

## **Tonk Lake area**

South of Fahlia the eastern branch of the great river ends in what is called Tonk Lake. Tonk lake's surface is about 1800 km<sup>2</sup> and Downtonk another 800km<sup>2</sup> (Scale: IJsselmeer+Markermeer are 1800km<sup>2</sup>)

The land around the lake is hilly and towards the south these hills get larger and harder to climb until the Orcish territories are reached, roughly a month of travel to the south. Around the lakes is a temperate climate, with more rain and downpours the more south a traveler will go.

Tonk lake itself is well known for a very specific kind of carp: the tonkfish. It is recognizable by its silver scaled back and a darker black stripe along its flanks. It is widely known as a delicacy and therefore transported and made into all sorts of products: Tonkfish ale, Tonkfish sauce and Tonkfish cookies are just a few examples.

The fishing and trade make the towns around this lake fairly prosperous.

Most people in this area worship **Consistency**, much like the majority of Fahlia. Other commonly seen gods are **Fluidity** (Muckies in Tosh and Three Sister Kingdom), **Blood** (Orc influences), **Prosperity** (Tosh influences) and **Knowledge** (Influences from beyond the Orcish lands, pretty rare).

Some say Quathwendyl the legendary sea serpent lives in Tonk lake. Others say this is just an old wive's tale and people should drink less.

## **Tonk**

Easy to reach by both boat and road, Tonk is the main port town of the lake district (roughly 500 people). This is where the majority of the trade in tonkfish takes place. It is run by a major elected from a council of established figures in the community. Many of the fishing is done by families who have been doing this for generations and they take pride. Names are passed on from one family member to the next and tend to have a number affixed to showcase this experience. (Nathan Tonkwise III, Janeta Tidesprung IV)

Most of the people in Tonk are humans, especially among the somewhat traditional and closed fishing community, but other faces can be seen as well.

## **Silverwave**

The little sister of Tonk, at least that is what the Tonkians say. The trade and fishing having to do with tonkfish is indeed not as big and the headcount of this town is smaller (around 300).

However, if you ask someone from Silverwave, their reaction is most likely something along the lines of: "Yeah, well, tonkfish is not the only bloody thing in the world".

Being slightly more remote from Fahlia, but still well connected and on the road from Makah, Silverwave has a lively trade in things besides fish. The Makah people make great use of this town as an intermediate. Anything you want to keep out of Fahlia's clutches? Send it through Silverwave. Things passing along the river past Fahlia will have to go through customs, but anything traveling via Silverwave and Tonk is less likely to be noticed. It takes longer, but the heat is off.

Makah historically has a very mixed population with a majority of hobgoblins. It is therefore not strange to see hobgoblins in Silverwave or signs of some human-hobgoblin ancestry in the Silverwave families.

## **Crossroads Inn & Jinn monastery**

The Jinn monastery is devoted to Consistency. Both martially adept and wise monks are raised here. The monastery aims to keep a record of events in the world as to keep it Consistent. Monks are sent to all corners of Orijin to keep these records up to date. So if you need to look something up, chances are it can be found here.

The monastery itself lies in somewhat of a weather vacuum. No rain ever falls in the area and temperatures are on the high end. Its water supply is a mythical spring at the heart of the temple.

Followers of Consistency can go on a pilgrimage to this monastery. The crossroads inn is the last bit of civilization before the last part of this journey: three weeks of a barefoot walk through lands that become more and more dry and warm.