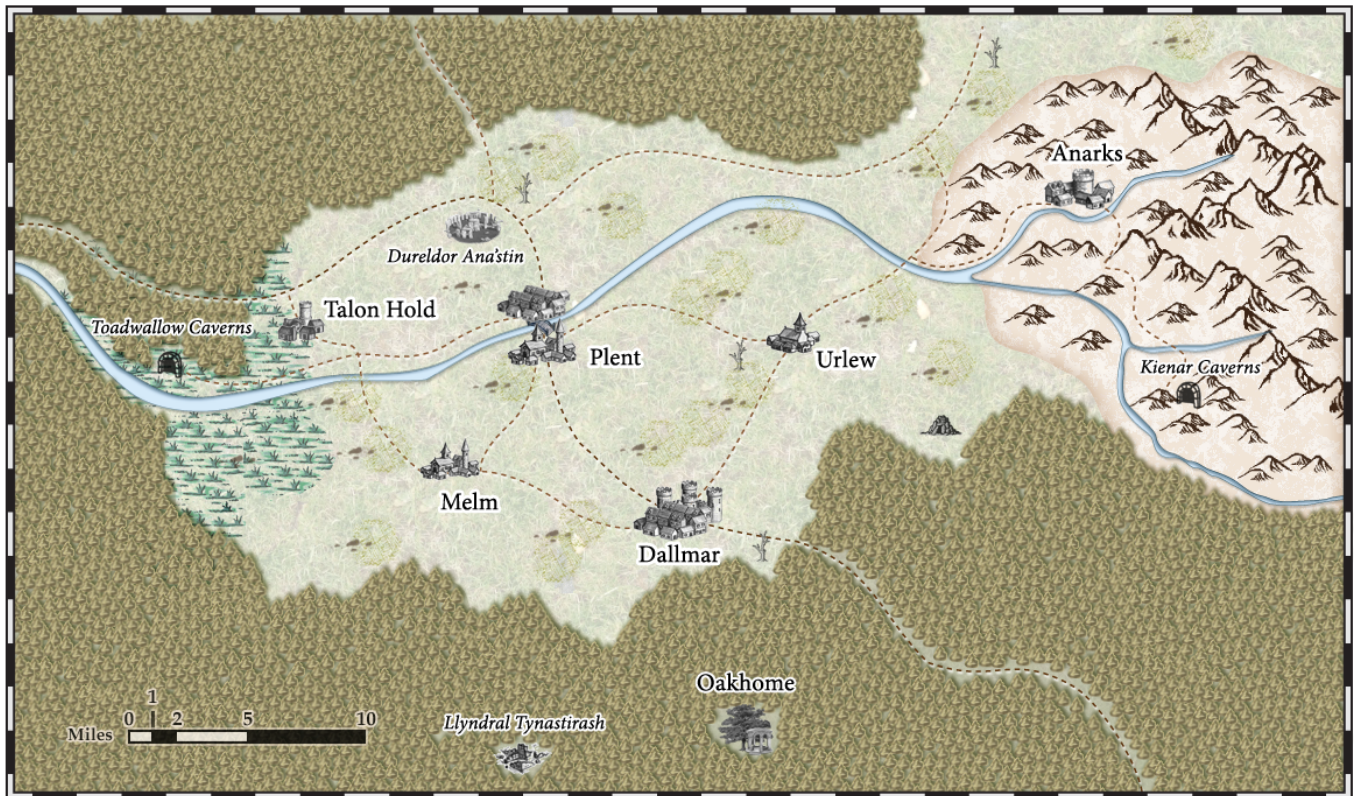


# Against the Iron Cross



The region of **Tennoch** is roughly 50 miles long and 30 miles wide nestled between the arms of the **Whetwyld** (often referred to as the Fog-bound Forest, named for its nearly ever-present thin fog). It is a primarily open landscape of gently rolling hills covered in a mix of pleasant meadows, light forests with marginal undergrowth, and the occasional thicket. Climate tends to cool to rainy throughout the year with relatively mild winters and gentle, full seasons. Many small streams thread the landscape, winding their way toward the **Whitefroth River**. These brooks are at the most a few feet wide, relatively easy to ford, with small footbridge crossings found in regularity.

Population is upwards of 2,000 inhabitants, scattered across small hamlets, villages and scores of isolated steadings. Denizens range from humans (*Alryan* – 50%), dwarves (*Kazadurul* – 25%), halfling (*Stout* – 10%), half elves (10%) and other folk (*Dunael* – 5%).

Those living in and along the countryside are primarily farmers, shepherds, or woodcutters. Residents in the hamlets include woodworkers, smiths, carters, brewers, cheese makers and leatherworkers. Villagers often tend nearby fields or orchards.

## Whitefroth River

The Whitefroth River runs the full length of the Tennoch region, ranging from 200 to 700 feet wide and varying between 80 to 160 feet deep. Two ferries cross the waterway – one near Talon Hold with the other near the eastern hills. Both are large and sturdy flatboats large enough to carry a horse and wagon, secured by thick hawsers. No one mans the ferries; travelers must haul themselves across.

A small halfling community thrives along the river ways – the **Thornyfoots**. Four keelboats are often seen scattered up and down the river, each home to a boisterous family of halflings.

## Steadings

Farms or homesteads feature a strongly built house of fieldstone and timber, surrounded by approximately 200 acres of pastureland and cropland. Many steadings have palisades surrounding the main house. A single house will generally contain extended family – two or three couples with their children, their older relatives, and a few hired

hands. Rarely will residents of steadings exceed two dozen people.

Rarely are travelers more than a few miles from the nearest stading in the outlying areas around settlements. Most in the region are happy to put up a visitor for the night (often in exchange for news or a story of their travels or a bit of coin), although the accommodations might only be a modest dry barn or stable.

## Religion

Many worshipers in the region follow the teachings of **Veradis** (The All Mother) and give honor to the four **Lords of the First** (Bastalon, Shelrinda, Thur, and Blinestalg) throughout the changing seasons. During Blackmoon, many will undertake pilgrimage to **Dureldo Ana'stin** or the Grove in Dallmar (which contains the only official church) to pay homage to **Varadis**.

Many halflings pay homage to **Veradis** and **Aylane** (one of the Kinless).

Dwarves of the region follow the teachings of **Balor** and **Thur**.

*The cultists have been reported as worshiping an unnamed, mad god.*

## Villages and Towns

- **Caravan of the Gamboling Hart** – roaming halfling village (wagons, carts and ponies with assorted livestock).
- **Talon Hold** – landed holding of local lord, Erst Wynfalst.
- **Plent** – population 240 (village); second largest village in the region.
- **Dallmar** – population 312 (town), 60 (keep); largest settlement in the vale. Tower of Viridian Flame rises above the eastern slopes, thought to be an abandoned tower of an ancient archmage.
- **Anarks** – population 145 (hamlet); stone is quarried from the local hills. Shepherds and Stonecutters.
- **Urlew** – population 160 (hamlet); apple orchards, vineyards and grain fields. Known for wines, cheeses, and apples. Matron Selmant Veltis (Half Elf matron).
- **Melm** – destroyed village. Overtaken by bandits and cultists.
- **Oak Home (Telynasterath)** – population unknown. Elven village deep within the Whetwyld.

## Areas of Interest

- **Kienar Caverns** – old abandoned mining camp.
- **Crag Keep** – ruined ancient keep.
- **Dureldor Ana'stin Stading** – a mystical henge.
- **Llyndral Tyranstirash** – mysterious ancient elven ruin.
- **Cultist Temple of the Iron Cross** – hidden secret society seeking to overtake the region.
- **Toadwallow Caverns** – a series of caverns along the forested river, slowly being overtaken by the marsh.
- **Fort Hoven** – small military outpost sanctioned by the King.
- **Abandoned Redoubt** – this abandoned ancient fort rests a short couple of miles outside of Plent. Rumor speaks of creatures inhabiting the ruins.
- **Field of Heveron** – an ancient battlefield of lost armies. Stories speak of the dead walking among the hills and forest.

## Threats

**And the Devil Will Drag You Under** – trading boats and travelers avoid the western Whitefroth, bringing commerce through the Whetwyld to a near standstill by river. At night, tales tell of devils, demons and witches dancing by firelight that fly out and smash the bottoms out of the boats sinking those that travel on the river.

**When In Doubt, Redoubt** – an old abandoned redoubt lies in ruin in the hills outside of Plent. Reports of denizens of the wild have inhabited here and raid the local farmlands. Locals are no match for their ferocity.

**The Dead Walk Among Us** – North of Talon Hold around the Field of Heveron, the dead walk freely. Many a merchant, caravan, and common traveler have been attacked by the walking dead on the northern road to Raven's Roost.

**Cultists of the Iron Cross** – a divisive cult of individuals have inserted themselves in the local leadership. They have been establishing themselves as a rival seat of power in the Tennoch region. Aside from murdering and kidnapping, the locals are unclear as to their motives for choosing this region. They are rumored to follow the directives of an unknown, mad god.

## Languages

**Khel** is the native language for this region – literacy varies. A smaller percentage of inhabitants will be able to

communicate in **Ilidi** (merchants and travelers) and **Dysee** (outland dwarves and assorted merchants).

## Major Characters

These locals are of some renown and are familiar to many in the region either through association or reputation.

### Khaldor Granitebeard

This very old dwarf and once mayor of Dallmar, Khaldor Granitebeard, enjoys his later years of retirement returning to being a master mason and stonewright. He is often traveling around the region building and repairing walls and foundations or maintaining upkeep on the stone bridges that dot the landscape. He was instrumental in the construction of the Keep within Dallmar.

When not on task, he may often be found having a frothing mug at the **Whitefoam Tavern** in Dallmar.

### Gelbrethorn Hardoak

This elderly human female (approximately 70 years of age), dressed in robes of brown and green serves as the Druid of the Grove in Dallmar. She is one of the few humans blessed with vision bestowed by Veradis.

Her two female acolytes, Rehanna and Brawlwyn, are never far from her side to lend assistance.

### Brel Thorsson Wynfalst

Although young, Brel is the elder son of Erst Wynfalst of Talon Hold. He is a stubborn, boisterous man full of bluster ready to give a piece of his mind about any issue he feels needs his attention. Not a blowhard, he is ready and more than capable of backing up his strong words; he's a man of quick and determined action in a pinch.

### Nazin the Red

A massively muscled human of mid-years, Nazin's scalp is shaved to a rusty red stubble; a person with sharp, brutishly cunning eyes that glint in the dark. He is arrogant and impressively confident. A recent hero who has settled in the area, he claims to hail from the outlying region of Warwik far to the north.

### Eriyel Woodsinger

Reserved and patient, Eriyel, an Elf in her middle years with piercing, dark eyes and long golden hair, is a strong presence in the Elven community who does not allow her people to mingle too freely with the other folk of the region, preferring to remain deep within the Whetwyld. Humans are

tolerated, but not overly welcome (seen more as impetuous children).

### Erst Wynfalst

Eldest son and last of the line of local "nobles", Erst cares only for protecting the holdings and defending the western region from the onslaught of the marsh denizens. His overprotective nature often lead him and his immediate followers on long hunts to scour out any invaders.

Erst is a short, bulky and hairy middle-aged man. Kind to children, he is very untrusting of those he deems incompetent.

### King Thristen Havulmast Ephnelholm (The Roarer)

This aging King has been a solid, charismatic leader for many years. Those within his boundaries have prospered from years of peace and plenty.

## Locales

### Caravan of the Gamboling Hart

A pleasant, roaming halfling village (wagons, carts and ponies with assorted livestock). **Muhmaw Redapple** is the elderly matron of the village. Any who seek dealings with these halflings must deal with her.

### Talon Hold

Landed holding of local lord, **Erst Wynfalst**. This modest walled compound is home to a small, close nit group of families who strive to make a life out of rugged surroundings. Talon Hold is the last bastion of human settlement on the edge of the Murk Marsh. Often are they called upon to defend against attacking forces from the Whetwyld seeking to invade the Tennoch region.

### Plent

Population 240. Second largest village. Plent is a pleasant village, bridging the northern and southern portions of Tennoch Vale. This was once the center of the Vale prior to the rise of **King Thristen**. Steeped in history, Plent remains a central hub to local commerce and trade for the locals of the region.

### Dallmar

Population 312 (town), 60 (keep); largest settlement in the vale. Tower of Viridian Flame rises above the eastern slopes, thought to be an abandoned tower of an ancient archmage. The aging King resides here in the Iron Tower



behind his walls of the Iron Keep. Over the years Dallmar has become ever more seclusive from the other areas within Tenocho vale of which it once defended and supported valiantly. Southern allies have, by all appearances, become of more interest than the local villages and towns. A once-strong militia still remains within the Keep, but no longer patrols or secures the borders.

### Anarks

A small hamlet, the area is populated by shepherds and stonecutters from the local hills. **Sarkoff Trell** is the village elder. A man of middle years, he lost the lower part of his leg years ago to a foul beast with enormous teeth while protecting the local livestock. He and the locals are currently cowed by marauders and followers of the Iron Cross.

### Urlew

Population 160. This village is surrounded by apple orchards, grain fields, and vineyards. Known for mild white wines, cheeses, and (of course) apples. Urlew's elder is a proud half-elven woman named **Mandrinseer Loak**. Her father was a Tyranstirash Elf. While she is no friend to the Iron Cross, she greatly dislikes disruption to the flow of her life and work. She fears reprisals if the Iron Cross is attacked directly.

Any who press the issue, she will refer to seek aid from Tyranstirash. She is not a warm person and is not adverse to driving away unwanted off her property with the mastiffs.

### Melm

Little is known about the destruction of this town other than all inhabitants were destroyed to a man. Bandit raids and sightings of foul creatures of doubtful origins are common in the area surrounding this once proud village.

It is widely spoken that the Cultists have overtaken Melm for their own mysterious purposes. Travelers that venture too close to Melm are assumed to be slain on sight as no one returns to tell of their findings.

### Currency

Currency throughout this region follows the Warwik monetary system:

- Crown (gold) = 21 shillings
- Shilling (silver) = 12 pennies
- Penny (copper) = 4 farthings
- Farthing (copper) = 1 farthing

Copper farthings depict avians of the region (hawk, eagle, owl, heron, woodpecker, etc.) on the face and symbols of columns or lettering on the reverse. Farthings are the most "common" coin and are used primarily by merchants and peasants.

Copper pennies are illustrated similarly to the farthing but are surrounded by lettering on the face with runic symbols on the reverse side.

The silver shillings are depicted with muscular arms holding a mace or hammer with the reverse showing a strong, indistinguishable bearded man. Some older silver coins are in the shapes of lozenges or curving triangles of approximate size, but are valued at the same currency worth.

Gold crowns depict a hammer and anvil on the face with a flaming forge on the reverse.

### Calendar

Standard days of the week are: **Iovis, Lunae, Martis, Veneris, and Saturnis.**

Thawmist	Days 1–20
Dewsnap	Days 21–40
Flowerbloom	Days 41–60
Sweetrain	Days 61–80
Meadowlark	Days 81–100
Longrass	Days 101–120
Warmshade	Days 121–140
Sunstrong	Days 141–160
Thisleburn	Days 161–180
Harvestime	Days 181–200
Goodgrove	Days 201–220
Blackmoon	Days 221–240
Willowind	Days 241–260
Redleaves	Days 261–280
Maggotfeast	Days 282–300
Coldrain	Days 301–320
Shadowreath	Days 321–340
Gloomfrost	Days 341–360
Year's End	Days 361–365/366